

UNITED STATES
SECURITIES AND EXCHANGE COMMISSION
Washington, D.C. 20549

FORM 8-K/A

(Amendment No. 1)

CURRENT REPORT
Pursuant to Section 13 or 15(d)
of the Securities Exchange Act of 1934

Date of Report: December 1, 2015
(Date of earliest event reported)

Turtle Beach Corporation
(Exact name of registrant as specified in its charter)

Nevada
(State or other jurisdiction of
incorporation or organization)

001-35465
(Commission File
Number)

27-2767540
(I.R.S. Employer
Identification Number)

100 Summit Lake Drive, Suite 100
Valhalla, New York 10595
(Address of principal executive offices)

914-345-2255
(Registrant's telephone number, including area code)

Check the appropriate box below if the Form 8-K filing is intended to simultaneously satisfy the filing obligation of the registrant under any of the following provisions:

- Written communications pursuant to Rule 425 under the Securities Act (17 CFR 230.425)
- Soliciting material pursuant to Rule 14a-12 under the Exchange Act (17 CFR 240.14a-12)
- Pre-commencement communications pursuant to Rule 14d-2(b) under the Exchange Act (17 CFR 240.14d-2(b))
- Pre-commencement communications pursuant to Rule 13e-4(c) under the Exchange Act (17 CFR 240.13e-4(c))

Explanatory Note

This Form 8-K/A is being filed as an amendment (“Amendment No. 1”) to the Current Report on Form 8-K (the “Initial 8-K”) filed by Turtle Beach Corporation (the “Company”) on December 7, 2015. Furnished as Exhibit 99.1 to the Initial 8-K was an investor presentation containing certain business and financial information about the Company. This Amendment No. 1 is being filed solely for the purpose of amending and re-furnishing such investor presentation to clarify certain sales information presented therein.

Any information required to be set forth in the Initial 8-K which is not being amended or supplemented pursuant to this Amendment No. 1 (including any other exhibits thereto) is hereby incorporated by reference. Except as set forth herein, no modifications have been made to the information contained in the Initial 8-K, and the Company has not updated any information contained therein to reflect events that have occurred since the date of the Initial 8-K. Accordingly, this Amendment No. 1 should be read in conjunction with the Initial 8-K.

Item 7.01. Regulation FD Disclosure

Investor Presentation

Certain information concerning our business and financial results can be currently accessed on our website, <http://corp.turtlebeach.com/investor-relations> under the heading “Investor Presentations.” Representatives of the Company expect to use this presentation, in whole or in part, and possibly with modifications, periodically in connection with conferences and presentations to investors, analysts and others. Portions of the presentation are attached hereto as Exhibit 99.1.

The investor presentation includes financial information not prepared in accordance with generally accepted accounting principles (“Non-GAAP Financial Measures”). A reconciliation of the Non-GAAP Financial Measures included in the presentation to financial information prepared in accordance with generally accepted accounting principles (“GAAP”), as required by Regulation G, appears in Appendix A to the presentation. The information contained in the presentation is summary information that is intended to be considered in the context of the Company’s Securities and Exchange Commission (“SEC”) filings and other public announcements that it may make, by press release or otherwise, from time to time. The Company undertakes no duty or obligation to publicly update or revise the information contained in the presentation or this report, although it may do so from time to time as its management believes is warranted. Any such updating may be made through the filing of other reports or documents with the SEC, through press releases or through other public disclosure.

The information in Item 7.01 of this report is being furnished pursuant to Item 7.01 and shall not be deemed to be “filed” for purposes of Section 17 of the Securities Exchange Act of 1934, as amended (the “Exchange Act”) or otherwise subject to the liabilities of that section, nor shall it be deemed to be incorporated by reference in any filing under the Securities Act of 1933, as amended, or the Exchange Act.

Item 9.01 — Financial Statements and Exhibits

(d) Exhibits

Exhibit No.	Description
99.1	Turtle Beach Corporation Investor Presentation



TURTLE BEACH
CORPORATION

NASDAQ: HEAR

CORPORATE PRESENTATION

DECEMBER 2015

Important Cautions Regarding Forward Looking Statements

Forward-Looking Information

This presentation includes “forward-looking statements” within the meaning of the federal securities laws. These forward-looking statements are statements that are not historical facts including statements about our beliefs and expectations and statements containing the words “may,” “could,” “would,” “should,” “believe,” “expect,” “anticipate,” “plan,” “estimate,” “target,” “project,” “intend,” “foresee,” and similar expressions. There are a number of risks and uncertainties that could cause actual results to differ materially from the forward-looking statements made herein. A discussion of some of these risks and uncertainties that could cause Turtle Beach Corporation’s results to differ materially from those described in the forward-looking statements include, for example, statements regarding benefits of the recently completed merger, integration plans, expected synergies, market opportunities, future products and anticipated future financial and operating performance and results, including estimates for growth, and the other factors discussed in our public filings, including the section entitled “Risk Factors” in Turtle Beach’s most recent Annual Report on Form 10-K, Quarterly Report on Form 10-Q and other periodic reports filed with the SEC and available on the SEC’s website, www.sec.gov. Readers are cautioned not to place undue reliance on these forward-looking statements, which speak only as of the date of this presentation. Turtle Beach Corporation undertakes no obligation to publicly release any revision to its forward-looking statements to reflect events or circumstances after the date of this presentation. This presentation also contains trademarks and trade names that are property of their respective owners.

