

Scientific Games Named "Land-based Supplier of the Year" at 2017 Global Gaming Awards

Company Also Wins 2nd Place for "Land-Based Product of the Year" and 3rd Place for "Digital Product of the Year" Awards



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Scientific Games Corporation →

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LAS VEGAS and ATLANTA, Oct. 10, 2017 /PRNewswire/ -- Scientific Games Corporation (NASDAQ: SGMS) ("Scientific Games" or the "Company") today announced that it has received three top honors from the 4th Annual Global Gaming Awards held at the 2017 Global Gaming Expo (G2E) in Las Vegas, including the highly-coveted "Land-based Supplier of the Year" Award.

Voted upon by 60 judges from across the global industry, the prestigious "Land-based Supplier of the Year" Award recognizes the best land-based gaming supplier for product and services innovation.

The judges also awarded 2nd Place for "Land-based Product of the Year" to Scientific Games for its *WILLY WONKA GOLDEN TICKET*[™] multi-state linked instant game, created in partnership with Warner Bros. Consumer Products. The award honors the equipment, technologies and features that have enhanced the gaming experience. Launched by 12 U.S. lotteries thus far, with four more on the way, *WILLY WONKA GOLDEN TICKET* has topped \$328 million in retail sales and nearly two million online second-chance entries (*as of October 6, 2017*).

Additionally, Scientific Games' *Secret Santa Second-Chance Drawings* promotion created for the Pennsylvania Lottery, received third place in the 2017 "Digital Product of the Year" category, 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.

"We are honored to accept these three awards from our esteemed gaming industry colleagues. This recognition reflects the 100 percent commitment to innovation our company has strived for this past year," said, Kevin Sheehan, Chief Executive Officer at Scientific Games. "We thank the 2017 Global Gaming Awards panel, and will continue in our mission to provide the best in gaming entertainment experiences to players worldwide."

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".

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

About Scientific Games

Scientific Games Corporation (NASDAQ: SGMS) is the global leader in technology-based gaming systems, table games, table products and instant games and a leader in products, services and content for gaming, lottery and interactive gaming markets. Scientific Games delivers what customers and players value most: trusted security, creative content, operating

efficiencies and innovative technology. Today, we offer customers a fully integrated portfolio of technology platforms, robust systems, engaging content and unrivaled professional services. For more information, please visit 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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