NEWS RELEASE

TOKYO GAME SHOW: TURTLE BEACH ANNOUNCES DETAILS ON OFFICIALLY LICENSED Wii U™ HEADSETS

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TURTLE BEACH ANNOUNCES AGREEMENT WITH NINTENDO TO DEVELOP OFFICIALLY LICENSED HEADSETS FOR Wii U™ AND NINTENDO 3DS™ Wednesday, September 26, 2012 2:19 PM Tags: no tags Categories: Turtle Beach Brings Premium Stereo Sound Quality and Crystal Clear Built-In Chat to Nintendo's Newest Console

VALHALLA, N.Y. & TOKYO – Sept. 19, 2012 – Turtle Beach, pioneer and market-leader of the gaming headset category, today announces its officially licensed headsets, the Ear Force NLa and Ear Force N11, for Nintendo's Wii U™ system. Created in collaboration with Nintendo, worldwide pioneer in the creation of interactive entertainment, and based on Turtle Beach's legacy of audio supremacy, the NLa and N11 offer Wii U™ gamers a pair of solid entry level headsets at competitive price points. "We are very excited to be working with Turtle Beach to launch the N11 and NLa for the new Wii U," said Steve Singer, Vice President of Licensing, Nintendo of America Inc. "We look forward to fans having a high quality audio experience with our newest console." Available in both black and white, the Ear Force NLa is the perfect headset for Nintendo gamers seeking high-fidelity audio and superior comfort at an affordable price. The NLa combines high-fidelity stereo game audio and crystal-clear communication in a sleek, lightweight and durable design. Created explicitly for use with the Wii U™ GamePad controller, the NLa features in-line volume control and noise-isolating ear cushions allowing for personalized audio while blocking out distractions. For gamers on the go, the NLa's 4-pole connector can easily disconnect from the Wii U™ GamePad and connect to portable devices such as the Nintendo 3DS™ and Nintendo DS™ hand-held systems. Arriving in Q4 2012, the NLa MSRP is $34.95. Available in black, the Ear Force N11 headset is the ideal headset for Nintendo gamers seeking a more immersive audio experience. Its acoustically angled 50mm speakers deliver extended bass with extraordinary dynamic range for optimum audio performance. With a fully adjustable, lightweight headband and breathable mesh ear cushions, the N11 is designed for extreme comfort during long sessions with Wii U™. It also has a 4-pole connector that easily plugs-in to portable devices such as the Nintendo 3DS and Nintendo DS. Arriving in Q4, the

N11 MSRP is $49.95.

“The Wii U launch will prove to be one of biggest gaming console events of the year and we couldn’t be more excited to support Wii U with dedicated headsets,” said Bob Picunko, Chief Marketing Officer of Turtle Beach. “The advanced capabilities of the Wii U system offer us the chance to deliver gamers the kind of quality they fully expect from both Turtle Beach and Nintendo.” To learn more about Turtle Beach, visit its booth at the Tokyo Game Show in Tokyo from Sept. 20-23 within the Makuhari Messe, Hall 2, booth 1-N6, or visit the Turtle Beach website at **http://www.turtlebeach.com**. About Turtle Beach Turtle Beach (**http://www.turtlebeach.com**) designs and markets premium audio peripherals for video game, personal computer, and mobile platforms, including its acclaimed line of Ear Force gaming headphones and headsets crafted for Xbox 360 and PS3 game consoles and PC games.

Turtle Beach’s Ear Force XP400 wireless headset was named IGN’s “Best Gaming Hardware” as part of its Best of CES 2012 Awards. Turtle Beach, headquartered in Valhalla, New York, is a brand of Voyetra Turtle Beach, Inc., which has been at the forefront of music and audio technology for more than three decades and is recognized as a pioneer of today’s PC audio industry. Turtle Beach and Ear Force are registered trademarks of Voyetra Turtle Beach, Inc. Nintendo Wii U is a registered trademark of Nintendo Co., Ltd. All other trademarks are property of their respective holders and are hereby acknowledged.