Non-GAAP Financial Measures

This presentation contains certain financial measures, including adjusted EBITDA that the Securities and Exchange Commission defines as “non-GAAP financial measures.” These non-GAAP financial measure, as calculated by the Company, are not necessarily comparable to similarly titled measures reported by other companies. Additionally, these non-GAAP financial measures are not a measurement of financial performance or liquidity under GAAP and should not be considered an alternative to the Company’s other financial information determined under GAAP. Management believes that such non-GAAP financial measures, when read in conjunction with the Company’s reported results, can provide useful supplemental information for investors analyzing period to period comparisons of the Company’s results. “Adjusted EBITDA” is defined by the Company as net income (loss) before interest, taxes, depreciation and amortization, stock-based compensation (non-cash), and certain special items that we believe are not representative of core operations. See Appendix A for a reconciliation of these non-GAAP measures.

Who We Are

- ▶ **Turtle Beach** is a premier audio innovation company
- ▶ **We develop and commercialize** audio technologies for large addressable markets with our Turtle Beach® and *HyperSound*® brands
 - ▶ **Turtle Beach:** The dominant gaming headset brand in early stages of major industry growth cycle
 - ▶ **HyperSound:** Directional audio offering with commercial market viability and recent launch into a \$5 billion hearing health category
- ▶ **We have a strong and growing patent portfolio**¹
 - ▶ 48 issued
 - ▶ 109 pending



1) As of Nov 24, 2015.

Strong Headset Business & Disruptive New Audio Technology



	Headsets	HyperSound
Overview	Market share leader with large, loyal customer base	Breakthrough audio technology that allows directed placement of sound
Markets	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Console Gaming</p> </div> <div style="text-align: center;"> <p>PC Gaming</p> </div> <div style="text-align: center;"> <p>Mobile</p> </div> </div>	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Healthcare</p> </div> <div style="text-align: center;"> <p>Commercial</p> </div> <div style="text-align: center;"> <p>Consumer</p> </div> <div style="text-align: center;"> <p>Licensing</p> </div> </div>
Catalysts	Early stages of gaming console transition	Launched <i>HyperSound Clear™</i> into the \$5B hearing health market in Q4-15
Financial Profile	\$165M in sales, ~26% gross margins (FY-15E) ¹	Target gross margins of 50+% ¹

1) As of the date hereof, the Company reaffirms the guidance originally issued on November 9, 2015. Sales guidance represents mid point of range.



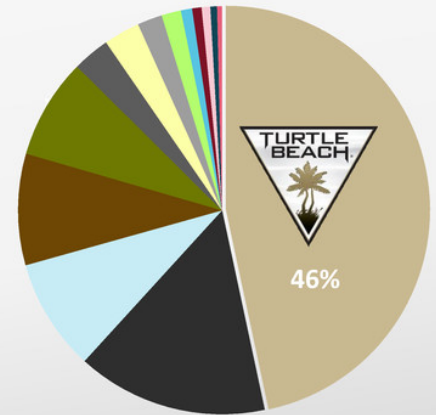
Gaming Headsets

Dominant Gaming Audio Provider with Leading Market Share

- ▶ **#1** gaming headset in 2014 by market share
 - ▶ **46%** of U.S. market
 - ▶ **52%** of U.K. market
- ▶ Broad portfolio of headsets for **Xbox** and **PlayStation**, and growing offering of **PC** gaming headsets
- ▶ Headsets in over **25K storefronts** in over **40 countries** as of Q4 2015
- ▶ Awareness among Xbox and PlayStation console gamers **increasing 40%** from 2012 to 2014
- ▶ Turtle Beach accounted for **six of the top 10 headsets sold in the U.S.** during 2014

— #1 IN —
GAMING AUDIO

2014 U.S. Gaming Headset Market Share



“Old Gen” Gaming Consoles

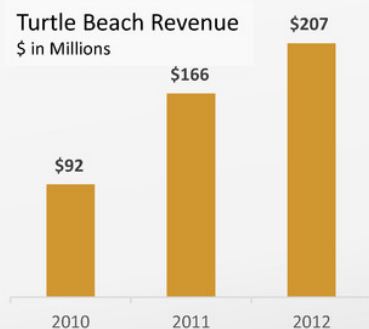
Xbox 360



PlayStation 3 (PS3)



Turtle Beach Revenue
\$ in Millions



“Console Transition”

- Announced Q1 2013
- Launched Nov 2013



“New Gen” Gaming Consoles

Xbox One



PlayStation 4 (PS4)



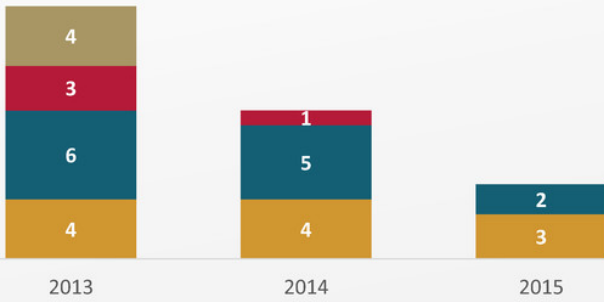
- ▶ Users immediately began slowing purchases at announcement, particularly mid and high tier
- ▶ Limited forward compatibility with existing headset models → new portfolio of headsets needed
- ▶ Xbox One required license and proprietary new connectivity hardware (“console adapter”)
- ▶ Microsoft delayed all gaming headsets for Xbox One until March 2014

Our Portfolio Transition is Nearly Complete

Discontinued the Majority of our Old Gen Headsets & Launched New Portfolio in Just Two Years

