



NEWS RELEASE

Turtle Beach Introduces New Xbox One Headset Audio Controllers

2014-12-15

San Diego, CA, December 15, 2014 — Turtle Beach, the leading audio brand in the video games industry, today announced that Superhuman Hearing and Mic Monitoring will be featured in two new officially licensed headset audio controllers for the Xbox One. The Ear Force Headset Audio Controller and Ear Force Headset Audio Controller Plus are designed to make a wide range of Turtle Beach headsets compatible with the Xbox One. Turtle Beach is the gaming audio brand of Turtle Beach Corporation (NASDAQ: HEAR).

Superhuman Hearing provides a competitive advantage in multiplayer gaming by making soft sounds that are typically hard to hear louder, allowing players to pinpoint quiet, but important audio cues. Mic Monitoring feeds the audio from the microphone back into the headset so players can hear their own voice at a natural level and don't yell into the microphone.

"Superhuman Hearing is a game changer, giving players a competitive edge in certain game scenarios" said Juergen Stark, Chief Executive Officer at Turtle Beach Corporation. "And Mic Monitoring is a critical feature to multiplayer gaming enthusiasts."

The Headset Audio Controllers are included with new models of Turtle Beach officially licensed Xbox One gaming headsets, including the XO ONE and XO SEVEN Pro. They will also be sold as standalone products for owners of Turtle Beach Xbox 360 headsets that want Xbox One compatibility and Turtle Beach Xbox One headset owners that want the new, improved features. Both Headset Audio Controllers are now available for pre-order on TurtleBeach.com.

The Ear Force Headset Audio Controller introduces variable mic monitoring, a feature that feeds the audio of someone talking into the microphone back into the headset so their voice sounds normal. Without mic

monitoring, individuals tend to yell into the mic because they cannot hear their own voice. The Headset Audio Controller connects directly to the Microsoft Xbox One Wireless Controller, and headsets connect to the Headset Audio Controller via a 3.5mm audio jack. The Headset Audio Controller also puts mic mute, multi-step bass boost, and master volume, game and chat volume mix controls right at your fingertips. The Headset Audio Controller is included with the XO ONE gaming headset and is also available for purchase as a standalone item at TurtleBeach.com for USD \$29.95.

The Ear Force Headset Audio Controller Plus has all of the features of the regular audio controller, plus Superhuman Hearing. With the touch of a single button, Superhuman Hearing provides a competitive advantage in multiplayer gaming by making soft sounds that are typically hard to hear louder, allowing players to pinpoint quiet audio cues like enemy footsteps and weapon reloads. The Headset Audio Controller Plus also has selectable game presets to customize your sound (Natural Sound, Bass Boost, Bass and Treble Boost, and Voice Enhancer) and environmental mic presets you can set based on room noise levels (Quiet, Normal, and Loud rooms). The Headset Audio Controller Plus is included with the new XO SEVEN Pro gaming headset and is available for purchase as a standalone item at TurtleBeach.com for USD \$39.95.

For customers who have purchased an officially licensed XO FOUR, XO SEVEN or Titanfall Atlas, Turtle Beach is offering a discount on the new Headset Audio Controllers through an upgrade program. To qualify for the program customers must register their headset at www.turtlebeach.com/upgrade.

To learn more about the Headset Audio Controllers please visit:

Headset Audio Controller — <http://www.turtlebeach.com/HAC>

Headset Audio Controller Plus — <http://www.turtlebeach.com/HACplus>

Superhuman Hearing and Mic Monitoring — <http://www.turtlebeach.com/go-north>

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