

# SCIENTIFIC GAMES ANNOUNCES LAUNCH OF OFFICIAL MOBILE APPS FOR ARKANSAS SCHOLARSHIP LOTTERY AND MARYLAND LOTTERY AND GAMING

One in Four U.S. Lotteries Now Deploy a Mobile App Developed by Scientific Games

LAS VEGAS and ATLANTA – October 12, 2015 – <u>Scientific Games Corporation</u> ("Scientific Games" or the "Company") (NASDAQ: SGMS) today announced the launch of official mobile apps for the <u>Arkansas Scholarship Lottery</u> and <u>Maryland Lottery</u> and Gaming. The apps were released for iOS and Android smartphones and tables and may be downloaded for the <u>App Store</u> or <u>Google Play</u> at no cost. The Company's mobile technology provides lottery players with a ticket scanning feature and convenient mobile access to winning numbers, current jackpots, lottery game information, lottery retail locator, winner stories and responsible gaming messaging.

Currently the leading provider of mobile app in the lottery industry, Scientific Games provides official mobile apps for one in four U.S. lotteries, as well as the *Slingo® Lottery Challenge* app in collaboration with its licensor and an app for the North American State and Provincial Lotteries Association. Nearly 75 percent of mobile phone subscribers – 182 million consumers – in the U.S. now own smartphones according to data released by comScore.

Bishop Woosley, Director, Arkansas Scholarship Lottery, said, "The Arkansas Lottery was the very first lotter to offer a fully integrated loyalty club to our players. Since 2009 we have provided our players a second chance for their non-winning instant tickets along with points that can be redeemed for prizes. Throughout the years we have continued to speak with our club members for ways to enhance our loyalty club programs. I am pleased to say that providing them with a mobile app which enables them to view our lottery information along with the ability to scan tickets to enter second-chance drawings and earn points for prizes was high on their list."

Gordon Medenica, Director of Maryland Lottery and Gaming, said, "Today's lottery players are busy, tech-savvy people who want quick and easy access to information. This new app provides them with the type of convenience they have been asking for and have come to expect from the Maryland Lottery. I believe our players will respond positively to the ticket-scanning and retailer-search features."

Eleven mobile apps developed by Scientific Games are currently in use by U.S. state lotteries including Arkansas, Connecticut, Iowa, Maryland, Missouri, New Mexico, New Your (*Slingo Lottery Challenge*), North Carolina, Pennsylvania, South Carolina and Tennessee. The Company is developing apps to launch in additional U.S. jurisdictions in the next year and just released an updated version of the Tennessee Lottery's mobile app with draw game ticket scanning and in-store shopping features.

Michael Lightman, Vice President of Interactive Lottery Products for Scientific Games, said, "The launch of these new mobile apps is continued affirmation of our leadership in developing and delivering interactive products to the lottery industry. We pioneered the internet for lotteries back in 2001 with our second-chance bonusing solutions, and today, through our active provision of mobile web content and mobile apps, have fully transitioned our lottery interactive efforts to mobile first. Mobile enables our customers to engage lottery players in innovative ways by bringing them greater convenience, further simplifying retail purchasing, and delivering a new and more frequent ways to win. We thank our Lottery partners for selecting Scientific Games for their mobile solutions."

## **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 <u>www.scientificgames.com</u>.

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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 17, 2015 (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.