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***THE FLINTSTONES™* GAME FROM WMS LAUNCHES NATIONWIDE AT BORGATA HOTEL CASINO & SPA**

Chicago – November 25, 2014 – [WMS Gaming Inc.](#) (WMS), a [Scientific Games](#) company, is proud to announce the nationwide launch of *THE FLINTSTONES* game at Borgata Hotel Casino & Spa in Atlantic City, New Jersey. *THE FLINTSTONES* game combines the sights, sounds and characters of the classic animated series with the striking *Gamefield xD™* cabinet from WMS.

Ted Herzchel, Vice President Slot Operations for Borgata, said, “Keeping our slot floor fresh and exciting for our players is extremely important to Borgata, and we are thrilled to be the first casino to offer *THE FLINTSTONES* game from WMS.”

The town of *BEDROCK* is brought to life thanks to a 42-inch horizontal screen over a vertical 32-inch screen with a mechanical wheel on the *Gamefield xD* cabinet. The 5x4 base game features both a *FLINTSTONES* and a *RUBBLES* array, and reels stretch up to 10 symbols high as WILD reels and multipliers are potentially added in *THE FLINTSTONES* mystery feature. Unique bonus rounds, drawn straight from the iconic series, include the *BEDROCK* bowling feature and the *DINO* Bonus.

Borgata worked seamlessly with the New Jersey Division of Gaming Enforcement and is grateful for all its efforts to make the installation of this game possible.

Dean Ehrlich, WMS Senior Vice President of Global Gaming Operations, said, “Borgata has always been a great partner to WMS, and we are very excited to work with them on the first installation of our exciting new brand, *THE FLINTSTONES*.”

THE FLINTSTONES™ & © Hanna-Barbera. (s14)
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About WMS

WMS Gaming Inc., a wholly owned subsidiary of Scientific Games Corporation (the “Company”), is a leading supplier of innovative gaming entertainment products and services worldwide. The Company designs, develops, manufactures, distributes and markets casino games and gaming machines, video lottery terminals and video

gaming terminals. More information on WMS can be found at now.wms.com or visit the Company on [Facebook®](#), [Twitter®](#) or [YouTube®](#).

About Warner Bros. Consumer Products

Warner Bros. Consumer Products, a Warner Bros. Entertainment Company, is one of the leading licensing and retail merchandising organizations in the world.

Forward-Looking Statements

In this press release, Scientific Games makes "forward-looking statements" within the meaning of the U.S. Private Securities Litigation Reform Act of 1995. Forward-looking statements describe future expectations, plans, results or strategies and can often be identified by the use of terminology such as "may," "will," "estimate," "intend," "continue," "believe," "expect," "anticipate," "should," "could," "potential," "opportunity," "goal," or similar terminology. These statements are based upon management's current expectations, assumptions and estimates and are not guarantees of timing, future results or performance. Actual results may differ materially from those contemplated in these statements due to a variety of risks and uncertainties and other factors, including, among other things: competition; U.S. and international economic and industry conditions, including declines in or slow growth of lottery retail sales or gross gaming revenues, reductions in or constraints on capital spending by gaming or lottery operators and credit risk relating to customers; slow growth of new gaming jurisdictions, slow addition of casinos in existing jurisdictions and declines in the replacement cycle of gaming machines; ownership changes and consolidation in the casino industry; opposition to legalized gaming or the expansion thereof; ability to adapt to, and offer products that keep pace with, evolving technology; ability to develop successful gaming concepts and content; laws and government regulation, including those relating to gaming licenses and environmental laws; inability to identify and capitalize on trends and changes in the gaming and lottery industries, including the expansion of interactive gaming; dependence upon key providers in our social gaming business; retention and renewal of existing contracts or entry into new or revised contracts; level of our indebtedness, higher interest rates, availability and adequacy of cash flows and liquidity to satisfy obligations or future needs, and restrictions and covenants in our debt agreements; protection of our intellectual property, ability to license third party intellectual property, and the intellectual property rights of others; security and integrity of our software and systems and reliance on or failures in our information technology systems; natural events that disrupt our operations or those of our customers, suppliers or regulators; inability to benefit from, and risks associated with, strategic equity investments and relationships, including (i) the inability of our joint venture to meet the net income targets or otherwise to realize the anticipated benefits under its private management agreement with the Illinois lottery, (ii) the inability of our joint venture to meet the net income targets or other requirements under its agreement to provide marketing

and sales services to the New Jersey lottery or otherwise to realize the anticipated benefits under such agreement (including as a result of a protest) and (iii) failure to realize the anticipated benefits related to the award to our consortium of an instant lottery game concession in Greece; failure to achieve the intended benefits of the acquisition of WMS, including due to the inability to realize synergies in the anticipated amounts or within the contemplated time-frames or cost expectations, or at all; inability to complete future acquisitions; inability to successfully integrate future acquisitions; litigation relating to the Bally acquisition; disruption of our current plans and operations in connection with the Bally acquisition, (including in connection with the integration of Bally), including departure of key personnel or inability to recruit additional qualified personnel or maintain relationships with customers, suppliers or other third parties; costs, charges and expenses relating to the Bally acquisition; inability to successfully integrate Bally (including SHFL and Dragonplay Ltd.); failure to realize the intended benefits of the Bally acquisition, including the inability to realize the anticipated synergies in the anticipated amounts or within the contemplated time-frames or cost expectations, or at all;; incurrence of restructuring costs, revenue recognition standards and impairment charges; fluctuations in our results due to seasonality and other factors; dependence on suppliers and manufacturers; risks relating to foreign operations, including fluctuations in foreign currency exchange rates and restrictions on the import of our products; dependence on our employees; litigation and other liabilities relating to our business, including litigation and liabilities relating to our contracts and licenses, our products and systems, our employees, intellectual property and our strategic relationships; influence of certain stockholders; and stock price volatility. Additional information regarding risks, uncertainties and other factors that could cause actual results to differ materially from those contemplated in forward-looking statements is included from time to time in our filings with the SEC, including under the heading "Risk Factors" in our most recent Annual Report on Form 10-K. Forward-looking statements speak only as of the date they are made and, except for Scientific Games' ongoing obligations under the U.S. federal securities laws, Scientific Games undertakes no obligation to publicly update any forward-looking statements whether as a result of new information, future events or otherwise.