



Mad Catz® Announces Licensed Tatsunoko VS. Capcom™ Arcade FightStick For Nintendo® Wii™

First Time the FightStick is Available on the Nintendo Wii

San Diego, January 05, 2010

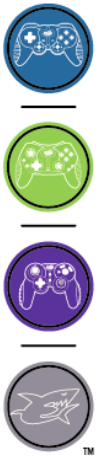
Mad Catz® Interactive, Inc. (AMEX/TSX: MCZ), a leading third-party interactive entertainment accessory provider, today announced the licensed **Tatsunoko VS. Capcom Arcade FightStick** for the Nintendo Wii expected to ship alongside the US launch of *TASUNOKO VS. CAPCOM™: ULTIMATE ALL-STARS* in January 2010.

TATSUNOKO VS. CAPCOM: ULTIMATE ALL-STARS pairs well-known characters from Capcom®'s roster of games with some of Japan's most beloved characters from anime powerhouse 'Tatsunoko Production'. With a roster of more than 20 colorful combatants to choose from, gamers can create the ultimate video game tag-team combination, in a title which is sure to appeal to hardcore fighting fans as well as gamers new to the genre.

Available for the first time on the Nintendo Wii, the **Tatsunoko VS. Capcom Arcade FightStick** features a newly developed high-performance Joystick and Action Buttons, alongside striking artwork provided by famous Japanese artist 'Shinkiro'. Dual-speed Turbo functionality for each button complete with LED Indicators allows gamers to execute moves with lightning speed. The eight-button arcade configuration means that those familiar with arcade fighting games will feel instantly at home. An integrated D-Pad switch allows gamers to alternate between D-Pad and Left or Right Analog Sticks for maximum compatibility, while a locking switch prevents accidental operation of the Home button or Turbo settings, securing uninterrupted play.

Connecting directly to the official or Mad Catz Remotes for Wii, the **Tatsunoko VS. Capcom Arcade FightStick** does not need to be connected directly to the console, thus providing tether free operation.

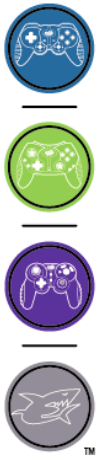
Darren Richardson, President and Chief Executive Officer of Mad Catz commented, "With the introduction of our FightStick for Wii, our line of Arcade FightSticks are now available on all three console platforms (Microsoft® Xbox 360®, Sony® PlayStation®3 and Nintendo Wii video game consoles). We are delighted to continue our partnership with Capcom by introducing our new FightStick for Wii in conjunction with the *Tatsunoko VS. Capcom: Ultimate All-Stars* game launch."





“Capcom is pleased to continue working with Mad Catz to introduce the FightStick to the Wii community and allow fans of Tatsunoko VS. Capcom to experience the game in the way it was meant to be played” said Christian Svensson, vice president business development & strategic planning at Capcom Entertainment, Inc. “Many Wii owners are already enjoying Capcom fighting games via the Virtual Console facility and with the launch of Tatsunoko VS. Capcom, we thought it important to give our fan base the opportunity to play with the Arcade FightStick.”

The Mad Catz licensed **Tatsunoko VS. Capcom Arcade FightStick** for the Nintendo Wii video game console is expected to be available across North America mid-to-late January 2010.



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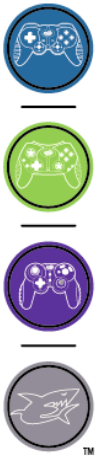
About Mad Catz Interactive, Inc.

Mad Catz is a global leader in providing innovative peripherals for the interactive entertainment industry. Mad Catz designs and markets accessories for videogame systems and publishes videogame software, including the industry-leading GameShark videogame enhancements, under its Mad Catz, GameShark and Joytech brands. Mad Catz also designs and markets mice, keyboards, headsets, PC gaming controllers and other PC peripherals through its Saitek brand, and develops, manufactures and markets proprietary portable earphones under its AirDrives brand. Mad Catz distributes its products through most of the leading retailers offering interactive entertainment products



throughout North America and Europe, and is expanding its distribution reach in Asia. For additional information please go to www.madcatz.com , www.gameshark.com , www.airdrives.com and www.saitek.com.

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