



For Immediate Release

SCIENTIFIC GAMES WILL BE STRONGER TOGETHER AT CGS 2015

Las Vegas and Windsor, Ontario – June 9, 2015 – At the Canadian Gaming Summit 2015 from June 16-18 at Caesars Windsor, [Scientific Games](#) will present a varied lineup of products to the Canadian gaming market that will address casino operators' diverse needs. Show attendees will have the opportunity to witness the strategic benefits of the combination of Scientific Games' *Bally*, *Shuffle Master* and *WMS* brands.

Robert J. Parente, Senior Vice President and Chief Revenue Officer for the Company's Gaming Division, said, "We are excited to present to the Canadian gaming market a tremendous breadth of customer-favored gaming devices, systems and related services, in a way that no other company can. Scientific Games is uniquely positioned to offer new value to Canadian casino operators as we seek to become their partner of choice and a one-stop shop for their gaming product and services solutions."

Bally products on display at CGS 2015 will include the *FRIENDS*[™] video slot that reunites players with the beloved characters from Warner Bros. Television's worldwide hit comedy that *TV Guide Magazine* named one of the 50 greatest shows of all time.

The *FRIENDS* theme is presented on the *Pro Theatre* cabinet, a new configuration built on the award-winning *Pro Wave* and topped by a massive 1080p 55-inch display. With a *U-Spin* wheel, clips of the show's many hilarious moments and a huge progressive jackpot, players can experience the laughs and loves in a whole new way. The game is also available as a near-area progressive.

The A&E® *DUCK DYNASTY*[™] branded video slot game by *Bally* in conjunction with G2 Game Design, also on the *Pro Theatre*, will have players hunting for more with a wheel feature jam-packed with six different bonuses inspired by the most-watched reality cable TV show in history.

Also on display will be Triple Cash Wheel featuring *Quick Hit*, a new title with the proven power of *Quick Hit* showcased on the *Pro Wave* with Digital Wheel, a striking new cabinet with a full 1080p high-definition wheel designed to attract attention on any casino floor.

The *Bally Systems* area will be highlighted by its award-winning *Elite Bonusing Suite*. The *Elite Bonusing Suite*, when combined with *iVIEW* Display Manger, enables play-centric bonusing events that add dramatic new levels of excitement and anticipation to the slot-play experience. Scientific Games will also demonstrate *SDS,CMP*, Business Intelligence (BI), Promotional Kiosk and its industry-leading responsible gaming measures.

The *Shuffle Master* brand will display a number of cutting-edge products including *Tablemaster Fusion*, which transports the fast-paced excitement of live table gaming to a fully electronic platform. *Shuffle Master* brand products will also feature the *one2six* single- and multi-deck continuous shuffler and *Blazing 7s progressive*, an optional blackjack progressive bet that brings the excitement of the popular *Blazing 7s* slot brand to the table games pit by awarding wins based on how many sevens players receive in their hands.

Among the portfolio of *WMS* products at CGS 2015 is the *Blade s32* cabinet, a player-focused hybrid slant cabinet. The *Blade s32* cabinet features two 32-inch high-definition displays that deliver a premium, high-impact "wow" to any slot floor and provide superior player readability. The *Dragons Over Nanjing* and *Hot Hot 8* themes will be on display.

Scientific Games will also demonstrate a number of new premium participation titles in the *WMS* brand, including the *MONOPOLY* Big Money Reel and *ELVIS*™ themes. The *MONOPOLY* Big Money Reel theme features a 42-inch curved LCD top box and 1080p high-definition screens that bring *MONOPOLY* to life like never before. The *ELVIS* theme brings together three unique player-selected interfaces representing three different eras of the career of the *KING OF ROCK N' ROLL*™. Three scattered BONUS symbols trigger the wheel bonus for a spin of the top wheel. Watch the glitz and glam spin around as either a credit prize or one of three local-area progressives is awarded: Vegas *ELVIS*, Hollywood *ELVIS* or Memphis *ELVIS* with Grand, Major or Minor progressives respectively.

Another *WMS* highlight will be the first multigame LAP from the *WMS* brand: *Life of Luxury* progressive. The *Life of Luxury* progressive theme brings back a classic *WMS* game in multi-game format with five themes that feature a combination of classic, current, and new *WMS* content.

"We are *Stronger Together* through the combination of our time-tested brands and comprehensive and differentiated product portfolios that are created and supported by an extremely talented global team," said Parente. "Scientific Games will demonstrate at CGS 2015 the ability to leverage proven product brands and cutting-edge technology solutions that benefit customers and help them grow their businesses."

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About Scientific Games

Scientific Games Corporation (NASDAQ: SGMS) is a leading developer of technology-based products and services and associated content for worldwide gaming and lottery markets. The Company's portfolio includes instant and draw-based lottery games; server-based lottery and gaming systems; electronic gaming machines, game content and systems; table games products and utilities; sports betting technology; loyalty and rewards programs; and social, mobile and interactive content and services. For more information, please visit <http://www.scientificgames.com/>.

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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.