



NEWS RELEASE

TURTLE BEACH TO SHOWCASE ALL-NEW WIRELESS, VIRTUAL REALITY AND STREAMING PRODUCTS AT GAMESCOM 2016

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The New STEALTH 520 and STEALTH 420X+ Bring

Turtle Beach's Acclaimed Superhuman Hearing Feature to its Latest

100% Fully Wireless Gaming Headsets for Xbox and PlayStation

San Diego, CA – August 15, 2016 – Following a successful debut at E3, **Turtle Beach Corporation** (NASDAQ: **HEAR**), a leading audio technology company for over 40 years, is pleased to bring its latest lineup of innovative products to Europe's biggest gaming show, **gamescom**. Making their debut at the show will be Turtle Beach's all-new **STEALTH 520** and **STEALTH 420X+** gaming headsets for PlayStation®4 and Xbox One respectively, both of which offer 100% fully wireless connectivity and **Superhuman Hearing™**, among a variety of additional features no gamer should be without.

Also making their European debut at gamescom will be Turtle Beach's **STEALTH 350VR** – the first gaming headset designed for upcoming Virtual Reality (VR) devices featuring amplified audio, as well as the upcoming **STREAM MIC** – the first studio-quality, plug-n-play microphone specifically designed to let gamers livestream like

a pro directly from their Xbox One, PlayStation 4, PC and Mac.

“2016 continues to be an exciting year for Turtle Beach. Fresh on the heels of reinventing the gaming headset for today’s eSports athletes with the **ELITE PRO**, we maintain our market leadership position through the continued introduction of innovative, industry-first products,” said Juergen Stark, CEO, Turtle Beach Corporation. “VR appears to continue gaining momentum as we head into the fourth quarter, and we’ve recently announced one of the first gaming headsets specifically built to take the VR audio experience from good to amazing. We’ve also created the first live-streaming mic that is designed to work with both consoles as well as PC and Mac. And we’re now expanding our line of products featuring our proprietary Superhuman Hearing technology with two new fully wireless gaming headsets – all of which are expected to be available in time for the holidays.”

Below are full details on Turtle Beach’s gamescom 2016 lineup:

- The TURTLE BEACH® STEALTH 520 brings 100% fully wireless gaming audio on PlayStation 4 and PlayStation®3 to spectacular new heights, with full-range 50mm Neodymium speakers and DTS Headphone:X® 7.1 Surround Sound to deliver amazing, 3D 360-degree soundscapes with unmatched spatial accuracy. The STEALTH 520 also offers Turtle Beach’s exclusive Superhuman Hearing feature which provides a competitive advantage by allowing players to hear soft sounds like enemy footsteps sneaking-up from behind and weapon reloads off in the distance, plus additional DTS Surround Sound Modes and Turtle Beach audio presets, Dynamic Chat Boost™, Mic Monitoring and Adaptive Mic Performance, independent game and chat audio controls, a 15-hour rechargeable battery and mobile compatibility. The STEALTH 520 gaming headset is planned to launch Sept. 13, 2016 in the UK and EU, and on Oct. 2, 2016 in the U.S. for a MSRP of \$129.95/£99.99/€149.99.

- The TURTLE BEACH® STEALTH 420X+ is an officially licensed gaming headset for Xbox One offering gamers the freedom of 100% fully wireless game and chat audio. The STEALTH 420X+ comes loaded with features every Xbox One gamer should have, including Superhuman Hearing which provides a competitive advantage by allowing players to hear soft sounds like enemy footsteps sneaking-up from behind and weapon reloads off in the distance, Bass Boost and other audio presets, Mic Monitoring so players can hear their own voice to avoid shouting, a removable high-sensitivity mic, independent game and chat audio controls, a 15-hour

rechargeable battery and mobile compatibility. The STEALTH 420X+ gaming headset is planned to launch Sept. 13, 2016 in the UK and EU, and on Oct. 2, 2016 in the U.S. for a MSRP of \$149.95/£129.99/€169.99.

· The TURTLE BEACH® STEALTH 350VR gaming headset delivers Virtual Reality audio loud and clear with 30+ hour battery-powered amplification, Variable Bass Boost, and an ergonomic “built for VR” design that provides clearance for VR headbands and cables. The STEALTH 350VR’s 50mm Neodymium speakers ensure a rich, expansive audio experience with crisp highs and thundering lows, while smooth, fabric-wrapped memory foam over-ear cushions ensure a comfortable fit. The removable noise-cancelling microphone provides crystal clear chat even when movement in the real world creates background noise, while Mic Monitoring lets gamers hear their own voice inside the headset to avoid shouting at other players. Cable management is made easy via the STEALTH 350VR’s detachable audio cables, while on-board audio controls are always within reach, mounted right on the headset. The STEALTH 350VR gaming headset is planned to launch Oct. 9, 2016 for a MSRP of \$79.95/£59.99/€79.99.

· The TURTLE BEACH® STREAM MIC is a first-of-its-kind professional desktop microphone created for gamers streaming directly from their consoles. With the STREAM MIC, players can livestream gameplay from their Xbox One and PS4™, as well as from a PC or Mac thanks to universal plug-and-play compatibility. Additionally, the STREAM MIC features adaptive mic patterns and fully customizable software, while a dual-capsule mic array with advanced digital processing supports multiple pick-up patterns for different applications and environments, and a zero-latency headphone output provides accurate monitoring so anyone can stream like a pro. The STREAM MIC will elevate your Twitch, YouTube and MLG.tv streams to a whole new level, and is planned to launch Oct. 23, 2016 for a MSRP of \$99.95/£79.99/€99.99.

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 Corporation (www.turtlebeachcorp.com) designs leading-edge audio products for the consumer,

commercial and healthcare markets. Under the Turtle Beach brand (www.turtlebeach.com), the Company markets a wide selection of quality gaming headsets catering to a variety of gamers' needs and budgets, for use with video game consoles, including officially-licensed headsets for the Xbox One and PlayStation 4, as well as for personal computers and mobile/tablet devices. Under the HyperSound brand (www.hypersound.com), the Company markets pioneering directed audio solutions that have applications in digital signage and kiosks, consumer electronics and healthcare. 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, the outcome of our HyperSound strategic review process and other factors discussed in our public filings, including the risk factors included in the Company's most recent Annual Report on Form 10-K 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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