



World Wrestling Federation Coming To Playstation 2

Popular Franchise Also Returning To Game Boy Color

CALABASAS HILLS, Calif. - February 21, 2001 - THQ Inc. (NASDAQ NMS: THQI) and JAKKS Pacific, Inc. (NASDAQ NMS: JAKK) today announced the two newest videogames licensed from the highly popular World Wrestling Federation® (NYSE: WWF). The World Wrestling Federation franchise is expected to make its highly anticipated PlayStation® 2 debut during the fall of this year with WWF SmackDown! 3 (working title). Also scheduled to hit store shelves this summer is a World Wrestling Federation game for the Nintendo® Game Boy Color handheld system.

"Having sold well over four million World Wrestling Federation videogames to date on multiple platforms, the progression to PlayStation 2 will thrill our fans," stated Alison Locke, executive vice president, North American Publishing, THQ. "We can't wait to show off the look and feel of the World Wrestling Federation franchise on a system as powerful as PlayStation 2."

"These additional games and platforms will strongly compliment the previously announced WWF Raw Is War? for Xbox?, as well as our other World Wrestling Federation videogames already on the market," said Jamie Wood, senior vice president Action Toys, JAKKS Pacific, Inc.

Developed by Yukes Co. of Japan, which is partially owned by THQ, WWF SmackDown! 3 for PlayStation 2 will feature all the bonecrunching, slobber knocking, over the top action that is the World Wrestling Federation. Yukes also developed the chart-topping WWF SmackDown! and WWF SmackDown! 2: Know Your Role. WWF SmackDown! 3 will now pick up where the others left off. It boasts 78 styles of matches, 35 superstars and over 1,000 different moves. There will be six-man tag-team matches and up to nine superstars can face off in the ring simultaneously. Players will be able to rush their opponent as they enter the ring, fight with their own tag team partner after a loss, and distract the referee before performing dastardly deeds. All of this comes complete with play-by-play commentary and a solid 60 frames per second.

The World Wrestling Federation game for Game Boy Color is developed by Way Forward Technologies and will allow the user to control one of four World Wrestling Federation Superstars in an all out effort to rescue the kidnapped Stephanie McMahon. This action adventure features six complete levels filled with kidnapping adversaries, implements of destruction, and hidden rooms. It also showcases interactive environments littered with power-ups allowing for superstar special moves. The unique story mode requires the hero to overtake all obstacles and opposition in order to safely return Stephanie McMahon and regain the World Wrestling Federation Championship.

World Wrestling Federation Entertainment, Inc. is an integrated media and entertainment company headquartered in Stamford, Connecticut, with sale offices in New York City, Chicago and Toronto. The company is an equal partner with NBC in the XFL, a new professional football league. The company can be found online at wwf.com and wwfecorpbiz.com.

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 that has exclusive worldwide rights to publish and market World Wrestling Federation® videogames.

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

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