



SCIENTIFIC GAMES AWARDED TWO-YEAR INSTANT GAME CONTRACT EXTENSION WITH MINNESOTA LOTTERY

NEW YORK – August 13, 2014 – [Scientific Games Corporation](#) (NASDAQ: SGMS) (“Scientific Games” or the “Company”) today announced that it has signed an extension of its contract with the Minnesota Lottery to continue as a provider of instant lottery games. Under the agreement, the Company will continue as the secondary instant provider to the Minnesota Lottery for two additional years beginning July 1, 2014.

“The extension of our instant games contract with Scientific Games demonstrates that the games they design and produce have served as a great asset to our instant game portfolio,” said Ed Van Petten, Director of the Minnesota Lottery. “From licensed brands to unique play action and prize structures, these games are among the favorites with players in Minnesota. We have worked with Scientific Games since 1990 to create games that provide entertainment, value and engagement with the Lottery’s brand. We are delighted to continue our collaboration to drive increased returns to the state’s general fund and the environment.”

In addition to the traditional instant games, Scientific Games also provides the Minnesota Lottery with its *Scisplay*™ ecommerce solution, which facilitates the sale of both draw games and eInstant games via web and mobile channels. In February 2013, Scientific Games and the Minnesota Lottery launched *eScratch*™ games, representing the first-ever deployment of eInstant games by a U.S. lottery.

John Schulz, Senior Vice President, Instant Products for Scientific Games said, “Our work with the Minnesota Lottery has been a great example of innovating through customers solutions. We look forward to providing the Minnesota Lottery and its players with even more creative, engaging and relevant instant games over the next two years through this contract extension.” In fiscal year 2013, the Minnesota Lottery generated more than \$553 million in total retail sales, which included nearly \$360 million in instant game products.”

About the Minnesota Lottery

Raising more than \$2.3 Billion for Minnesota. Every time Minnesotans play the Lottery, they give back to Minnesota. For every \$1 spent on lottery tickets, approximately 24 cents goes to the great state of Minnesota. Over the years, players have helped the Lottery raise more than \$2.3 billion – and this number grows every day! And since Lottery revenue is directed to the General Fund and the Minnesota environment, we all benefit. A little over half of the money from ticket sales has gone into the General Fund to support services like K-12 education, health care, aid to local governments and public safety. The rest of the revenue, more than \$925 million, has helped the environment in many ways through the following funds: (1) the Environment and Natural Resources Trust Fund, (2) the Natural Resources Fund, and (3) the Game and Fish Fund.

About Scientific Games

Scientific Games Corporation 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; electronic gaming machines and game content; server-based lottery and gaming systems; sports betting technology; loyalty and rewards programs; and social, mobile and interactive content and services. For more information, please visit: 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, including the pending acquisition of Bally Technologies, Inc. ("Bally") due to the failure to obtain the required approvals or debt financing or otherwise; litigation relating to the pending Bally acquisition; disruption of our current plans and operations in connection with the pending Bally acquisition (whether prior to its completion or following its completion, 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 pending Bally acquisition; inability to successfully integrate future acquisitions, including Bally (including SHFL entertainment, Inc. and Dragonplay Ltd.) following completion of the pending Bally acquisition; failure to realize the intended benefits of the pending 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; inability to control Bally until completion of the Bally acquisition; 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.