

Scientific Games Presents the Most Extensive Gaming and Lottery Innovations at ICE Totally Gaming 2016

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LAS VEGAS, Jan. 28, 2016 /PRNewswire/ -- At ICE Totally Gaming 2016, Scientific Games Corporation (NASDAQ: SGMS) ("Scientific Games" or "the Company") will highlight an extensive array of innovative, market-specific technology and entertainment solutions for the gaming and lottery industries February 2-4 in stand #N1-440 at the ExCel Centre in London.

The Company will demonstrate its commitment to empowering casino and lottery operators with the most cutting-edge and far-reaching portfolio of gaming devices and imaginative content, table games and systems, instant games, and breakthrough lottery retail technology that together provide a true end-to-end solution.

Gavin Isaacs, President and CEO of Scientific Games, said, "Scientific Games' ICE booth is going to be a high-energy experience filled with the most imaginative, entertaining, and integrated gaming and lottery solutions. Our global team is driving innovation that will help our European operators profit and players win, anywhere they choose to play."



Highlights of Scientific Games' new and exciting gaming and lottery innovations on display at ICE 2016 include:

Trailblazing New Hardware Solutions Combine with Entertaining Content

Scientific Games' revolutionary new *TwinStar* cabinet, now approved in more than 20 U.S. jurisdictions, makes its European debut at ICE. *TwinStar*, a for-sale cabinet, is a stunning single platform that leverages the state-of-the-art *ArgOS* operating system to combine the best technology and game content from two of the industry's strongest slot brands—*Bally* and *WMS*—giving casino operators the flexibility to adapt it based on their players' preferences. The cabinet features dual, vivid, 24-in/61-cm full HD displays and a 150 percent larger *iDeck* touchscreen button deck.

Other hardware innovations on display with entertaining game content include *Elvis Lives*, the second installment in the *WMS* consumer-favorite Elvis™ licensed brand slot series. The dual vertical super-high-definition displays on the striking *Gamefield xD* cabinet, with a 42-in/107-cm top box, bring *The King*™ to life with hit after classic hit, creating superior player interaction and boosting coin-in.

The eye-catching *Dragon Spin* package features a bonus-rich game with five fast-hitting progressives and mystery-stacked reels on every base game spin. *Dragon Spin* is featured on the *Bally Pro Wave 360*, which offers a striking curved 50-in/127-cm 360-degree video topper and 360-degree surround sound.

Dynamic Multi-Game, Skill-Based Solutions Add Excitement

On display at ICE and designed to appeal to the diverse international market is *Fu Babies*, the second *Duo Fu Duo Cai* near-area progressive link featuring free games that can be re-triggered.

Another solution developed specifically for Europe is *Game XChange* Dynamic Multi-Game suite, which provides maximum flexibility and customization by enabling casino operators to select games from Scientific Games' extensive content library and offering players the choice of up to 10 games on one machine.

The first in Scientific Games' skills-based line-up, an arcade classic takes slot gaming to a new dimension on the *WMS Blade S32* cabinet. During the bonus round, players have the option of using their galactic skills to shoot down aliens and avoid missiles to earn jackpot points.

Broad Systems Portfolio Increases Operating Efficiencies, Engages Players

Scientific Games is offering hands-on demonstrations of its *MCC* complete casino-management systems suite, a feature-rich system offering casino operators numerous solutions to run operations that are more efficient, while delighting players.

MCC features *Open Casino Manager*, a powerful, scalable, and flexible software tool suite. Powerfully integrated with *iVIEW* and *iVIEW Display Manager*, *MCC* includes a potent array of systems products: slot accounting, table-game management, player tracking, cashless wagering solutions, and customizable marketing modules. The *MCC* solution can be augmented with the award-winning *Elite Bonusing Suite*, including two coin-in driven and pay-at-the-slot machine progressive applications – *Power Progressive Strike* and *Power Paytable Progressive*.

Scientific Games' Table Solutions Add Energy to Casino Pit

The Company will display a number of innovations for the casino pit, including the award-winning table games *Flushes Gone Wild* and *Two for the Show*, which headline the Company's new poker-based table games that are connected to progressive side bets running on the *Infinilink* progressive bonusing application.

Scientific Games continues to grow its electronic table systems portfolio, and at ICE will display a French version of *Tablemaster Fusion* Blackjack, which transports the fast-paced excitement of live table gaming to a fully electronic platform; and Scientific Games' cutting-edge *Fusion Hybrid*, which is connected to the innovative *iTable Roulette*.

Company Offers Diverse Array of System, Hardware and Content for U.K.

Scientific Games' ICE display will highlight a number of new products for the U.K. market, including a new sports wagering hardware and cash management system; innovative technology applications for the LBO, arcade, and BINGO sectors; six new Barcrest game titles: *Montezuma*, *Action Stax*, *Sweet Drops*, and *The Cheshire Cat*. The new sit-down HD T8 terminal, which offers players enhanced playability and functionality, will also be on display.

SG Interactive Highlights Compelling Suite of Digital Gaming Solutions

The Company's SG Interactive business will showcase a number of solutions at ICE for casino operators and players.

Visitors to ICE will see Scientific Games' *Remote Game Server (RGS)*, the industry's only source for slot and table games from the *Bally*, *Barcrest*, *Shuffle Master* and *Williams* game development studios. In addition to popular titles like *Rainbow Riches*, RGS content includes an industry-leading library of player favorite licensed brands. Games are now being launched omni-channel in HTML5, ensuring an optimal gaming experience whenever and wherever a player may be.

SG Interactive will also share *SG Universe*, a holistic mobile and desktop solution offering compelling content for land-based casino operators seeking to engage players online and in-casino. SG Universe is comprised of award-winning platforms *Mobile Concierge*, *VenueBet*, and the *Play4Fun Network* and features Core System Integration for a single, 360-degree view of the player.

SG Lottery Showcases New Self-Service Lottery Retail, Sports Wagering Technology

Demonstrating a laser-focus on making lottery games easy and convenient for both retailers and players, Scientific Games' Lottery Division will highlight *PlayCentral HD*, the award-winning lottery retail technology featuring an interactive self-service kiosk with a 42-in/107-cm LCD touchscreen display, immersive 3D graphical user interface, ticket checking and validation, age verification, an integrated advertising display, and a "shopping cart" experience.

The Company will also showcase its *PlayCentral* EX kiosk, which offers full self-service player access to Scientific Games' extensive end-to-end sports-wagering platform. This sleek, easy-to-navigate sports-wagering platform offers unlimited sports, events, and markets in real-time for both pre-game and in-play wagering opportunities, supporting cash, TITO, voucher, and player account-based funding.

For more information, please visit the Scientific Games ICE media room. Use the hashtag #SGatICE for all tweetable moments!

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.

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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; inability to complete or successfully integrate future acquisitions; 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, 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 Scientific Games' 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.

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