

Scientific Games Debuts First Skill-Based Slot Machine with Classic Arcade Video Game Favorite -- SPACE INVADERS™

Innovative new slot integrates authentic alien shooter bonus game, free games, and an option to Buy a Bonus



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LAS VEGAS, June 8, 2017 /PRNewswire/ -- Scientific Games Corporation (NASDAQ: SGMS) ("Scientific Games" or the "Company") announced today the launch of its first slot machine with a skill-based bonus – *SPACE INVADERS* – featured on the sleek and innovative *Blade™s32* cabinet.



LEVEL 1 \$26.84 LEVEL 2 \$54.07 LEVEL 3 \$106.11



Dem

SPACE INVADERS

50 SHOTS	50 SHOTS	50 SHOTS	50 SHOTS	SPACE INVADERS	SPACE INVADERS
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60 LINES



(PRNewfoto/Scientific Games Corporation)...

Based on the popular classic arcade video game, which was originally released in 1978, *SPACE INVADERS* is a six-reel, 60-line slot game that features a number of bonuses including free games and the *SPACE INVADERS* Bonus. Channeling the original alien shooter game, the *SPACE INVADERS* Bonus allows the player to control a laser cannon, moving it horizontally across the bottom of the screen while trying to shoot down rows of descending aliens, collecting credits, advancing levels and vying for one of the multi-level Jackpot Pools.

Players also have the option to bypass the base slot game and Buy a Bonus on demand, taking them directly to the *SPACE INVADERS* Bonus where they play with higher credit win levels than the normal base game.

"*SPACE INVADERS* is one of the true classic video arcade games and a childhood favorite for many who grew up in the era of video games. We are thrilled to bring this iconic game to casino slot game play," said Derik Mooberry, Group Chief Executive of Gaming for Scientific Games. "Our development team worked diligently to ensure that our first skill-based game featured authentic *SPACE INVADERS* game play, complete with its familiar alien symbols and correlative music, and we are certain that players are going to be captivated with this compelling new game."

SPACE INVADERS is currently available in New Jersey and will soon be available in various jurisdictions throughout North America.

About *SPACE INVADERS*

Planned, developed, and released by TAITO Corporation (TAITO), the 1978 arcade game *SPACE INVADERS* became an instant global phenomenon. Today, its iconic characters frequently appear both in licensed projects worldwide and as TAITO's corporate mascots.

Chosen as an art collection of MOMA, and a collaborative character with famous fashion brands, *SPACE INVADERS* is still loved all over the world today.

TAITO is the exclusive owner of the global intellectual property rights, including copyrights and trademarks, for *SPACE INVADERS* and its characters, and takes an active role regarding new *SPACE INVADERS*-related enterprises.

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 shufflers; 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 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 3, 2017 (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.

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