



# Scientific Games Teams Up with Warner Bros. Consumer Products to Introduce SEINFELD Slot Game, Based on the Emmy Award-Winning Comedy TV Series, to be Unveiled at 2016 Global Gaming Expo in Las Vegas

Game Captures Fun and Frivolity of the Fan-Favorite SEINFELD Sitcom and Brings the Cast of Characters to Life in a Bonus-Rich Engaging Experience



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**Scientific Games Corporation** →

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LAS VEGAS, Sept. 26, 2016 /PRNewswire/ -- Scientific Games (NASDAQ: SGMS) ("Scientific Games" or the "Company") today announced that the Company's new *SEINFELD* slot game will be featured in its 21,094 square foot booth (No. 1126) at the Global Gaming Expo ("G2E"),

September 27-29 at the Sands Expo in Las Vegas. The new, highly interactive game takes what *TV Guide* called one of the "greatest TV programs of all time" and turns it into an immersive, virtual slot player experience.



Scientific Games, in partnership with Warner Bros. Consumer Products, introduces SEINFELD slot game based on the 10-time Emmy Award-winning American sitcom that ran for nine seasons from 1989-1998. Since the final season aired, SEINFELD remains a fan favorite, holding the title of highest-grossing and fastest-selling television DVD of all time. The technologically advanced game boasts motion gesture technology, which enables players to use their hand to become a part of the game. During the...

In partnership with Warner Bros. Consumer Products, the *SEINFELD* slot game is based on the 10-time Emmy Award-winning American sitcom that ran for nine seasons from 1989-1998. Since the final season aired, *SEINFELD* remains a fan favorite, holding the title of highest-grossing and fastest-selling television DVD of all time.

Seinfeld's apartment and his group of eccentric friends are the primary focus of the show and Scientific Games' *SEINFELD* slot game.

The game merges the consumer-favorite hit TV series with the Company's revolutionary *GAMESCAPE*™ slot platform, which offers players a one-of-a-kind play experience. The feature-rich gameplay fully captures the *SEINFELD* characters' antics, timeless humor and quirky plotlines that continue to entertain fans worldwide.

Scientific Games Group Chief Executive of Gaming, Derik Mooberry, said, "We are ecstatic to unveil the *SEINFELD* slot game to attendees of *G2E* and entertain players on casino floors soon. The eccentric and fun-loving nature of one of America's treasured sitcoms, paired with the advanced technology of our groundbreaking *GAMESCAPE* cabinet, truly delivers an unforgettable slot experience that transports players all the way to 81<sup>st</sup> Street on New York City's Upper East Side."

The prominent five-screen cabinet features a tablet-sized touchscreen button panel and HD screens angled towards the player for the ultimate gaming and entertainment experience. Main characters Jerry Seinfeld, his ex-girlfriend Elaine Benes, George Costanza and Cosmo Kramer take center stage during bonus events that award a mystery number of random features, including WILDS, WILD reels, multipliers and more paylines. All bonuses are triggered by four oversized Jerry, Elaine, George and Kramer character symbols, showcasing the personality and appearance of each unique character.

"We're pleased to showcase the wit, humor and antics of *SEINFELD* in an all-new and exciting format, as part of an interactive gaming experience which we know will appeal to all *SEINFELD* fans and newcomers alike," said Greg Paul, spokesperson for Castle Rock Entertainment. "As part of the global lexicon, the hit television series is ingrained in our pop-culture with favorite moments and phrases – like *Yada, Yada, Yada*, *Master of Your Domain*, *Man-Hands*, *Double-Dipping*, *The Costanza Wallet* and so many more – this game is sure to reinvigorate these memories for fans."

The technologically advanced game boasts motion gesture technology, which enables players to use their hand to become a part of the game. During the "Big Wins" celebration, the motion gesture technology enables the player to see the enormous Man-Hands of Jerry's infamous date "catching" black-and-white cookies, oversized wallets, books and other favorite Seinfeld items.

A prime focus of the game is the "FESTIVUS WHEEL," a mechanical wheel that awards credit prizes and a life-changing, wide-area progressive jackpot. Featured in the FESTIVUS WHEEL bonus is one of the show's most popular characters, Frank Constanza – George's father and 'creator' of the non-commercial "fake" holiday Festivus, which is celebrated on December 23.

Other highlights include the "NO MORE SOUP FOR YOU BONUS," which displays a live video featuring "the Soup Nazi", and the "CONTEST BONUS," where the player will be immersed in the comedy with video clips from one of the most popular SEINFELD episodes of all time, "The Contest," and have an opportunity to earn extra WILDS.

The Company's G2E booth No. 1126 will showcase more than 200 slot games and 100 unique game themes, as well as an array of new products and solutions from Scientific Games' three business divisions: Gaming, Lottery and Interactive.

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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 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](http://ScientificGames.com).

## **About Warner Bros. Consumer Products**

Warner Bros. Consumer Products, a Warner Bros. Entertainment Company, is one of the leading licensing and retail merchandising organizations in the world.

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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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