



## **SCIENTIFIC GAMES' NEW, EXPANDED CONTRACT ENTERS FIVE DECADES OF SUPPLYING NO. 1 MASSACHUSETTS LOTTERY WITH INSTANT GAMES**

### **U.S. Company's New Five-Year Contract with World's Leading Instant Game Lottery Includes Player Digital Engagement to Help Protect Revenues**

**LAS VEGAS and ATLANTA, Nov. 16, 2020 /PRNewswire/** -- Scientific Games Corporation (NASDAQ: SGMS) ("Scientific Games" or the "Company") announces it has been awarded a new, five-year contract from the Massachusetts State Lottery Commission (MSLC) to supply the Massachusetts Lottery ("Mass Lottery" or the "Lottery") with its world-leading instant games, second chance promotions and digital engagement programs. Scientific Games' new contract, which may be extended up to two years by MSLC, is expanded to include consumer digital services that will engage players through exciting second chance game features and help the Lottery protect and grow revenues for the Commonwealth.

U.S.-based Scientific Games currently creates and produces 96% of the Mass Lottery's instant games. In fiscal year 2020, the Company's products generated \$3 billion of the Mass Lottery's \$3.6 billion in total instant game retail sales. In fiscal year 2021 which began July 1, 2020, Scientific Games has helped the Mass Lottery grow instant game sales by 11.3% or \$99.7 million.

"The combined expertise of the Mass Lottery team and the teams at Scientific Games has resulted in great instant game entertainment that has generated strong revenues to benefit programs in the Commonwealth," said Ed Farley, Chief Marketing Officer for MSLC. "We look forward to continuing this partnership and working to expand player digital engagement."

The Company produced the Mass Lottery's very first instant game in 1974 and its products and expertise helped grow the Mass Lottery to the No. 1 instant game lottery in the world (*La Fleur's Almanac, 2019 per capita sales*). One of the Lottery's franchise games, 50-100-500 Blowout created by Scientific Games, generated record retail sales in the Commonwealth, its success spurring other lottery jurisdictions to offer the game to players.

With more and more players moving to digital game entertainment, Scientific Games will work with the Mass Lottery on additional second-chance promotions, like the *JAMES BOND™ LOTTERY CHALLENGE*, played through desktop and mobile applications as well as important digital engagement initiatives that meet players where they are.

"It goes without saying that the Mass Lottery has been the highest performing instant game lottery in the world for many years and continues to set the bar for lotteries around the globe. We are extremely proud of the results of this trusted business partnership over the past four decades," said John Schulz, Senior VP, Lottery Instant Products for Scientific Games. "Our 2 chance and digital services are second to none, and we look forward to further expanding Scientific Games' services to player engagement in online/mobile channels in Massachusetts."

Scientific Games launched the world's first secure retail instant game in 1974, the first digital instant game in the U.S. in 2014, and is the leading provider of lottery interactive games, mobile apps, player

loyalty programs and other interactive products and services in the U.S. lottery industry. The Company provides games, technology and services to more than 150 lotteries around the globe, including nearly every North American lottery.

© 2020 Scientific Games Corporation. All Rights Reserved.

### **About Scientific Games**

Scientific Games Corporation (NASDAQ: SGMS) is a world leader in entertainment offering dynamic games, systems and services for casino, lottery, social gaming, online gaming and sports betting. Scientific Games offers the gaming industry's broadest and most integrated portfolio of game content, advanced systems, cutting-edge platforms and professional services. Committed to responsible gaming, Scientific Games delivers what customers and players value most: trusted security, engaging entertainment content, operating efficiencies and innovative technology. For more information, please visit [scientificgames.com](http://scientificgames.com).

**Media Inquiries:** [Media@scientificgames.com](mailto:Media@scientificgames.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 can be identified by words such as "will," "may," and "should." 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, uncertainties and other factors, including those factors described in our filings with the Securities and Exchange Commission (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 1, 2021 (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.