NEWS RELEASE

Turtle Beach Titanfall Atlas Headsets in Stores On March 5

2014-03-03

SAN DIEGO, C.A. – March 4, 2014 – Turtle Beach, the leading audio brand in the games industry, today announced that the new TitanfallTM Atlas gaming headsets will be available at retail beginning on March 5, in time for the release of the highly-anticipated game on March 11. The Ear Force Titanfall Atlas (U.S. MSRP $149.95) is the first headset to market that features out-of-the-box cross-platform compatibility with Xbox OneTM, Xbox 360TM, PC and mobile platforms. Turtle Beach's new line of officially-licensed Xbox One headsets, the XO FOUR and XO SEVEN, will also begin appearing in stores on March 5. Turtle Beach is the gaming audio brand of Parametric Sound Corporation (NASDAQ: PAMT).

The winner of more than 80 coveted awards from critics around the world, Titanfall is winning over fans with its thrilling, dynamic first-person action gameplay featuring elite assault pilots and agile, heavily-armored, 24-foot titans. The game is scheduled to launch on Xbox One and Windows PC in North America on March 11, in Europe on March 13, and in the U.K. on March 14. The teams at game developer Respawn Entertainment and Turtle Beach collaborated on the design of the Titanfall headsets, which feature iconic marks and surface treatments from the new game. The Titanfall Atlas headsets will be available in Europe on March 14.

The Titanfall Atlas is the perfect audio companion for console and PC gamers, delivering high quality sound to get the best audio experience from games, music, TV and movies. High-performance 50mm neodymium speaker drivers deliver immersive sound, and Turtle Beach's chat technology ensures clear, crisp chat audio and microphone clarity. The Titanfall Atlas is lightweight and comfortable, with a padded headband and breathable mesh ear cups that can lay flat on your shoulders when not in use. An included 3.5mm cable for use with mobile devices and a detachable boom mic provide flexibility for use with mobile devices.

"Turtle Beach is honored to work with the talented teams at Respawn Entertainment and Electronic Arts to create

headsets for fans of Titanfall" said Bob Picunko, Chief Marketing Officer at Turtle Beach. "We are looking forward to working our retail and distribution partners to support one of the biggest next-gen gaming events of the year."

Turtle Beach designs and markets wireless and wired headsets for video game, personal computer and mobile platforms. The company's wide range of headsets, which combine quality with audio innovations, are popular with consumers because they make gaming more immersive and provide a competitive advantage. According to sales data from The NPD Group, Inc., in 2013 Turtle Beach produced 6 of the top 10 best-selling gaming headsets when ranked in dollar sales.

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