



NEWS RELEASE

TURTLE BEACH ACHIEVES HISTORIC MILESTONE – SELLS OVER 30 MILLION GAMING HEADSETS

2019-03-28

San Diego, CA – March 28, 2019 – **Turtle Beach** (Nasdaq: HEAR), the global leader in gaming headsets and audio accessories, today announced it has sold over 30 million gaming headsets since pioneering the market in 2005. Per the latest NPD data, in February 2019 the Company's latest lineup of high-quality gaming headsets for Xbox One, PlayStation®4, Nintendo Switch™, PC, and mobile devices propelled it achieve the distinction of selling over 30 million gaming headsets in North America, life-to-date¹. Turtle Beach has been the reigning market leader in gaming headsets by units for the past seven consecutive years², and has also been the market leader in gaming headsets by revenue for the past nine consecutive years³.

“Crossing this 30 million milestone is a great achievement that validates our commitment to leading in innovation and delivering the largest assortment of high-quality gaming headsets, and it shows the power of the Turtle Beach brand,” said Juergen Stark, CEO, Turtle Beach. “With over 12 million more headsets sold life-to-date compared to the next competitor in the space⁴, gamers are clearly coming back to Turtle Beach for more, and that’s very reassuring given where we’re looking to take the company in the future.”

Turtle Beach is off to a busy start in 2019, with a handful of significant announcements over the past weeks. First, Turtle Beach recently unveiled its **Recon 70** series of gaming headsets. The Recon 70 is a fantastic entry-level gaming headset offering powerful sound and mic performance for a MSRP of \$39.95 and is the all-new successor to Turtle Beach’s Recon 50 – the #1 selling wired gaming headset in North America for the past two years⁵. Turtle Beach’s **Stealth 600** for Xbox One and PlayStation®4 also continues its leading position as North America’s best-

selling wireless gaming headset for all of 2018 and 2019 to date⁶, with the latest white version of the headset now available globally. And in late 2018 Turtle Beach successfully launched its all-new **Atlas** line of gaming headsets built for gamers playing on PC, with the flagship **Elite Atlas Pro Performance PC Gaming Headset** being extremely well-received by both fans and core gaming and tech editorial publications, including **PC Mag**, **PC World**, **Windows Central**, **Tom's Guide**, **Games Radar**, and more.

Additionally, **Turtle Beach just reported record fourth quarter and full year 2018 results**, and also unveiled details of the **Company's plans to acquire ROCCAT** – a top German PC peripherals company with a history of producing innovative, award-winning gaming mice, keyboards and other accessories.

For more information on the latest Turtle Beach products and accessories, visit **www.turtlebeach.com** and be sure to follow Turtle Beach on **Facebook**, **Twitter** and **Instagram**.

About Turtle Beach Corporation

Turtle Beach (**www.turtlebeach.com**) has been transforming console multiplayer gaming since the very beginning with its wide selection of industry-leading, award-winning gaming headsets. Whether you're a professional esports athlete, hardcore gamer, casual player, or just starting out, Turtle Beach has the gaming headset to help you truly master your skills. Innovative and advanced technology, amazing high-quality gaming audio, clear communication, lightweight and comfortable designs, and ease-of-use are just a few features that have made Turtle Beach a fan-favorite brand for gamers the world over. Made for Xbox, PlayStation®, and Nintendo consoles as well as for PC, Mac®, and mobile/tablet devices, having a Turtle Beach gaming headset in your arsenal gives you the competitive advantage. The Company's shares are traded on the NASDAQ Exchange under the symbol: **HEAR**.

Cautionary Note on Forward-Looking Statements

This press release includes forward-looking information and statements within the meaning of the federal securities laws. Except for historical information contained in this release, statements in this release may constitute forward-looking statements regarding assumptions, projections, expectations, targets, intentions or beliefs about

future events. Statements containing the words “may”, “could”, “would”, “should”, “believe”, “expect”, “anticipate”, “plan”, “estimate”, “target”, “project”, “intend” and similar expressions constitute forward-looking statements. Forward-looking statements involve known and unknown risks and uncertainties, which could cause actual results to differ materially from those contained in any forward-looking statement. Forward-looking statements are based on management’s current belief, as well as assumptions made by, and information currently available to, management.

While the Company believes that its expectations are based upon reasonable assumptions, there can be no assurances that its goals and strategy will be realized. Numerous factors, including risks and uncertainties, may affect actual results and may cause results to differ materially from those expressed in forward-looking statements made by the Company or on its behalf. Some of these factors include, but are not limited to, risks related to the Company’s liquidity, the substantial uncertainties inherent in the acceptance of existing and future products, the difficulty of commercializing and protecting new technology, the impact of competitive products and pricing, general business and economic conditions, risks associated with the expansion of our business including the implementation of any businesses we acquire, our indebtedness, and other factors discussed in our public filings, including the risk factors included in the Company’s most recent Quarterly Report on Form 10-Q and the Company’s other periodic reports. Except as required by applicable law, including the securities laws of the United States and the rules and regulations of the Securities and Exchange Commission, the Company is under no obligation to publicly update or revise any forward-looking statement after the date of this release whether as a result of new information, future developments or otherwise.

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1 & 4Source: The NPD Group/Retail Tracking Service/Video Games/Units/U.S. & Canada/Jan 2006-Feb 2019

2Source: The NPD Group/Retail Tracking Service/Video Games/Units/U.S. & Canada/Jan 2009-Feb 2019

3Source: The NPD Group/Retail Tracking Service/Video Games/Dollars/U.S. & Canada/Jan 2009-Feb 2019

5Source: The NPD Group/Retail Tracking Service/Video Games/Dollars/U.S. & Canada/Jan-Dec 2017 and Jan-Dec 2018

6Source: The NPD Group/Retail Tracking Service/Video Games/Dollars/U.S. & Canada/Jan-Dec 2018 and Jan-Feb 2019

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