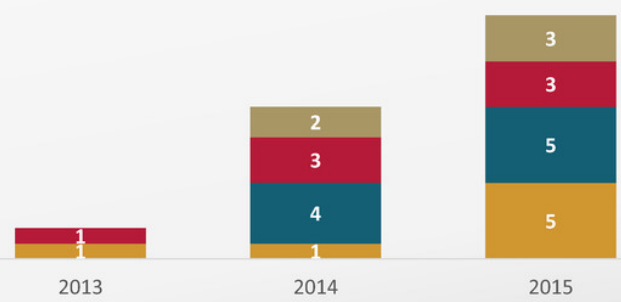
Old Gen Models

- Low (<\$50)
- Upper Mid (\$100-200)
- Lower Mid (\$50-99)
- High (>\$200)



New Gen Models

- Low (<\$50)
- Upper Mid (\$100-200)
- Lower Mid (\$50-99)
- High (>\$200)

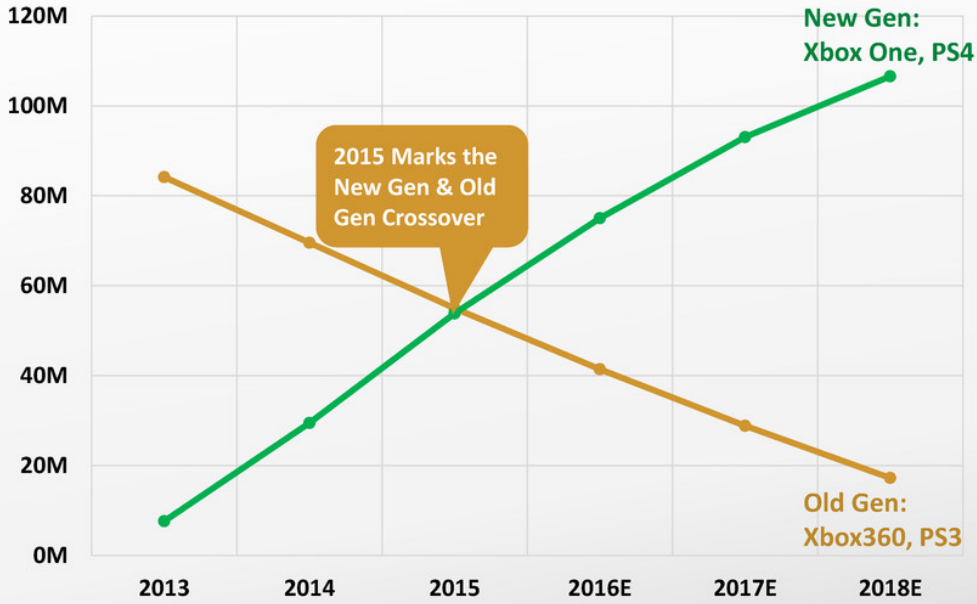


- Transition caused sales declines & higher expenses
- Credit given to retailers to help old gen sell-through
- Old gen inventory write-offs contributed to higher COGS
- Initial increase in R&D costs for new gen development

- Broadest lineup of new gen headsets
- Many were first-to-market and/or with industry-leading capabilities
- New gen headsets contributing YTD Q3-15 gross margin ~1,000 bps higher than old gen

2015 Marks Expected Installed Base Crossover Point

Active Installed Base of Consoles



Source: DFC, May 2015.

2015-2016

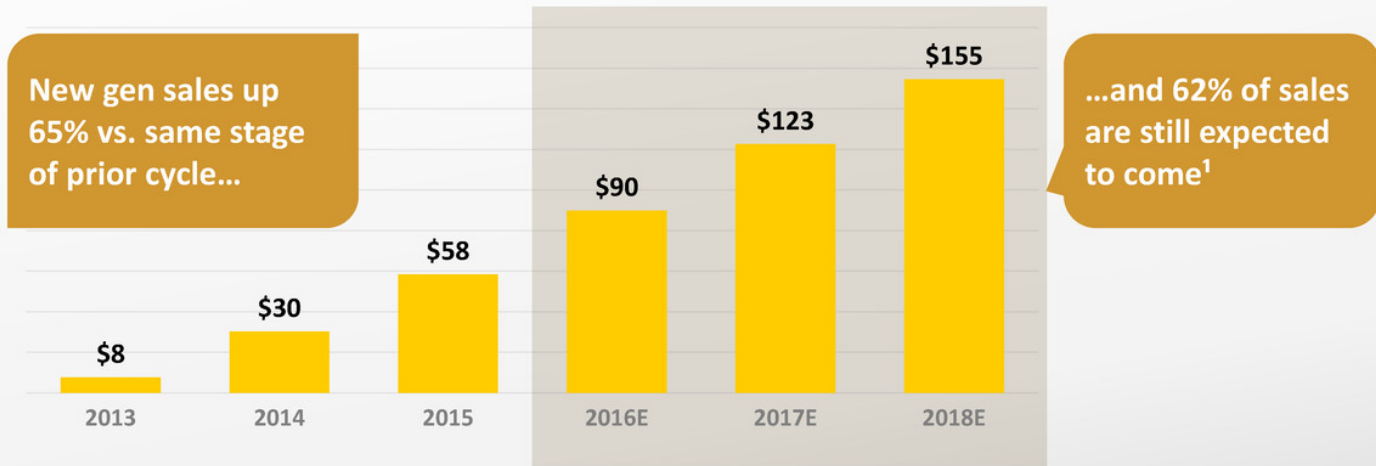
- ▶ New gen ramp begins to offset old gen decline
- ▶ New gen headset portfolio largely complete
- ▶ New gen active installed base expected to cross over old gen in Q4-15 – *almost two years earlier than initial industry projection*

2017-2018

- ▶ New gen installed base peaks in 2018 after rapid growth
- ▶ Normalized industry growth expected following 2018

Console Transition Expected to Drive Growth

Cumulative Xbox One & PS4 Sales (\$ in Millions)



Console Cycles Have Typically Lasted Eight Years, So We Are Still in Early Innings

Source: DFC Intelligence Forecasts: Worldwide Console Forecast, May 2015.

