

Industry Expertise: Alternative Energy | Business Services | **Consumer** |
Financial Institutions | Health Care | Industrial Growth | Technology

The 27th Annual

Consumer Conference

June 6–7, 2007, New York, New York



THQ Inc.
Brian Farrell
Chairman, Chief Executive Officer & President

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Forward – Looking Statements

Certain statements made during this presentation may be deemed to constitute forward-looking statements. Such statements include but are not limited to THQ's discussion of video game console and software growth, financial guidance, estimated release dates, and the potential for wireless gaming. Actual results may differ materially from those expressed in such statements due to numerous risks and uncertainties, including without limitation, demand and competition for the Company's products, and other risks and uncertainties described in the Company's filings with the Securities and Exchange Commission including our most recent Form 10-K dated March 31, 2007.



Investment Highlights

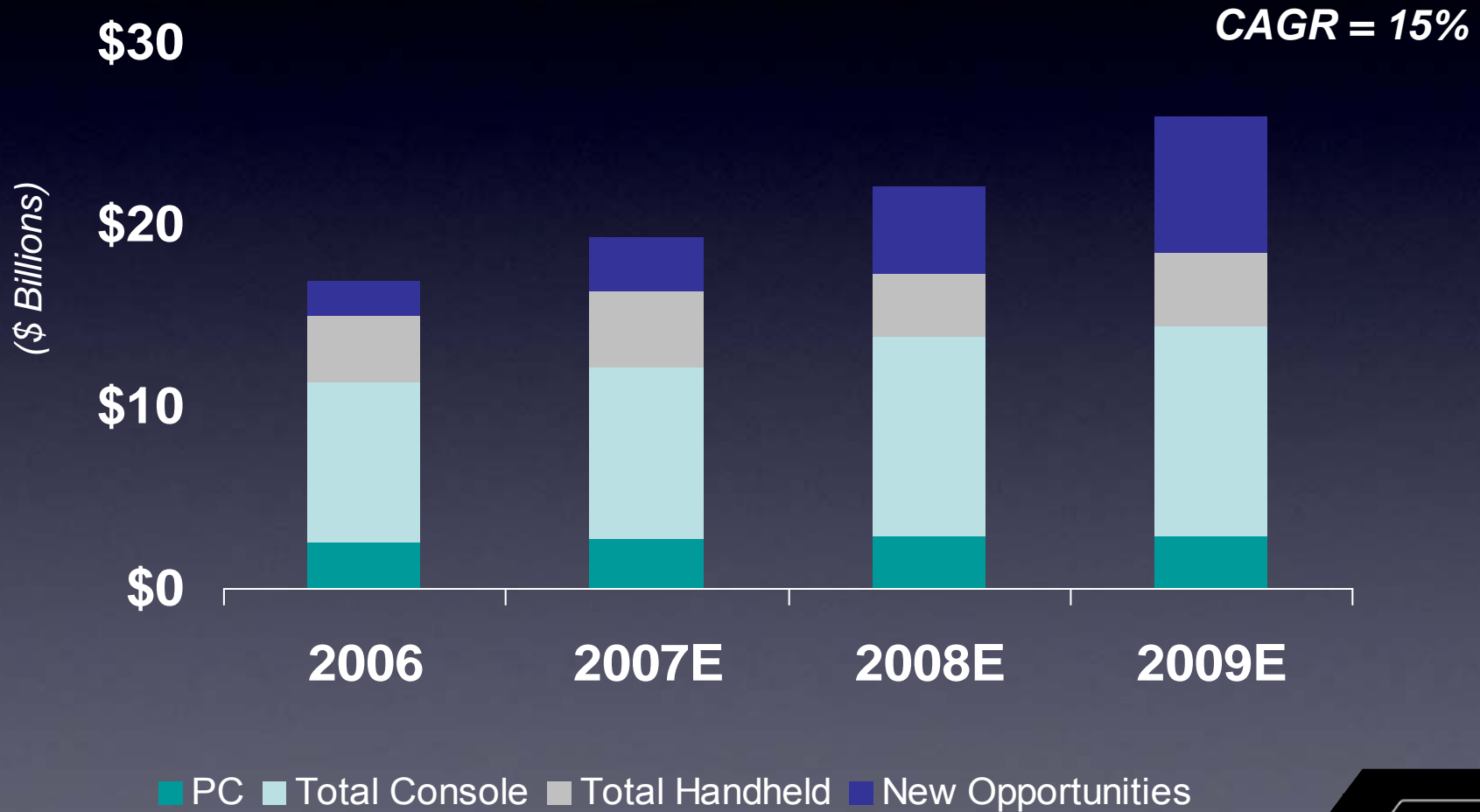
- Gaining share in large and growing global market
- Platform mix well-positioned within industry
- Strong and diversified franchise library
 - #1 on Nintendo*
 - Powerhouse mass-market franchises
 - Owned IP growing as a % of revenue
 - Increasing # of million-unit sellers
- Dynamic 1,500 person studio system
- Current operating margins already at previous cycle peak with room for expansion

