



For Immediate Release

Scientific Games Partners with Twentieth Century Fox Consumer Products For First-Ever Themed Slot Machine Based On THE SIMPSONS

Set to Debut at G2E, All-New Game and Cabinet Transports Players to Springfield

LAS VEGAS – September 29, 2015 – [Scientific Games](#) (NASDAQ: SGMS) (“Scientific Games” or the “Company”) today announced a new partnership with Twentieth Century Fox Consumer Products and Gracie Films to create a themed slot machine based on the longest running scripted television series *THE SIMPSONS*. The never before seen *Gamescape* cabinet will be officially unveiled in Scientific Games’ booth #1126 at the Global Gaming Expo (“G2E”), taking place from September 29 to October 1. The slot theme will star Homer and Marge Simpson, Moe, Apu, Chief Wiggum and many other iconic characters from the show.

“*THE SIMPSONS* game on our new *Gamescape* cabinet combines one of the most recognizable and beloved brands in the world with some of the greatest innovations in the gaming industry,” said Derik Mooberry, Scientific Games’ Group Chief Executive, Gaming. “We are extremely proud to work closely with Fox Consumer Products and Gracie Films on the development of this game, and believe players around the globe will be thrilled with the experience.”

“Our teams worked extremely hard to ensure the first *SIMPSONS*-themed slot machine is a true testament to the brand, providing a truly immersive experience,” said Jeffrey Godsick, President of Twentieth Century Fox Consumer Products. “With dynamic new content, attention to detail –and a few surprises– Scientific Games is creating an entertaining gaming experience that we know fans will enjoy.”

The pioneering *Gamescape* cabinet utilizes three vivid, high-definition displays that angle toward the player, and a 40-inch curved top screen that surrounds the player. Additionally, an ergonomic 10.4-inch tablet button panel integrates gameplay to coordinate graphics across multiple displays. The result is five unique screens that virtually combine to create an expanded platform for stunning graphics and seamless motion.

Lighting around the edge of each display envelops the player. An integrated sound bar completes the sensory experience by delivering 3D stereo sound, without the

need for a sound chair. The sound bar matches the width of the cabinet so that stereo sound moves not only from right to left but up and down as well.

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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 www.scientificgames.com.

About THE SIMPSONS

The longest-running scripted show in television history, *THE SIMPSONS* exploded into a cultural phenomenon in 1990 and has remained one of the most groundbreaking and innovative entertainment franchises, recognizable throughout the world. Currently airing its record-annihilating 27th season, *THE SIMPSONS* has won 32 Emmy Awards, 32 Annie Awards, a 2015 People's Choice Award, was the first animated series to win a Peabody Award, and was nominated for an Academy Award in 2012 for the theatrical short "The Longest Daycare." *The Simpsons Movie* was a hit feature film, their mega-attraction *The Simpsons Ride* at Universal Studios has received historic expansion updates with the addition of 'Springfield' and the show was honored with a Star on The Hollywood Walk of Fame in 2000. It has been named the "Best Show of the 20th Century" by Time Magazine, and called the "Greatest American Sitcom" by Entertainment Weekly in 2013.

THE SIMPSONS is a Gracie Films Production in association with 20th Century Fox Television. James L. Brooks, Matt Groening, and Al Jean are the Executive Producers. The Gracie Films Worldwide Brand Division develops and produces the licensed content for the series. Film Roman, a Starz Company, is the animation house.

About TWENTIETH CENTURY FOX CONSUMER PRODUCTS:

A division 21st Century Fox and recognized industry leader, Twentieth Century Fox Consumer Products licenses and markets properties worldwide on behalf of Twentieth Century Fox Film Corporation, Twentieth Century Fox Television and Fox Broadcasting Company, as well as third party lines. The division is aligned with Twentieth Century Fox Television, the flagship studio leading the industry in supplying award-winning and blockbuster primetime television programming and entertainment content.

COMPANY CONTACTS: Investor Relations:

Scientific Games: Bill Pfund +1 702-532-7663
Vice President, Investor Relations
bill.pfund@scientificgames.com

Media Relations:

Scientific Games: Mollie Cole +1 773-961-1194
Director, Corporate Communications
mollie.cole@scientificgames.com

Fox Consumer Products: Erin O'Brien +1 310-369-5140
Director, Publicity and Brand Marketing
Erin.obrien@fox.com

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 or asset write-down 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 payment of dividends from earnings, restrictions on the import of products and financial instability, including the potential impact to our instant lottery game concession or VLT lease arrangements resulting from the recent economic and political conditions in Greece; dependence on our key 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.