1) Percentage of total cumulative expected Xbox One and PS4 unit sales through 2018.

PS4™

XBOX ONE

PX24 Surround Headset

- Multi-platform compatibility
- Virtual Surround Sound
- Superhuman Hearing *(1st & only innovation)*
- SuperAmp powered amp *(1st & only innovation)*



ELITE 800X Premium Wireless Headset

- 2nd 100% wireless on XB1 *(1st & only innovation)*
- Active noise cancellation *(1st & only innovation)*
- DTS Headphone: X Surround *(1st & only innovation)*
- Superhuman Hearing *(1st & only innovation)*
- Dual HQ boom-less mics
- Charging stand & transmitter; bluetooth equipped



RECON 60P Stereo Headset

- New over-ear design for extended comfort
- 40mm speaker drivers, USB powered amplifier
- 3.5mm connection plugs directly into controller
- Removable mic



STEALTH 420X Wireless Headset

- 3rd 100% wireless on XB1 *(1st & only innovation)*
- Separate game and chat volume
- Mic monitoring
- Voice prompts & removable mic



RECON 50P Stereo Headset

- Brand new over-ear design for extended comfort
- 40mm speaker drivers
- 3.5mm connection plugs directly into controller
- Removable mic




RECON 30X Chat Communicator

- Slotted ear-cup design
- Over-ear design for extended comfort
- 40mm speaker drivers
- In-line master volume and mic mute controls



We Cover All Key Price Points – More than Any Competitor

Retail ASP	<\$50		\$50 - \$99		\$100 - \$200		>\$200	
	PS4	Xbox One	PS4	Xbox One	PS4	Xbox One	PS4	Xbox One
	Recon 60P Recon 50P P4c	Recon 50X Recon 30X	Stealth 400 PX22	XO4 Stealth XO1 PX24	Stealth 500P	Stealth 420X XO7 Pro	Elite 800	Stealth 500X Elite 800X
Sony			Silver Wired Gold Wireless					
Microsoft		XB1 Chat		XB1 Stereo				
Astro						A40 + M80	A40 + MixAmp A50	A40 + MixAmp A50
PDP	LVL 5+ LVL 3 LVL 1	LVL 3 LVL 1	AG 9	AG 9 LVL 5+				
Mad Catz	Kaiken Kama	Kaiken Kama		Kunai				



Advanced Chat

Chat technology like noise gate, chat boost, variable microphone monitor



Digital Signal Processing (DSP)

Game audio and chat presets that can be customized using a new mobile app



Bluetooth

Dual-pairing Bluetooth in most wireless headsets for chat, mobile gaming, audio calls and music streaming



Active Noise Cancellation

1st gaming headset to use noise cancellation for both inbound audio and outbound chat



DTS Headphone:X

1st gaming headsets with DTS 7.1 surround sound to provide incredibly accurate and immersive directional sound



Superhuman Hearing™

Provides a competitive advantage by making important, quiet sounds louder and easier to hear

...And Strong Distribution

Strong Retail Presence

Product sales in over 40 countries with over 280,000 points of distribution

Sample retailers



Great Partnerships

Partnerships with industry leading brands



12,000+ Interactive Displays

Market leader in deploying interactive gaming headset displays



PC Gaming

International

- ▶ Launched eight new SKUs in 2014
- ▶ Launched PC gaming accessories in 2014 including:
 - ▶ Keyboards
 - ▶ Mice
 - ▶ Mouse pads
- ▶ **PC gaming more popular than console gaming in markets like Germany, China and other parts of Asia**

Sample PC Products

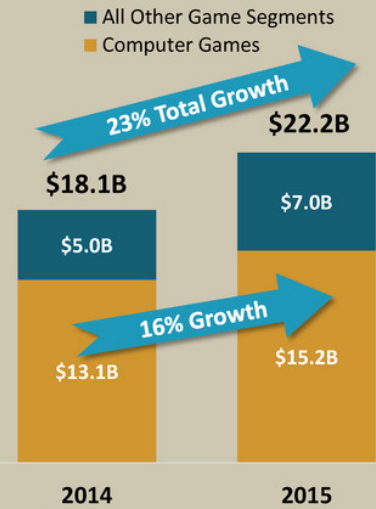


PC Gaming

International

- ▶ New gen console sales even stronger internationally
- ▶ Strong growth in Europe led by U.K. and strong share gains in Germany and France
- ▶ China represents long-term growth opportunity for console and PC gaming headsets
 - ▶ China lifted video game console ban in Sept 2013
 - ▶ Turtle Beach first-to-market with Xbox One gaming headsets
 - ▶ 446M Chinese gamers²
 - ▶ China represents <5% of our revenues today

Chinese Games Market Sales Forecast¹



1) Newzoo 2015 Global Games Market Report Premium.
 2) CGA, Newzoo China vs. US report Aug 2015.