*Source: NPD



Large, Stable & Growing Market

North America & Europe Software Dollar Growth

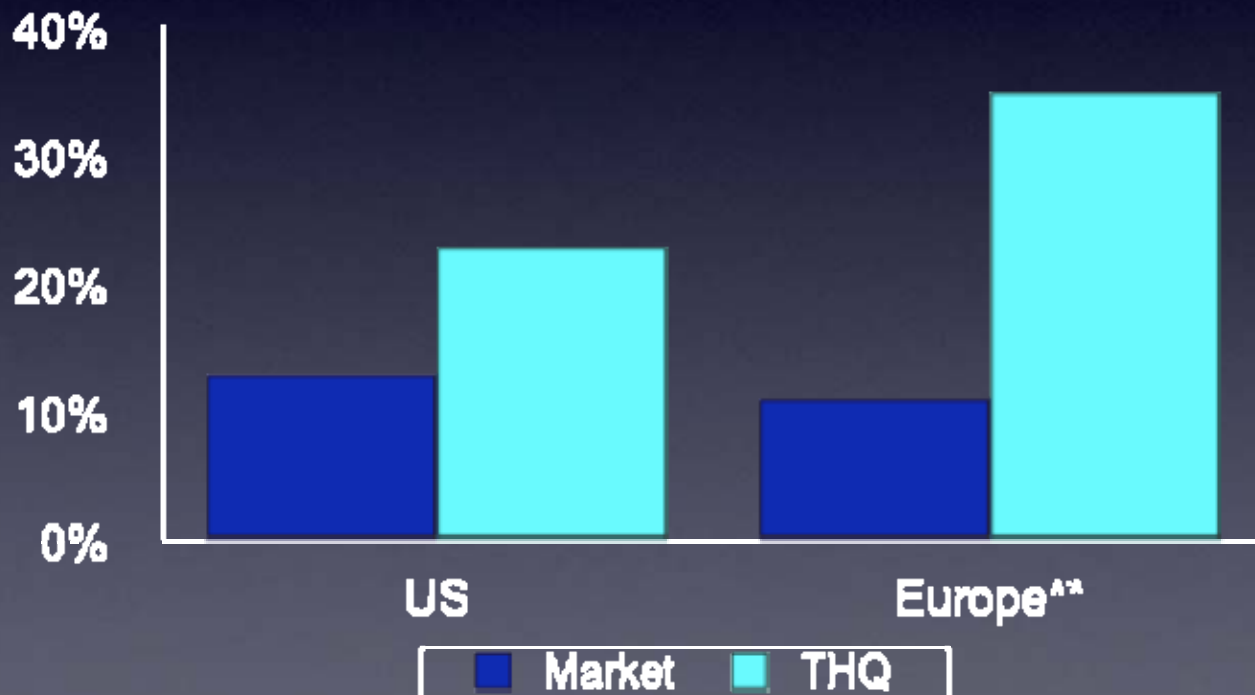


Sources: International Development Group; DFC intelligence Group; Juniper Research



Significant FY07 Global Market Share Gains

- Gained share in all major markets*
- In US, up 23% vs. 13% market
- In Europe, up 35% vs. 11% market



