



## SCIENTIFIC GAMES NAMED ONE OF GEORGIA'S TOP 40 MOST INNOVATIVE TECHNOLOGY COMPANIES

LAS VEGAS and ATLANTA – March 19, 2015 – [Scientific Games Corporation](#) (“Scientific Games” or the “Company”) (NASDAQ: SGMS) today announced that the Company has been named one of “Georgia’s Top 40 Most Innovative Companies” by the [Technology Association of Georgia](#) (TAG), an association dedicated to the promotion and economic advancement of technology in the state. TAG’s “Top 40 Awards” recognize Georgia technology companies for their innovation, financial impact and their efforts at spreading awareness of Georgia’s technology initiatives throughout the U.S. and globally.

Scientific Games, along with all the companies selected for the “Top 40”, will be showcased at the 2015 Georgia Technology Summit on March 25 at the Cobb Galleria Centre in Atlanta. The Company, which supplies technology products and services to government lotteries and gaming organizations around the globe, will exhibit its *PlayCentral™ HD* advanced self-service technology for selling lottery games. The *PlayCentral HD* was developed by the Company’s Georgia-based game technologists and software engineers to align with today’s most experimental vending trends.

The 2015 Georgia Technology Summit is expected to draw more than 1,300 executives, entrepreneurs, technology professionals and academia to celebrate and recognize Georgia's technology community. The Summit will feature presentations from some of the top technology influencers in the U.S., including Massachusetts Institute of Technology (MIT), Tesla Motors and Amazon.com.

Walt Eisele, Senior Vice President and Chief Technology Officer, Lottery, for Scientific Games said, “We are proud to be recognized as a technology leader in the state of Georgia and to be in the company of so many great innovators. The theme for the 2015 Summit is Disruptive Innovations...The Power to Inspire, and I believe that this perfectly describes Scientific Games' 40 years of innovations and the positive impact we have made on the global lottery and gaming industry.”

Launching the world's first secure instant lottery game in 1974, Scientific Games supplies games, technology and services to the \$284 billion (U.S.) global lottery industry. The company's global lottery business center is based north of Atlanta, where more than 1,100 members of Georgia's workforce are employed. Scientific Games currently designs and produces 98 percent of the Georgia Lottery's instant games and provides the Georgia Lottery with marketing, promotional and distribution services. The Georgia Lottery is ranked No. 2 in the world for instant game per capita sales (La Fleur's 2015 Almanac).

### 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).

## **About The Technology Association of Georgia**

TAG is the leading technology industry association in the state, serving more than 26,000 members through regional chapters in Metro Atlanta, Athens, Augusta, Columbus, Macon/Middle Georgia and Savannah. TAG's mission is to educate, promote, and unite Georgia's technology community to foster an innovative and connected marketplace that stimulates and enhances a tech-based economy. The association provides networking and educational programs; celebrates Georgia's technology leaders and companies; and advocates for legislative action that enhances the state's economic climate for technology. TAG hosts over 200 events each year and serves as an umbrella organization for 34 professional societies. Additionally, the TAG Education Collaborative (TAG's charitable arm) focuses on helping science, technology, engineering and math (STEM) education initiatives thrive. For more information visit the TAG website at [www.tagonline.org](http://www.tagonline.org). To learn about the TAG-Ed Collaborative visit [www.tagedonline.org](http://www.tagedonline.org)

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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. 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 bankruptcies of, or credit risk relating to, customers; limited growth from new gaming jurisdictions, slow addition of casinos in existing jurisdictions and declines in the replacement cycle of existing 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 regulations, 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 (or in connection with any termination thereof), (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 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 Bally acquisition or the WMS acquisition, including due to the inability to successfully integrate such acquisitions or realize synergies in the anticipated amounts or within the contemplated timeframes or cost expectations, or at all; litigation relating to the Bally acquisition; disruption of our current plans and operations in connection with the Bally acquisition and the WMS acquisition (including in connection with the integration of Bally and WMS), 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 Bally acquisition and the WMS acquisition; inability to complete or successfully integrate future acquisitions; 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 risks relating to product defects or other claims relating to products; 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.