



MAD CATZ[®] AND MICROSOFT[®] STUDIOS SIGN DEAL FOR LICENSED HALO[®] 4 GAMING HEADSETS

New Headset Range Expected to Ship in Time for Holiday 2012

San Diego – June 11, 2012 – Mad Catz Interactive, Inc. (“Mad Catz”) (NYSE MKT: MCZ) today that it has entered into an agreement with Microsoft Studios, to create *Halo 4* branded Gaming Headsets to be released later this year.

“We are excited to add *Halo 4* to our portfolio of world class video game licenses,” said Darren Richardson, the President and Chief Executive Officer of Mad Catz Interactive, Inc. “*Halo* is one of the world’s most popular video games and these new *Halo* branded headsets are sure to appeal to the passionate gamer who wants to maximize his or her *Halo* experience.”

Frank O’Connor, the Franchise Development Director at 343 Industries stated, “We’ve worked closely with TRITTON[™] engineers and industrial designers to ensure compelling and appropriate technological and aesthetic designs that map closely to Halo’s epic sci-fi universe.”

About Mad Catz

Mad Catz Interactive, Inc. (“Mad Catz”) (NYSE MKT: MCZ) is a global provider of innovative interactive entertainment products marketed under its Mad Catz[®] (gaming), Tritton[®] (audio), and Saitek[®] (simulation) brands. Mad Catz also develops flight simulation software through its internal ThunderHawk Studios[™]; operates flight simulation centers under its Saitek brand; publishes games under its Mad Catz brand; and distributes games and videogame products for third parties. Mad Catz distributes its products through most leading retailers offering interactive entertainment products and has offices in North America, Europe and Asia. For additional information please go to www.madcatz.com.

Social Media



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Safe Harbor

This press release contains forward-looking statements about the Company’s business prospects that involve substantial risks and uncertainties. The Company assumes no obligation to update the forward-looking statements contained in this press release as a result of new information or future events or developments. You can identify these statements by the fact that they use words such as “anticipate,” “estimate,” “expect,” “project,” “intend,” “should,” “plan,” “goal,” “believe,” and other words and terms of similar meaning in connection with any discussion of future operating or financial performance. Among the factors that could cause actual results to differ materially are the following: the ability to maintain or renew the Company’s licenses; competitive developments affecting the Company’s current products; first party price reductions; the ability to successfully market both new and existing products domestically and internationally; difficulties or delays in manufacturing; or a downturn in the market or industry. A further list and description of these risks, uncertainties and other matters can be found in the Company’s reports filed with the Securities and Exchange Commission and the Canadian Securities Administrators.

Source

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