

Scientific Games To Welcome More Than 500 Attendees at EMPOWER(SM) Customer Conference from March 29-31 at Planet Hollywood Las Vegas Resort & Casino

Apple Co-Founder Steve Wozniak to Deliver Keynote Address



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LAS VEGAS, March 21, 2016 /PRNewswire/ -- Scientific Games Corporation (NASDAQ: SGMS) ("Scientific Games" or the "Company") today announced that will host its inaugural *EMPOWER* customer conference showcasing the Company's innovative solutions, convergence technologies and the industry's broadest gaming, lottery, and interactive product portfolio.



Steve Wozniak, Co-Founder of Apple Computer, Philanthropist and Chief Scientist for Fusion-io, is the keynote speaker at Scientific Games' EMPOWER Customer Conference, March 29-31, Planet Hollywood Las Vegas Resort & Casino.

The *EMPOWER* conference evolved from Bally Technologies' Systems User Conference, which was held for 11 years at casino resorts across the United States. Following the merger of Scientific Games and Bally Technologies in 2014, the Company is now planning an expanded event to incorporate its three business divisions, making *EMPOWER* the only private, global conference of its kind in the gaming and lottery industry.

The *EMPOWER* conference keynote speaker is Apple Computer co-founder and philanthropist Steve Wozniak, who helped shape the computing industry with his design of Apple's first line of products and influenced the popular Macintosh. Wozniak was awarded the National Medal of Technology by the President of the United States in 1985 - the highest honor bestowed on America's leading innovators. In 2000, he was inducted into the Inventors Hall of Fame and was awarded the prestigious Heinz Award for Technology. Wozniak currently serves as Chief Scientist for Fusion-io and is a published author with a *New York Times* best-selling autobiography, *iWoz: From Computer Geek to Cult Icon*.

Gavin Isaacs, President and Chief Executive Officer of Scientific Games, said, "*EMPOWER* attendees are in for an incredible three days of innovation, technology, and entertainment designed to propel them to new levels of professional and personal success.

"The conference is a must-attend for every Scientific Games customer seeking to learn more about our new combined business and the integrated approach we deliver with the industry's most comprehensive and inventive product suite. We look forward to engaging our customers with great speakers, powerful insights, and lots of fun. Most of all, this is an opportunity for us to listen and learn from our customers while we inform, inspire, and entertain."

More than 500 casino and lottery operators, sponsors, partners, and members of the media are registered for *EMPOWER*. The conference promises to be Scientific Games' largest customer event ever, with a footprint 30 percent greater than the Company's 26,000 square foot exhibit at the 2015 Global Gaming Expo (G2E).

The high-energy three-day conference brings together the Scientific Games customer community to provide attendees with world-class professional development, hands-on product demonstrations, fast-paced workshops, direct access to product experts, and valuable networking events.

EMPOWER will provide powerful insights on how casino and lottery operators can capitalize on the increasing convergence of gaming, lottery, and interactive technologies and utilize the industry's broadest, most innovative, and most exciting product portfolio to drive revenue, improve operating efficiencies, and increase player engagement.

To collaborate and learn, attendees can take advantage of more than 40 interactive sessions, including:

- Informative Conference Tracks: Games, Systems, Table Products, Lottery, and Interactive
- Sessions Targeted for Your Business: Mobile, Marketing, Big Data, The 360-Degree Customer, Slot Floor of the Future, Emerging Technology, and more!
- Fast-Paced How-To Workshops: Designed to help you maximize your investment in Scientific Games solutions
- Speakers: In addition to Apple Co-Founder Steve Wozniak, hear from casino and lottery industry thought leaders as well as Scientific Games executives
- Hands-On Product Demonstrations: Spend time experiencing Scientific Games' new products yourself through hands-on demonstrations of our visionary games, systems, table products, lottery, and interactive solutions

To play, mix, and mingle, attendees should also consider:

- Golf Tournament at The Las Vegas Country Club: Enjoy sunshine, well-manicured greens, views of the Las Vegas Strip, and plenty of peer-to-peer networking
- Wine Tasting Lunch: Surprising reds and delightful whites will be paired with a delicious lunch at Planet Hollywood's glamorous Strip House

EMPOWER is sponsored by 3M, Axiomtek, BCM Advanced Research, eConnect, Effinet Systems, Inc., JCM Global, KIOSK Information Systems, NRT Technology Corp., Olea Kiosks Inc., Synopsys, Touch Dynamic, TransAct Technologies, Inc., Yesco, and Zebra Technologies.

To register for *EMPOWER* or for more information on sponsoring the conference, please visit ScientificGames.com or download the conference app on iTunes or Google Play.

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. 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 gross gaming revenues or lottery retail sales, 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, declines in the replacement cycle of existing gaming machines and slow addition of casinos in existing jurisdictions; ownership changes and consolidation in the gaming industry, including by casino operators; opposition to legalized gaming or the expansion thereof; inability to adapt to, and offer products that keep pace with, evolving technology; inability 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, lottery and interactive industries; 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 our 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 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 realize the anticipated benefits under its private management agreement with the Illinois lottery or from the disentanglement services performed in connection with the 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, other recent acquisitions, or future acquisitions, including due to the inability to successfully integrate such acquisitions or realize synergies in the anticipated amounts or within the contemplated time frames or cost expectations, or at all; disruption of our current plans and operations in connection with our recent acquisitions (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; incurrence of employee termination or restructuring costs, and impairment or asset write-down charges; changes in estimates or judgments related to our impairment analysis of goodwill or other intangible assets; implementation of complex revenue recognition standards; 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 litigation and liabilities relating to our contracts and licenses, our products and systems, our employees (including labor disputes), 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 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 February 29, 2016 (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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