



## **MAINE STATE LOTTERY LAUNCHES SCIENTIFIC GAMES-DEVELOPED PLAYER LOYALTY**

**LAS VEGAS and ATLANTA – January 13, 2016** – [Scientific Games Corporation](#) (“Scientific Games” or the “Company”) (NASDAQ: SGMS) announced that the Maine State Lottery has launched its new player rewards program, RewardMe Lottery Club, through the company’s Loyalty Plus solution.

For the first time, lottery players in Maine can participate in a points-based rewards program that allows them to enter their non-winning instant lottery games online, accumulate points and redeem points for prizes and merchandise in the Company’s Points for Prizes online store. The RewardMe Lottery Club supporting mobile app, developed by Scientific Games for iOS and Android smartphones and tablets, may be downloaded from the App Store or Google Play store at no cost. With 13 mobile apps released and seven full loyalty rewards programs currently in use by U.S. lotteries – more than any other lottery provider – the Company’s interactive solutions are inventing conveniences for U.S. lottery players and retailers.

Tom Poulin, Deputy Director, Maine Bureau of Alcoholic Beverages and Lottery Operations said, “The mobile app is really a key component of our new RewardMe Lottery Club. Our players can use it to quickly check their instant and draw game tickets to see if they are winners, and it allows them to scan their non-winning instant games directly into their rewards account with their mobile phone. We’re offering our players the same convenience on the go they’ve come to expect with our other consumer products, and it looks like they’re enjoying it so far.”

The RewardMe Lottery Club app can also store a player’s favorite draw game numbers and produce a barcode on their mobile ticket screen that can be scanned at the retail checkout to print their lottery ticket.

Michael Lightman, Vice President, Lottery Interactive for Scientific Games, said, “With every rewards program we create and every mobile app that goes live, we learn more and more about consumer convenience and retail efficiency. We designed this app to provide players in Maine with an easy way to engage with the Lottery and its instant and draw games, and to provide support the more than 1,200 lottery retailers in the state.”

With operations on six continents, Scientific Games provides lottery games, services, systems and retail technology to more than 150 lotteries globally, including nearly every North American lottery.

### **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](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," "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.