



## Next Generation of World Wrestling Federation Titles

### First Look at Games on Xbox and PlayStation®2

LOS ANGELES, Calif., - Electronic Entertainment Expo - May 17, 2001 - THQ Inc. (NASDAQ NMS: THQI) and JAKKS Pacific, Inc. (NASDAQ NMS: JAKK) today announced that WWF SmackDown!® Just Bring It!® for the PlayStation®2 computer entertainment system and WWF Raw Is War® for the Xbox® video game system will be available for live demonstrations during the Electronic Entertainment Expo (E3) on May 17 - 19. The demonstrations will take place at the THQ booth, which is located at #4001, Petree Hall. Both titles are scheduled to hit store shelves in the fall of 2001.

"We're extremely excited about the next generation of World Wrestling Federation® video games," said Jeffrey Lapin, vice chairman and COO, THQ. "We have created two unique gaming experiences that take full advantage of both of these new hardware systems."

"WWF SmackDown! Just Bring It" and WWF Raw Is War for the new PlayStation®2 and Xbox video game platforms are filled with World Wrestling Federation action and will have gaming and wrestling fans in awe," stated Stephen Berman, president and COO, JAKKS Pacific. "Building upon the success of the previous titles, these next generation games are shaping up to be sure fire mega-hits."

Also, recently announced is WWF Road to Wrestlemania® for Game Boy Advance. All the action of the World Wrestling Federation comes to the newest hand held game console. Featuring five in depth game modes, six different types of matches and 24 top World Wrestling Federation Superstars, WWF Road to Wrestlemania is scheduled to hit store shelves this holiday season.

#### About WWF SmackDown! Just Bring It!

Developed by Yuke's Co., Ltd. of Japan, the critically acclaimed creators of WWF SmackDown!® and WWF SmackDown!2: Know Your Role®, comes their newest title, WWF SmackDown! Just Bring It!. Players will square off against more than 30 World Wrestling Federation Superstars in over 60 different matches, as the most electrifying show in sports-entertainment comes to life like never before. All-new matches, an enhanced story mode and even a picture-in-picture feature will help make this one of the deepest World Wrestling Federation titles to date. Utilizing the power of the PlayStation 2, WWF SmackDown! Just Bring It! brings unsurpassed detail, lightning fast action, multiple camera angles, more moves and play-by-play commentary from Michael Cole and Tazz. From the opening Titan Tron entrance to the final bell, each World Wrestling Federation Superstar comes to life with exquisite detail and true to life motion.

#### About WWF Raw Is War

Created by Anchor, Inc., the developers of the award-winning Ultimate Fighting Championship®, WWF Raw Is War will take wrestling video games to the next level, as The Rock, Chyna, and 35 other superstars are thrown into gamers' living rooms. With unsurpassed realism and amazing graphics, WWF Raw Is War captures the look and feel of the World Wrestling Federation with an authentic TV-style presentation. For the first time ever, opponents will be able to grab clothing, and audiences will scatter as the action spills out of the ring and into the stands. All-new backstage combat areas randomly change from venue to venue. Opponents can even be confronted on their way to the ring. It's everything gamers have come to expect from the wildly popular spectacle that is the World Wrestling Federation.

#### About Xbox

Xbox is Microsoft's future-generation video game system that delivers new and unforeseen gameplay experiences. With more than three times the graphics performance of the newest generation of game systems, Xbox unleashes game designers' creativity to produce games that are challenging, exhilarating, surprising, and fun.

#### About JAKKS Pacific

JAKKS Pacific is a multi-brand toy company that designs, develops, produces and markets toys and related products under various brand names (including Flying Colors®, Road Champs®, Remco®, Child Guidance®, Color Club®, and Pentech®) in multiple product categories, including: Wheels; Action Figures; Crafts/Activities/Stationery; Infant/Pre-School; Trading Cards/Games; Plush; and Dolls. The Company also participates in a joint venture with THQ, Inc. that has exclusive worldwide rights to publish and market World Wrestling Federation Entertainment® (WWFE) video games. Visit [www.jakksacific.com](http://www.jakksacific.com) or [www.jakkswwf.com](http://www.jakkswwf.com).

## About THQ

THQ Inc. develops, publishes and distributes interactive entertainment software worldwide for a variety of hardware platforms including PC CD-ROM, wireless devices, and those manufactured by Sony Computer Entertainment, Nintendo and Microsoft. The THQ Web site is located at [www.thq.com](http://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 the Company's business based, in part, on assumptions made by management. These statements are not guarantees of 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 the Company'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 Company's most recent report on Form 8-K, filed with the Securities Exchange Commission on November 13, 2000. A copy of this filing may be obtained by contacting the Company or the SEC. The forward-looking statements contained herein speak only as of the date on which they are made, and the Company does not undertake any obligation to update any forward-looking statement to reflect events or circumstances after the date of this release.

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