



NEWS RELEASE

TURTLE BEACH WINS “BEST PERIPHERALS AND ACCESSORIES BRAND” HONORS SECOND YEAR IN A ROW AT UK VIDEO GAME INDUSTRY’S MCV AWARDS

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San Diego, CA – April 21, 2015 – Turtle Beach Corporation (NASDAQ: HEAR), the leading-edge audio technology company and #1 in gaming audio, was recognized for the second year in a row as the industry’s “Best Peripherals and Accessories Brand” during last week’s MCV Awards 2015 show, held at the Lancaster’s Gate in London, UK. In addition to receiving the award in 2015 and 2014, Turtle Beach previously received the same award in 2012, making it a third time in four years the company has been recognized by the industry as the best brand in the peripherals/accessories space. MCV is a leading gaming news and community outlet for professionals working within the UK and international video games market.

“We’re honored to win this prestigious award from MCV, particularly back-to-back!” said Juergen Stark, CEO, Turtle Beach Corporation. “It’s a great affirmation of the innovative and high-quality products we’ve launched over the past year, and the strength of the Turtle Beach brand among serious gamers.”

Added Chris Dring, Editor at MCV, “Turtle Beach has had a very impressive 12 months. They were named the peripherals firm with the best quality in our Annual Retail Survey in December, and that has been followed up by the judges voting them the UK’s top accessories brand for the second year running at this year’s MCV Awards. To win two years in a row is no small feat, and it goes to show the strength of the brand within the games industry.”

Turtle Beach just entered the **PC gaming accessories** market this month, with its new line of professional grade gaming keyboards, mice and mousepads designed for competitive gamers. The Company is also on the verge of releasing its fully wireless, premium gaming headset for Xbox One, the **Elite 800X**, which is available for pre-order

right now and will launch at retail on May 22nd. Turtle Beach's Elite 800X is fully wireless for game audio and chat audio. That means there's no cable going from the Elite 800X headset to the game controller, and no cable going from the game controller to the console. Players get crystal clear game audio and chat audio via 100% wireless connectivity, using the latest, cutting-edge technology. Turtle Beach is also set to unveil its new lineup of headsets at E3 2015 this June.

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.

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. Forward looking statements are based on management's 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, the substantial uncertainties inherent in 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 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 any 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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