

Scientific Games Shortlisted For Four 2017 Global Gaming Awards

Company Up for Two "Supplier of the Year" and Two "Product of the Year" Awards



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Scientific Games Corporation →
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LAS VEGAS, Sept. 5, 2017 /PRNewswire/ -- Scientific Games Corporation (NASDAQ: SGMS) ("Scientific Games" or the "Company") today announced that the Company is shortlisted in four award categories for the 4th Annual Global Gaming Awards to be held October 2 at the 2017 Global Gaming Expo ("G2E") in Las Vegas.

Scientific Games is nominated for the 2017 "Land-Based Industry Supplier of the Year", which recognizes gaming supplier product and services innovation, and as the 2017 "Digital Supplier of the Year", which honors the creators of the industry's most engaging digital gaming products.

The Company's blockbuster *WILLY WONKA GOLDEN TICKET*[™] multi-state linked instant game, created in partnership with Warner Bros. Consumer Products, is nominated as the 2017 "Land-Based Product of the Year", honoring the equipment, technologies and features that enhanced

the gaming experience. Launched by ten lotteries thus far, with more on the way, the game is the top-indexing \$10 instant game of 2017 in Arizona, Colorado, Georgia, Maine, New Mexico and New York, topping \$263.9 million in retail sales and nearly 1.6 million online entries (as of August 21, 2017).

Additionally, Scientific Games' *Secret Santa Second-Chance Drawings* promotion, created for the Pennsylvania Lottery, is nominated as the 2017 "Digital Product of the Year", which recognizes the features or innovations that have improved the interactive gaming sector. The holiday promotion topped \$40 million in retail sales in Pennsylvania, setting an industry record for 15.8 million online entries – 65 percent through the mobile app. New for lottery players, the skill-based components of the digital game drove friendly competition that extended to social media.

Scientific Games President and Chief Executive Officer Kevin Sheehan said, "It is an honor to be recognized for our expertise and innovation in four categories at the 2017 Global Gaming Awards and across all three Scientific Games' divisions. These are fiercely competitive awards among the world's top gaming companies, honoring innovation and entertainment."

The ultimate winners in each category will be selected by a panel of 60 industry-leading judges and announced during an awards luncheon Monday, October 2, at the Sands Expo in Las Vegas during G2E.

In 2016, Scientific Games earned a Global Gaming Awards top honor for "Land-Based Gaming Innovation of the Year". The Company was also a finalist for "Land-Based Industry Supplier of the Year", "Casino Product of the Year", and "Digital Product of the Year".

WILLY WONKA & THE CHOCOLATE FACTORY and all related characters and elements © and ™ Warner Bros. Entertainment Inc. (s17)

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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, lottery and interactive markets. The Company's portfolio includes gaming machines, game content and systems; table games products and utilities; instant and draw-based lottery games; server-based lottery and gaming systems; sports betting technology; loyalty and rewards programs; and interactive content and services. For more information, please visit us at www.scientificgames.com.

About Warner Bros. Consumer Products

Warner Bros. Consumer Products (WBCP), a Warner Bros. Entertainment Company, extends the Studio's powerful portfolio of entertainment brands and franchises into the lives of fans around the world. WBCP partners with best-in-class licensees globally on an award-winning range of toys, fashion, home décor, and publishing inspired by franchises and properties such as DC, J.K. Rowling's Wizarding World, Looney Tunes and Hanna-Barbera. The division's successful global themed entertainment business includes groundbreaking experiences such as The Wizarding World of Harry Potter and Warner Bros. World Abu Dhabi (opening 2018). With innovative global licensing and merchandising programs, retail initiatives, promotional partnerships and themed experiences, WBCP is one of the leading licensing and retail merchandising organizations in the world.

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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," "plan," "continue," "believe," "expect,"

"anticipate," "target," "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. Therefore, you should not rely on any of these forward-looking statements as predictions of future events. 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 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 gaming industry; opposition to legalized gaming or the expansion thereof; inability to adapt to, and offer products that keep pace with, evolving technology, including any failure of our investment of significant resources in our R&D efforts; inability to develop successful products and services and capitalize on trends and changes in our industries, including the expansion of internet and other forms of interactive gaming; laws and government regulations, including those relating to gaming licenses and environmental laws; dependence upon key providers in our social gaming business; inability to retain or renew, or unfavorable revisions of, existing contracts, and the inability to enter into new contracts; level of our indebtedness, higher interest rates, availability or adequacy of cash flows and liquidity to satisfy indebtedness, other obligations or future cash needs; inability to reduce or refinance our indebtedness; restrictions and covenants in debt agreements, including those that could result in acceleration of the maturity of our indebtedness; protection of our intellectual property, inability to license third party intellectual property, and the intellectual property rights of others; security and integrity of our products and systems and reliance on or failures in information technology and other systems; challenges or disruptions relating to the implementation of a new global enterprise resource planning system; failure to maintain internal control over financial reporting; 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; failure to achieve the intended benefits of our acquisitions; incurrence of restructuring costs; implementation of complex revenue recognition standards or other new accounting standards; changes in estimates or judgments related to our impairment analysis of goodwill or other intangible assets; 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, restrictions on the payment of dividends from earnings, restrictions on the import of products and financial instability, including the potential impact to our business resulting from the affirmative vote in the U.K. to withdraw from the EU, and the potential impact to our instant lottery game concession or VLT lease arrangements resulting

from the recent economic and political conditions in Greece; changes in tax laws or tax rulings, or the examination of our tax positions; dependence on key 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 (including labor disputes), intellectual property, environmental laws 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 the Company's current reports on Form 8-K, quarterly reports on Form 10-Q and its latest annual report on Form 10-K filed with the SEC on March 3, 2017 (including under the headings "Forward Looking Statements" and "Risk Factors"). 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.

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