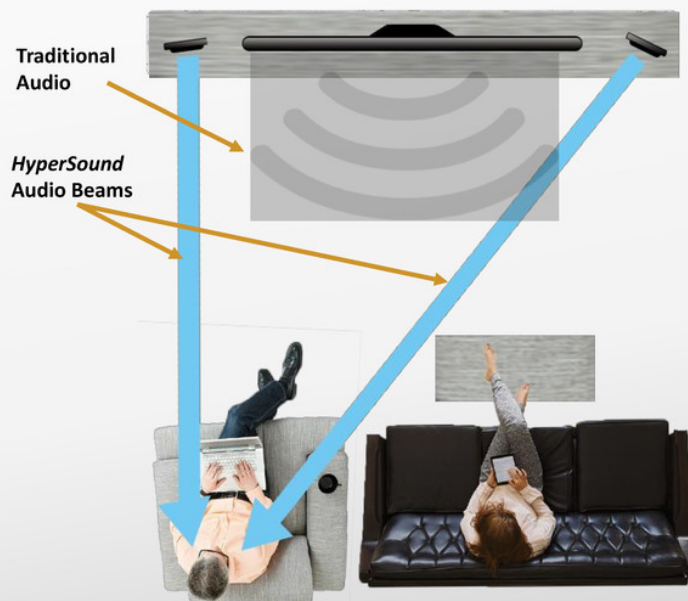
 **HYPER SOUND**



▶ How does *HyperSound* work?

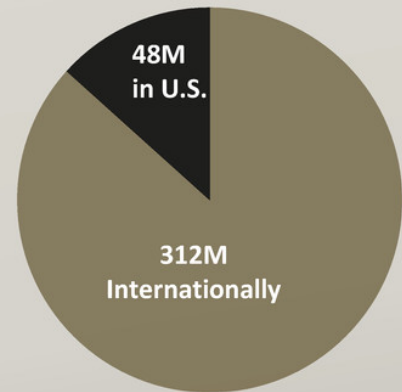
- ▶ Thin panels generate an ultrasound beam
 - ▶ Audio is injected into and carried by the beam
 - ▶ Sound is contained to the air within the ultrasound beam
 - ▶ Eliminates most background noise when in beam
- ▶ Q4-15 launch into \$5 billion hearing health market via *HyperSound Clear™* product
- ▶ Viability in commercial markets demonstrated by national retail chain rollout (Best Buy)
- ▶ Future opportunities in consumer markets and licensing agreements

How *HyperSound* Works



- ▶ Global hearing aid market is worth **\$5 billion**¹
- ▶ 35-40% of people 65+ suffer from hearing loss¹
- ▶ ~13M hearing aids are sold annually¹
- ▶ *HyperSound Clear* improves the listening experience and speech intelligibility for individuals with hearing loss
- ▶ Targets living room TV/audio solution to improve speech comprehension, intelligibility and enhanced listening experience
- ▶ Potential complementary and incremental revenue stream for audiologists, since current hearing aid conversion ratio is very low:
 - ▶ ~4% in ages 50-59²
 - ▶ ~22% in ages 80+²



360 Million or 5% of the World's Population Suffer from Disabling Hearing Loss¹



HyperSound Clear improves the listening experience and speech intelligibility for individuals with hearing loss

1) Johns Hopkins School of Medicine, Nov 2011. World Health Organization, 2013.
2) The Hearing Review, Tech Topic, Oct 2015.

U.S. Market Structure & Channel Approach

Retail Channel	Market Size	Channel Landscape	✓ = Signed deals
Independent & Buying Groups	8,000 Points of Sale (POS) 1.2M Units ¹		<p>Initial channel focus for HyperSound Clear represents 90%+ of the points of sale</p>
Retail Store Front	4,000 POS 750K Units ¹		
Veterans Admin.	800 POS 725K Units ¹		
Direct to Consumer	300 POS 450K Units ¹		

1) Approximate units of hearing aids sold via this channel. 19

- ▶ Hired Rodney Schutt in 2014 to run *HyperSound* team
 - ▶ Former president/CEO of two large hearing aid companies, Widex and Unitron, and previously a senior executive at GE Healthcare
 - ▶ Assembled a team of seasoned audiology industry experts to drive channel development at Turtle Beach
- ▶ Two years of product development on *HyperSound Clear 500P* completed with shipments started late Oct 2015
- ▶ FDA 510 (K) clearance in Feb 2014 allows us to market the product as an “aid to hearing”
- ▶ Partnered with Foxconn for manufacturing (the largest contract manufacturer of electronic products)
- ▶ Sold through Hearing Health Care professionals for MSRP of \$1,675 and programmed for specific user’s hearing profile
- ▶ Through our partnership with CaptionCall®, offering limited time complimentary white glove installation



- ▶ Secured channel relationships with 5,600+ hearing health offices and retail locations in the U.S. – **representing ~45% of total distribution points**
- ▶ First months of launch will focus on **small subset of 5,600 offices** as we integrate channel and consumer feedback and increase supply
- ▶ **Current production schedule through 2015 is limited and already fully allocated**
- ▶ By the end of Q1-16, we expect to increase our manufacturing output and the number of hearing healthcare partner locations that carry *HyperSound Clear*

We're Partnered with ~45% of the Hearing Health Locations Across the U.S.


AUDCONNEX
PRACTICE STRATEGY. ENHANCED.


Beltone
New England




BATTERY BENELUX
Specialty Hearing and Hearing Centers


AMG
Audiology Management Group, Inc.


