



SCIENTIFIC GAMES AWARDED LOTTO NEW ZEALAND SEVEN-YEAR INSTANT GAMES CONTRACT

NEW YORK – November 4, 2014 – Scientific Games (NASDAQ: SGMS) (“Scientific Games” or the “Company”) today announced that it has been awarded the contract by the New Zealand Lotteries Commission to provide instant games for Lotto New Zealand. Under the terms of the agreement, Scientific Games will work with Lotto New Zealand to grow sales of the Lottery’s instant game portfolio. In addition to instant games, the Company will provide Lotto New Zealand with marketing support and creative services. The seven-year contract began in September 2014 and includes a one-year extension option.

“We look forward to continuing our nearly 30-year relationship with Scientific Games to develop innovative products for New Zealand players,” said Wayne Pickup, Chief Executive Officer, Lotto New Zealand. “We are focusing on growing instant game sales and funding for our communities by taking our instant games to the next level with the vibrant new designs, foil, proprietary play styles and licensed brands offered by Scientific Games.”

John Schulz, Senior Vice President, Instant Products for Scientific Games commented, “Our agreement with Lotto New Zealand is one of the first of its kind in the Australasia region and we truly share their excitement for the potential of the instant product category in New Zealand. Using the industry’s most advanced instant game design and manufacturing technology, marketing insights – including Scientific Games’ unique 15 Determinants of Demand – and more than 40 years of global best practices for instant games, we are confident that our collaboration with Lotto New Zealand will result in great success.”

Lotto New Zealand provides essential funding for thousands of community projects every year, including a variety of arts, cultural, sporting and community groups, including Sport New Zealand and the New Zealand Film Commission. In 2014, Lotto New Zealand experienced \$988.8 million in total sales, including \$150.9 million in instant game product sales.

About Lotto New Zealand

Lotto New Zealand is a Crown Entity with a government-appointed board of directors. The organization was established in 1987 and operates under the Gambling Act of 2003. It exists to promote, organize and conduct lottery games for the benefit of New Zealand communities. Profits (in 2014, around 23 cents in every dollar spent on lottery products) are transferred to the New Zealand Lottery Grants Board for onward distribution to over 3,000 community groups every year. Lotto New Zealand's primary goal is to generate improved earnings in order to maximize the contributions made to New Zealand communities, while minimizing the incidence of any problem or underage gambling associated with its products.

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.

Company Contacts

Investor Relations:
Bill Pfund (847) 785-3167

Media Relations:
Mollie Cole (773) 961-1194

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.