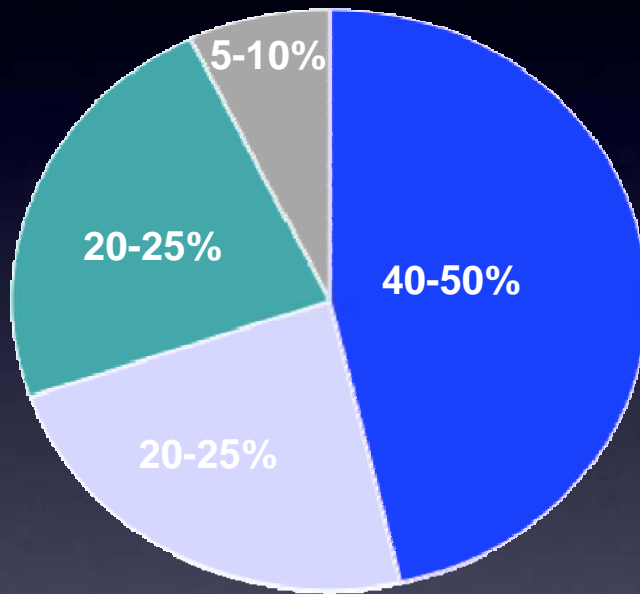
*Market Growth Sources: The NPD Group, UK Chart Track and GfK

** Major Territories

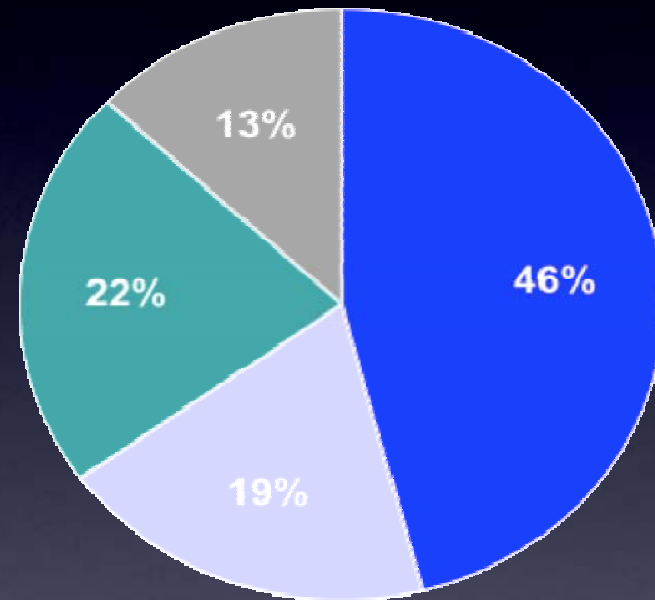


Well-Aligned Platform Mix

THQ
FY08E



Industry
CY2007E *



● Next gen Consoles ● Current-gen Consoles ● Handhelds ● PC & Other

* CY07 North American Software Dollar Est. - Source: IDG



Strong Nintendo Leadership

- #1 Independent Publisher on Nintendo platforms*
- 11 Wii titles in FY08
- Doubling DS titles in FY08
- Broadening audience appeal with new FY08 titles



Kids and Family

Teens

Adults

*Source: NPD



Powerhouse Mass-Market Franchises

Disney · PIXAR

More than
30 million
units each



Well-Established Owned Franchises



Six Owned
Million-Unit
Franchises



Extremely Balanced Franchise Strategy

Business Model

Franchises

Licensed

- Stable, consistent cash flow
- Annualized releases

Disney · PIXAR

BRATZ

UFC
ULTIMATE FIGHTING
CHAMPIONSHIP

NICKELODEON



Owned

- High margins at significant volume
- Launch 1-3 new IP's each year
- Sequels planned over platform cycle

