

FOR IMMEDIATE RELEASE

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THQ SECURES WORLDWIDE RIGHTS TO PUBLISH INTELLIVISION GAMES FOR WIRELESS APPLICATIONS

CALABASAS HILLS, Calif. - November 6, 2001 - THQ Inc. (NASDAQ NMS: THQI) Today announced a worldwide exclusive agreement with Intellivision Productions, Inc. granting THQ rights to publish handheld games through its THQ Wireless division based on several Intellivision properties. This agreement gives THQ access to many of the biggest brands in gaming history for development in the emerging wireless gaming arena. The first game, *Astrosmash!*, is scheduled to release this holiday in the U.S. for the Motorola i85 and i50sx phones.

"Intellivision is one of the first real players in gaming, creators of such classics as *Utopia*, *Sea Battle*, *Astrosmash!* and *Night Stalker* during the early 1980's," stated Doug Dyer, General Manager, THQ Wireless. "Today's handheld technologies enables us to recreate those experiences for the millions of wireless phone and PDA users to play anytime, anyplace."

"Millions of people have fond memories of Intellivision from their childhood, and we take that legacy seriously," said Keith Robinson, President of Intellivision Productions, Inc. and one of the original Intellivision game developers. "We found the same pioneering spirit at THQ that Intellivision had back in the early Eighties. That and their publishing track record make THQ the ideal partner to bring our classic titles to the next generation of gaming technology."

Under the agreement THQ has rights to publish wireless games based on more than fifty Intellivision brands including *Utopia*, *Night Stalker*, *Space Battle*, *Space Armada*, *Shark!*, *Shark!*, *Armor Battle*, *Triple Action*, and *Astrosmash!*.

For more information about THQ and its upcoming gaming initiatives, please visit www.thq.com.

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INTELLIVISION WIRELESS

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The Intellivision console, introduced in 1980, was one of the first-generation home video game systems. Over three million Intellivisions were sold, with 125 games published. Although their graphics were primitive by current standards, the games for the early consoles defined the genres, features, and conventions that are still used today. While video games have grown more complex in the two decades since, with ever more realistic graphics, many believe that for sheer fun, the early games have never been surpassed.

THQ Inc. develops and publishes interactive entertainment software worldwide for a variety of hardware platforms including PC CD-ROM, wireless devices and those manufactured by Sony, Nintendo and Microsoft. The THQ site is located at www.thq.com.

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This press release contains statements that are forward-looking statements within the meaning of the Private Securities Litigation Reform Act of 1995. These statements are based on current expectations, estimates and projections about THQ's business based, in part, on assumptions made by its management. These statements are not guarantees of THQ's future performance and involve risks, uncertainties and assumptions that are difficult to predict. Therefore, actual outcomes and results may differ materially from what is expressed or forecasted in such forward-looking statements due to numerous factors, including, but not limited to, those described above and the following: changes in demand for THQ's products, product mix, the timing of customer orders and deliveries, the impact of competitive products and pricing and difficulties encountered in the integration of acquired businesses. In addition, such statements could be affected by growth rates and market conditions relating to the interactive software industry and general domestic and international economic conditions. Specific information concerning these and other such factors is contained in the preliminary prospectus contained in THQ's Registration Statement on Form S-3 filed with the Securities Exchange Commission on August 20, 2001, as amended. A copy of this filing may be obtained by contacting THQ or the SEC. The forward-looking statements contained herein speak only as of the date on which they are made, and THQ does not undertake any obligation to update any forward-looking statement to reflect events or circumstances after the date of this release.