



Mad Catz® Confirms Attendance at 2008 Games Convention in Leipzig, Germany

San Diego, August 6th, 2008

Mad Catz Interactive, Inc. (AMEX/TSX: MCZ), a leading third-party interactive entertainment accessory provider today confirmed plans to attend the Games Convention taking place in Leipzig, Germany from August 21st through August 24th 2008. Mad Catz and its Saitek brand label will be exhibiting at stand B11 in Hall 4.

Exhibiting under its Saitek brand label, Mad Catz plans to unveil a selection of new and upcoming accessories including products officially licensed for use with Rock Band™ and Rock Band 2 software. In addition, Mad Catz will display upcoming Saitek-branded accessories that provide PC gamers with a range of sophisticated, state of the art gaming focused peripherals including new additions to Saitek's Flight Simulation range of products and new 'Cyborg' accessories.

Set over four halls of the sprawling Leipziger Mess Exhibition Center, the Games Convention has fast established itself as an essential destination for gaming media and industry participants alike and widely heralded as the most successful and popular show of its like in Europe.

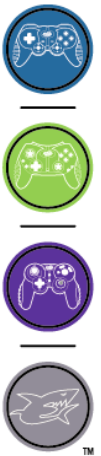
Stefan Wöger, Managing Director for Saitek Germany commented. "The annual Games Convention has become a key European event for any individual working within the gaming industry and a show that we are proud to support. Now that we are part of Mad Catz, this will be an important year for us as we seek to further expand our presence in the PC gaming sector with exciting new products in both our Cyborg and flight simulator ranges. We also look forward to introducing new products into our Eclipse and Expressions ranges as we seek to grow our presence in the PC input device sector. When combined with new console accessories from Mad Catz including high quality licensed products, we are confident that we shall see a lot of traffic at this year's convention."

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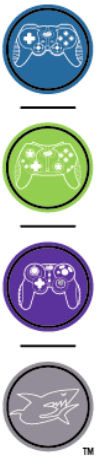
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About Mad Catz Interactive, Inc.

Mad Catz is a global leader in providing innovative peripherals for the interactive entertainment industry. Mad Catz designs and markets accessories for video game systems and publishes video game software, including the industry-leading GameShark video game 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 and has offices across Canada, Europe and Asia. For additional information please go to www.madcatz.com, as well as www.gameshark.com, www.airdrives.com, www.saitek.com and www.joytech.net.



About Saitek

Saitek designs and manufactures consumer electronics products which work together to improve the user's multimedia, gaming and communications experiences. Constant innovation, superior technology and a high degree of functionality make Saitek products the choice of computer users around the world.

The Saitek product range today includes mice, keyboards, headsets, PC gaming controllers, as well as other PC peripherals. The latest addition is a new family of innovative and practical audio products designed to improve users' digital entertainment experiences. Saitek and Cyborg are registered trademarks of Saitek and its affiliated companies.

In November 2007, Saitek was acquired by Mad Catz Interactive, Inc., a publicly-listed, leading global provider of interactive entertainment peripherals.

Safe Harbor for Forward Looking Statements: 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.