STUNTMAN

Juiced

MX vs ATV
UNLEASHED

Saints Row

RED FACTION

DESTROY ALL HUMANIS! 2

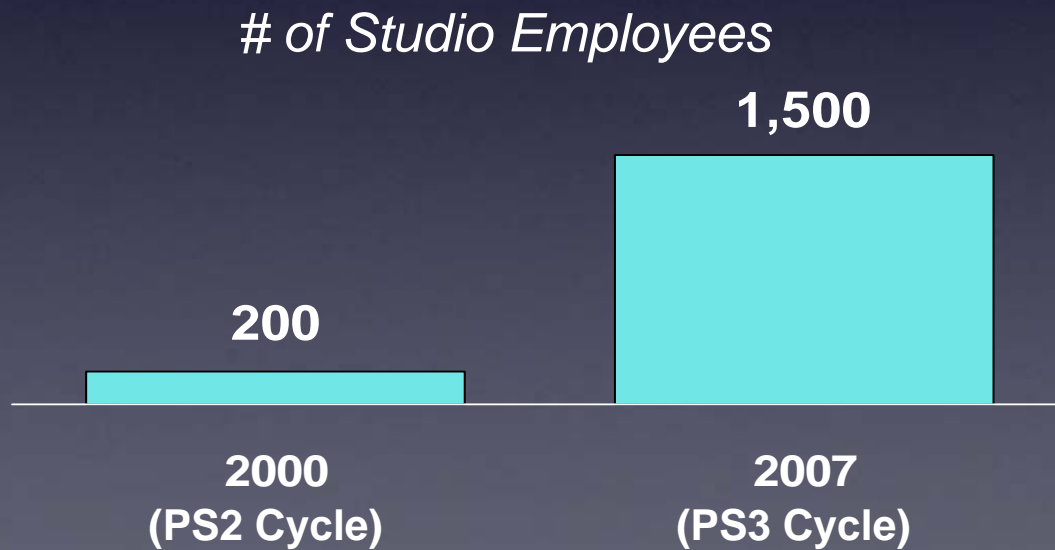
FRONTLINES
FUEL OF WAR

COMPANY OF HEROES

THQ

Dynamic Studio System

- 1,500 THQ people in 16 studios
- Efficiencies through outsourcing
- ~ 50% of FY08 revenues* expected from internally developed games - up from ~ 30% in FY06

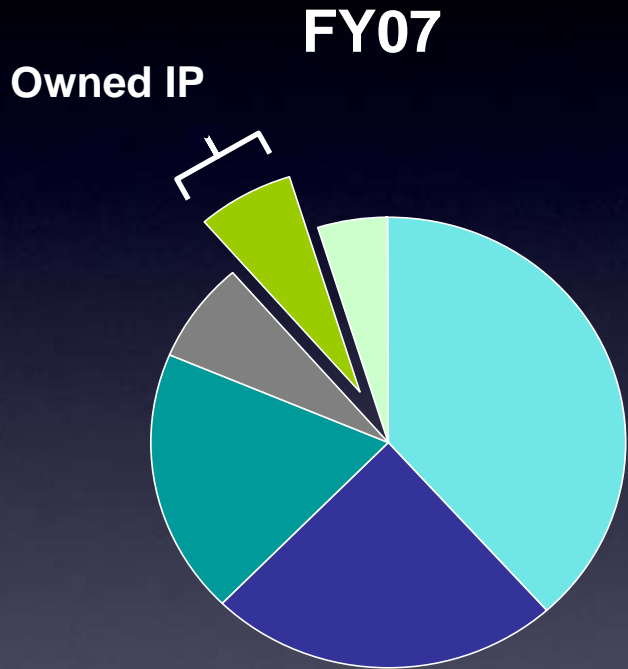


*Guidance dated May 10, 2007

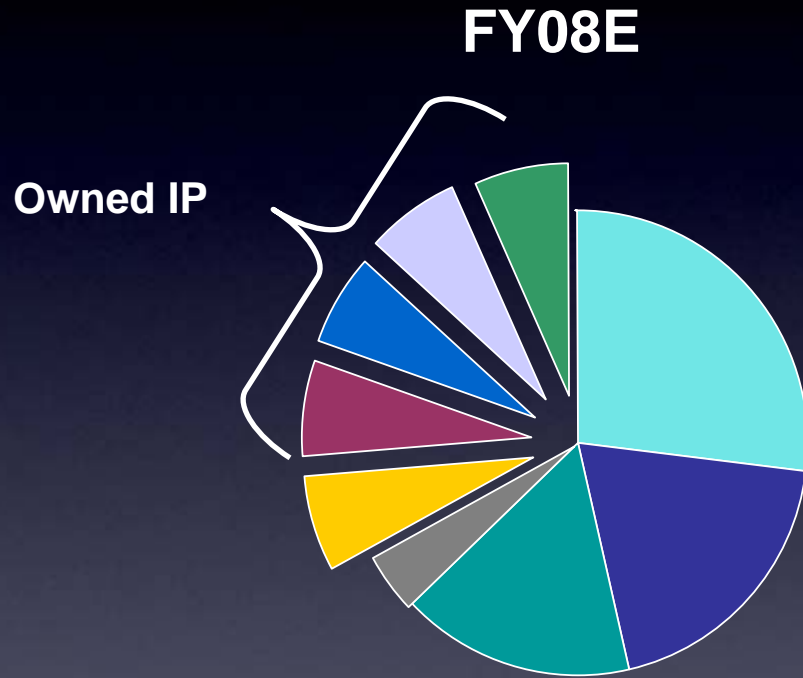


Diversifying Title Mix

Million-Unit Sellers



- Pixar
- Bratz
- WWE
- Owned-Saints Row
- Nickelodeon
- Other Licensed



- Owned-Stuntman
- Pixar
- Owned-Juiced
- WWE
- Owned-Frontlines
- Nickelodeon
- Owned-MX vs. ATV
- Bratz
- Owned-TBA