ARC
Amplified Resource Group, LLC


AHAA
AMERICAN HEARING AID ASSOCIATES

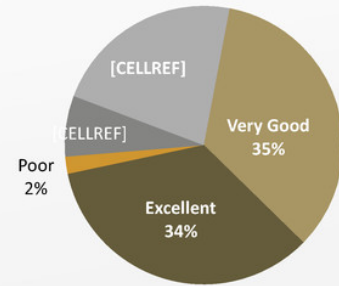
▶ **Study:** Surveyed 58 adults exposed to two minute demonstration of *HyperSound Clear* at the conclusion of their audiologist appointment

▶ **Results:**

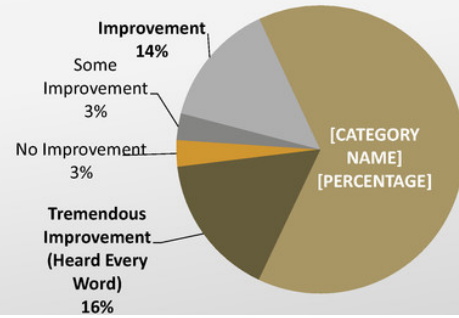
- ▶ 69% rated the audio experience as “very good” or “excellent”
- ▶ 79% said *HyperSound Clear* improved their ability to hear and understand speech
- ▶ 69% said they would either maybe, probably or definitely purchase

▶ **Our conclusion:** *HyperSound Clear* may have substantial value for consumers with hearing loss and provides clinicians with another intervention option for patients with hearing loss (especially with poor attach rates of hearing aids)

How do you rate your listening experience with *HyperSound*?



Does *HyperSound* improve your speech recognition ability?



Commercial

Consumer & Licensing

- ▶ Pre-defined sound zones for in-store promotional, informational, beaconing and way-finding messages
- ▶ Audio for interactive kiosks and displays
 - ▶ 20M digital signs currently in North America¹
 - ▶ 34M ATMs, vending machines and self-services kiosks in N. America by 2015²
 - ▶ 2.5M self-service kiosks by 2015²
- ▶ *HyperSound*/Kiosk pairing has shown a near 50% sales increase in a retail environment³
- ▶ In Nov. 2014, achieved first wide-scale deployment via Activision Call of Duty® retail displays in ~1,000 Best Buy stores
- ▶ Pursuing other showcase installations at brand name retailers



1) BUNN Research, Jan. 2014.
2) *Self-Service Markets: ATMs, Kiosks, Vending Machines*, BCC Research, Mar. 2011.
3) POPAI | *HyperSound In-Store Research Report*, Jun. 2015.

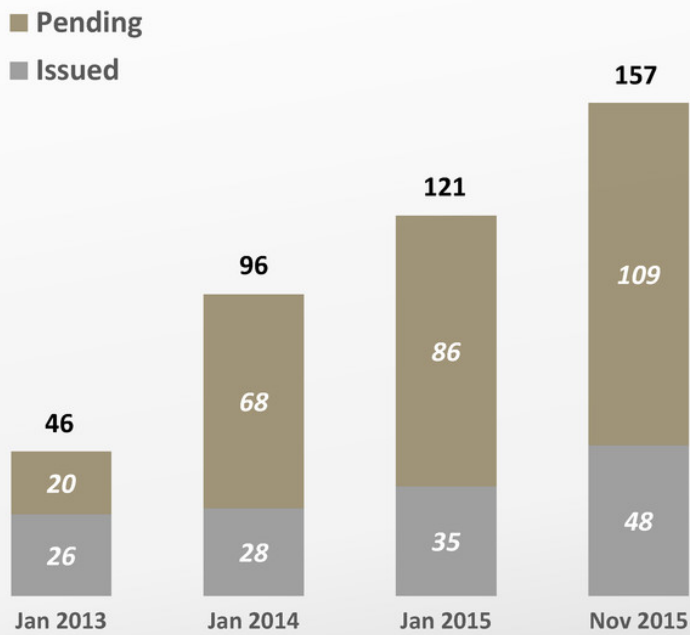
Commercial

Consumer & Licensing

- ▶ Immersive, directed 3D audio presents **consumer** opportunities for:
 - ▶ Home theater systems
 - ▶ Entertainment and gaming soundbars
 - ▶ Computer speakers
- ▶ Evaluating consumer product opportunities in 2016 and beyond
- ▶ Potential **licensing** market opportunities include:
 - ▶ Automotive and other transportation markets
 - ▶ Government and military applicants
 - ▶ Displays and televisions
- ▶ Plans to pursue licensing opportunities in 2016 and beyond



Strong & Rapidly Growing Patent Portfolio¹



▶ Headset innovations:

- ▶ Audio processing
- ▶ Gaming specific features

▶ *HyperSound* innovations:

- ▶ Emitter construction
- ▶ Ultrasound and emitter electronics
- ▶ Digital signal processing techniques
- ▶ Market uses of ultrasound audio

1) As of Nov 24, 2015.



 **TURTLE BEACH**
FINANCIAL SUMMARY

- ▶ Headset business was highly disrupted 2013-2015 by console transition, impacting revenue, margin, costs and profitability
- ▶ Turtle Beach new gen portfolio is now largely complete and old gen is under 25% of revenue, which should improve headset margins
- ▶ Headset business is targeting 30%+ gross margins with minimal OpEx growth
- ▶ Development and commercialization of *HyperSound Clear* hearing product began Jan 2014, with over \$23 million in investment in 2014 and 2015
- ▶ *HyperSound Clear* launched Oct 2015 and is expected to produce ~\$2 million of initial revenue in Q4 and gradually ramp revenue as supply and distribution increase
- ▶ HyperSound business is targeting 50%+ gross margins once scale is achieved late 2016
- ▶ Growth in revenues expected to provide strong profitability leverage given large portion of operating costs don't scale with revenues

