

**FOR IMMEDIATE RELEASE**

Craig Mitchell  
THQ/Media Relations  
818/ 871-8587

Julie MacMedan  
THQ/Investor Relations  
818/ 871-5125

**THQ ANNOUNCES *SUPREME COMMANDER™: FORGED ALLIANCE*  
FOR WINDOWS PC COMING IN NOVEMBER 2007**

***Standalone Title in Real Time Strategy Franchise to Offer  
Mysterious New Faction and Expansive Single-Player Campaign***

---

**AGOURA HILLS, Calif.** June 28, 2007 -- THQ Inc. (NASDAQ: THQI) today announced *Supreme Commander™: Forged Alliance*, the next chapter in the critically-acclaimed real-time strategy (RTS) franchise, is scheduled to ship for Windows PC in November 2007. Developed by renowned RTS designer Chris Taylor and his Gas Powered Games studio, *Supreme Commander: Forged Alliance* follows the epic story of the original game in the aftermath of the Infinite War. *Supreme Commander: Forged Alliance* will be available as a standalone title offering full compatibility with the original game, enabling all-new strategic options.

"*Supreme Commander* raised the standard for scope and scale in the RTS genre and is one of the highest rated strategy games of all time," said Bob Aniello, senior vice president of worldwide marketing, THQ. "*Supreme Commander: Forged Alliance* is pushing the boundaries yet again promising an exciting new chapter to fans worldwide."

"*Supreme Commander: Forged Alliance* is not only the continuation of the epic story that is unfolding inside the game's universe, it is the continuation of our goal to move the bar for RTS gaming even higher than ever", says Chris Taylor, CEO of Gas Powered Games. "Forged Alliance offers over 100 new units, more maps and an entirely new faction... we are stuffing this game with all kinds of new features!"

### **About Supreme Commander: Forged Alliance**

*Supreme Commander: Forged Alliance* is the next chapter in the critically acclaimed Supreme Commander franchise that set the standard for scope and scale in the RTS genre. The game continues the epic story following the Infinite War, featuring an all-new single-player campaign, a new faction and a myriad of innovative multiplayer features. More than one hundred new units will give players access to cutting-edge strategic options, including fully realized navies, orbital weaponry and advanced counter intelligence technologies. Developed by Chris Taylor and Gas Powered Games, *Supreme Commander: Forged Alliance* is expected to be available in retail outlets worldwide in November 2007.

### **About THQ**

THQ Inc. (NASDAQ: THQI) is a leading worldwide developer and publisher of interactive entertainment software. The company develops its products for all popular game systems, personal computers and wireless devices. Headquartered in Los Angeles County, California, THQ sells product through its global network of offices located throughout North America, Europe and Asia Pacific. More information about THQ and its products may be found at [www.thq.com](http://www.thq.com) and [www.thqwireless.com](http://www.thqwireless.com). THQ, THQ Wireless and their respective logos are trademarks and/or registered trademarks of THQ Inc.

All other trademarks are the property of their respective owners.

*The statements contained in this press release that are not historical facts may be "forward-looking statements" within the meaning of the Private Securities Litigation Reform Act of 1995. These forward-looking statements are based on current expectations, estimates and projections about the business of THQ Inc. and its subsidiaries (collectively referred to as "THQ"), including, but not limited to, expectations and projections related to the Supreme Commander: Forged Alliance video game, and are based upon management's current beliefs and certain assumptions made by management. Such forward-looking statements are subject to risks and uncertainties that could cause actual results to differ materially from those expressed or implied by such forward-looking statements, including, but not limited to, business, competitive, economic, legal, political and technological factors affecting our industry, operations, markets, products or pricing. Readers should carefully review the risk factors and the information that could materially affect THQ's financial results, described in other documents that THQ files from time to time with the Securities and Exchange Commission, including its Quarterly Reports on Form 10-Q and Annual Report on Form 10-K for the fiscal period ended March 31, 2007, and particularly the discussion of risk factors set forth therein. Unless otherwise required by law, THQ disclaims any obligation to update its view on any such risks or uncertainties or to revise or publicly release the results of any revision to these forward-looking statements. Readers are cautioned not to place undue reliance on these forward-looking statements, which speak only as of the date of this press release.*

# # #