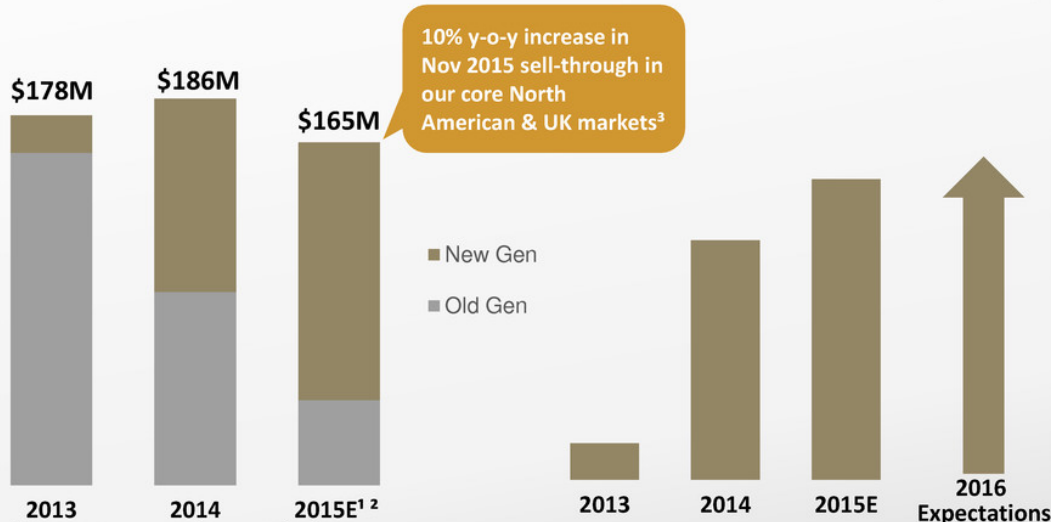
Headset EBITDA expected to improve as new gen headsets increase in share of revenue

HyperSound EBITDA expected to improve as HyperSound Clear product is now launched and ramping revenues

Almost Completed Revenue Transition to New Gen

Total Headset Revenues Transition Since 2013

New Gen Revenues Growing Quickly



Note: Old gen, new gen revenue splits are approximations.

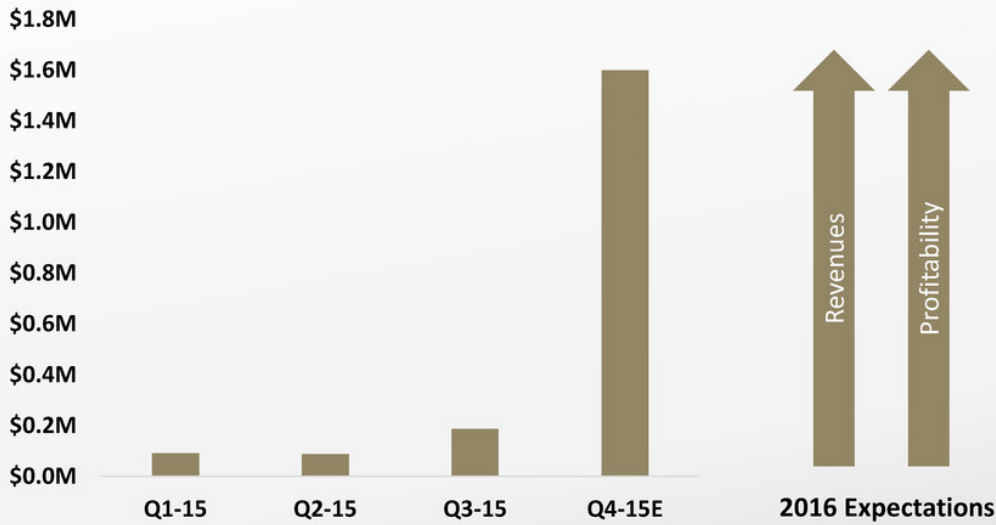
1) As of the date hereof, the Company reaffirms the guidance originally issued on November 9, 2015. Represents mid point of guidance range.

2) Strong U.S. dollar expected to impact Q4-15 international revenue by \$15-\$20 million.

3) Management estimates based upon data received from the Company's retail partners, adjusted for year-over-year changes in Walmart Black Friday promotional discounts, and may not be indicative of financial results for the corresponding period.

- ▶ Old gen revenues less than 25% of business at year end
- ▶ New gen expected to continue to grow in 2016
- ▶ New gen headsets producing year-to-date gross margin ~1,000 basis points higher than old gen
- ▶ Gross margin and EBITDA margins expected to improve in 2016

HyperSound Revenues Beginning to Ramp



- ▶ Almost two years of investment to commercialize hearing product
- ▶ Product launched late Oct 2015
- ▶ Revenues expected to gradually increase for first months as supply and points of distribution increase
- ▶ Increasing *HyperSound* revenues expected to significantly reduce net investment in 2016

Balance Sheet Overview

- ▶ Secured \$15 million term loan July 2015
- ▶ In Nov 2015, prepaid \$2.5 million of term loan with proceeds of additional sub debt, which the lenders required come from Stripes (our largest shareholder)
- ▶ Peak borrowing season on asset-based loan occurs Sept to Nov leading up to holiday season
- ▶ Loan balance decreases significantly post-holiday season as receivables are collected
- ▶ \$46.6 million federal and \$19.4 million state net operating losses (NOLs) as of Sept 30, 2015 offset taxable income
- ▶ NOLs do not begin to expire until 2029

Capitalization		
<i>(\$ Millions)</i>	As of 12-31-14	As of 9-30-15
Cash & Equivalents	\$7.9	\$3.1
Debt		
Revolver (asset-based loan)	\$36.9	\$20.6
Term Loans	\$7.7	\$21.4
Subordinated Notes	\$0.0	\$14.3
Preferred Stock	\$14.9	\$15.8
Total Debt	\$59.5	\$72.2
Cash and Availability	\$22.9	\$16.3

Business Outlook - Summary of 2015 Guidance¹

\$ in millions

Headsets					HyperSound		Consolidated				
	Q4-15		2015		Launched Q4-15		Q4-15		2015		
	Low	High	Low	High			Low	High	Low	High	
Revenue	\$82	\$92	\$160	\$170	2015 Revenue: \$2-\$3	Adj. EBITDA	\$9.5	\$13	\$(12)	\$(8)	
Growth	-11%	Flat	-14%	-8%	Gross margin target: 50%	Growth	-9%	25%	N/A	N/A	
Gross Margin	~31%		~26%		Lower in the first 3-4 quarters as business scales	Net Income	\$3.5	\$7	\$(33)	\$(29.5)	
Growth	~280 bps		~(120) bps		2015 Net Investment: \$13-\$14	Growth	46%	192%	N/A	N/A	
Adj. EBITDA	>\$13.7		\$2	\$5		EPS	\$0.08	\$0.16	\$(0.78)	\$(0.70)	
Growth	N/A		-83%	-58%		Growth	33%	167%	N/A	N/A	

1) As of the date hereof, the Company reaffirms the guidance originally issued on November 9, 2015.

Key Takeaways

- ▶ Market leading console gaming headset brand in early stages of “once-in-a-decade” industry growth cycle
- ▶ Broad market share opportunities in PC gaming headsets and international markets
- ▶ *HyperSound* launch into \$5B hearing health category represents strong growth opportunity
- ▶ *HyperSound* commercialization and new gen headset transition expected to meaningfully improve margins, profitability and cash flows



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COMPANY WEBSITES

www.turtlebeachcorp.com

www.turtlebeach.com


www.hypersound.com



Appendix



Experienced Management Team

 <p>Juergen Stark CEO</p> <ul style="list-style-type: none"> • COO of Motorola Mobility's mobile business • 10 years as principal at McKinsey & Company 	  <p>John Hanson CFO</p> <ul style="list-style-type: none"> • EVP and CFO at Dialogic • CFO at One Communications Corp 
 <p>Rodney Shutt SVP, GM - HyperSound</p> <ul style="list-style-type: none"> • 25+ years of experience in the hearing health medical device industries • Past president/CEO of Luminetx, Aspyra, Unitron Hearing, and Widex Hearing, both leading hearing aid companies 	  <p>Richard Kuvalik CTO</p> <ul style="list-style-type: none"> • 15+ years in consumer audio • Led peripheral products for PlayStation at Sony 
 <p>Rob Andris SVP, Global Supply Chain & Ops</p> <ul style="list-style-type: none"> • 20 years in supply chain management • VP, Global Supply Chain Operations with Hewlett Packard 	  <p>Daniel Lee SVP of Marketing</p> <ul style="list-style-type: none"> • 20+ years of consumer industry experience • Harman, LG Electronic and Hitachi 
 <p>Yuka Yu SVP of Global Consumer Sales</p> <ul style="list-style-type: none"> • 15 years in consumer audio • Led peripheral products for PlayStation at Sony 	  <p>Megan Wynne VP Legal & Licensing</p> <ul style="list-style-type: none"> • 5 years with I-Flow, a Kimberly-Clark Health Care Company • 13 years with Morris Polich & Purdy law firm 
 <p>Scott Steele SVP of Product Development</p> <ul style="list-style-type: none"> • 23 years of experience in technology product development • Founded Green Edge Technologies and served for 2 years as its CEO 	  <p>Woody Norris Chief Scientist</p> <ul style="list-style-type: none"> • Noted life-long inventor and entrepreneur • Lemelson-MIT Prize for the invention of HyperSound 

Board of Directors



Ron Doornink
Chairman

- Former Chairman and CEO of Activision Publishing (NASDAQ: ATVI)
- Operating partner of Stripes Group, LLC
- Founder and principal of Erasmus Equity Investments



Juergen Stark
CEO and Director

- COO of Motorola Mobility's mobile business
- 10 years as Principal at McKinsey & Company, Inc.
- MBA, Harvard Business School; B.S. Aerospace, University of Michigan



Ken Fox
Director

- Managing partner of Stripes Group, LLC
- Former Managing Director and co-founder of Internet Capital Group (NASDAQ: ICGE)
- Co-founder of A-10 Capital and Sentinel Fund



William Keitel
Director

- Former CFO of Qualcomm Incorporated (NASDAQ: QCOM)
- During his time at the company grew revenues from ~\$800M to ~\$25B
- Held senior financial roles at Nortel (OTC: NRTLQ) and Pepsico (NYSE: PEP)



Lauren DeBuono
Director

- Partner at leading CFO consulting services firm FLG Partners, LLC
- Former President and CEO of Coapt Systems, Inc.
- Former COO and CFO of hearing aid manufacturer ReSound Corp.



Dr. Andrew Wolfe, PhD
Director

- Founder and principal of Wolfe Consulting
- Former Chief Technology Officer for SONICblue, Inc.
- B.S.E.E. in Electrical Engineering and Computer Science, Johns Hopkins; Ph.D. in Computer Engineering, Carnegie Mellon