Executing on All Fronts FY2003 - FY2007

Financially

- Revenue CAGR 22%
- 800 bps operating margin expansion
- EPS up significantly; \$0.02 to \$1.24*

Creatively & Operationally

- Key licensed franchises: WWE®, Pixar, Nickelodeon, Bratz™
- Developed owned IP titles: Destroy All Humans!™, Company of Heroes™, Juiced™, MX vs. ATV™, Red Faction® and Saints Row™
- Internally developed games generated 40% of FY07 revenue

* Non-GAAP. Please see GAAP/Non-GAAP reconciliation at www.thq.com



Growth Strategy

- Expand dominant mass-market position
- Continue to aggressively develop new titles for core-gamers
- Exploit new channels and revenue streams
- Expand global position



Build on Existing Mass-Market Franchises

- Disney•Pixar – currently through 2014
 - Next four films from Pixar
 - *Ratatouille* and *Cars 2* in FY08



- WWE – currently through 2014
 - Growing global reach
 - Doubling # of platforms in FY08



- Nickelodeon – currently through 2010
 - *Tak* television show in production
 - *Avatar*, *Nicktoons*, *SpongeBob* in FY08



Expand Mass-Market Portfolio



- Leading new fighting brand for FY09
- Top cable program in desirable Male 18-34 demographic
- One of the fastest growing sports in the US



Key FY08 IP for Core Gamers

Frontlines



Stuntman



Juiced



Capitalize on MMORPG

- Broadly accessible, action-oriented MMORPG
- Futuristic Warhammer 40,000 universe
- Developed internally



Ramp Wireless Platform

- \$9.4 billion market opportunity by 2011E*
- Leverage both owned and licensed content
- THQ net sales of \$30 million FY08E



STAR WARS



* Source: Juniper (North America and Europe)

Exploit New Revenue Streams

➤ In-Game Ads

- Agreements with Massive and Double Fusion
- FY08 titles
 - *Juiced*
 - *MX*
 - *Stuntman*



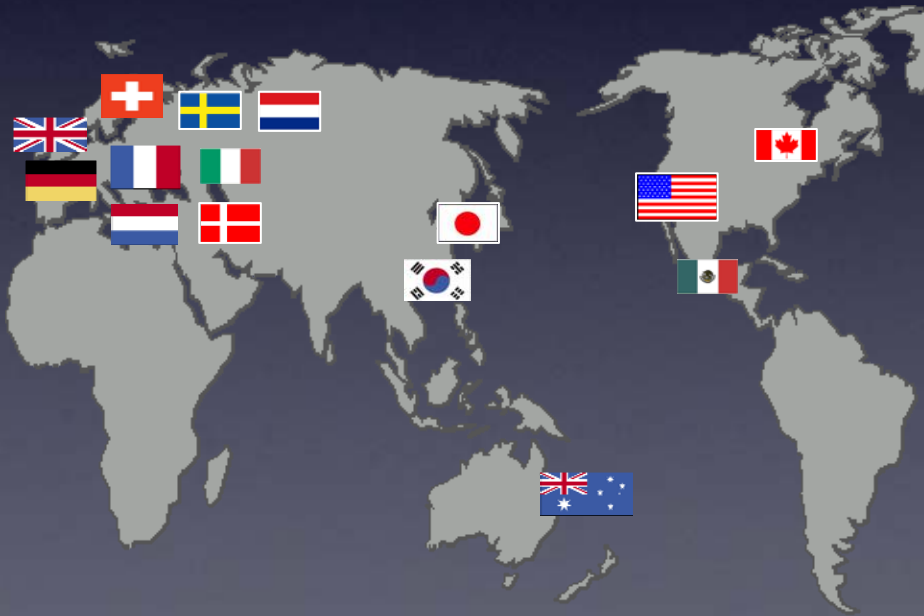
➤ Digital Downloads

- Growing online players
- FY08 titles
 - *Frontlines*
 - *Juiced*

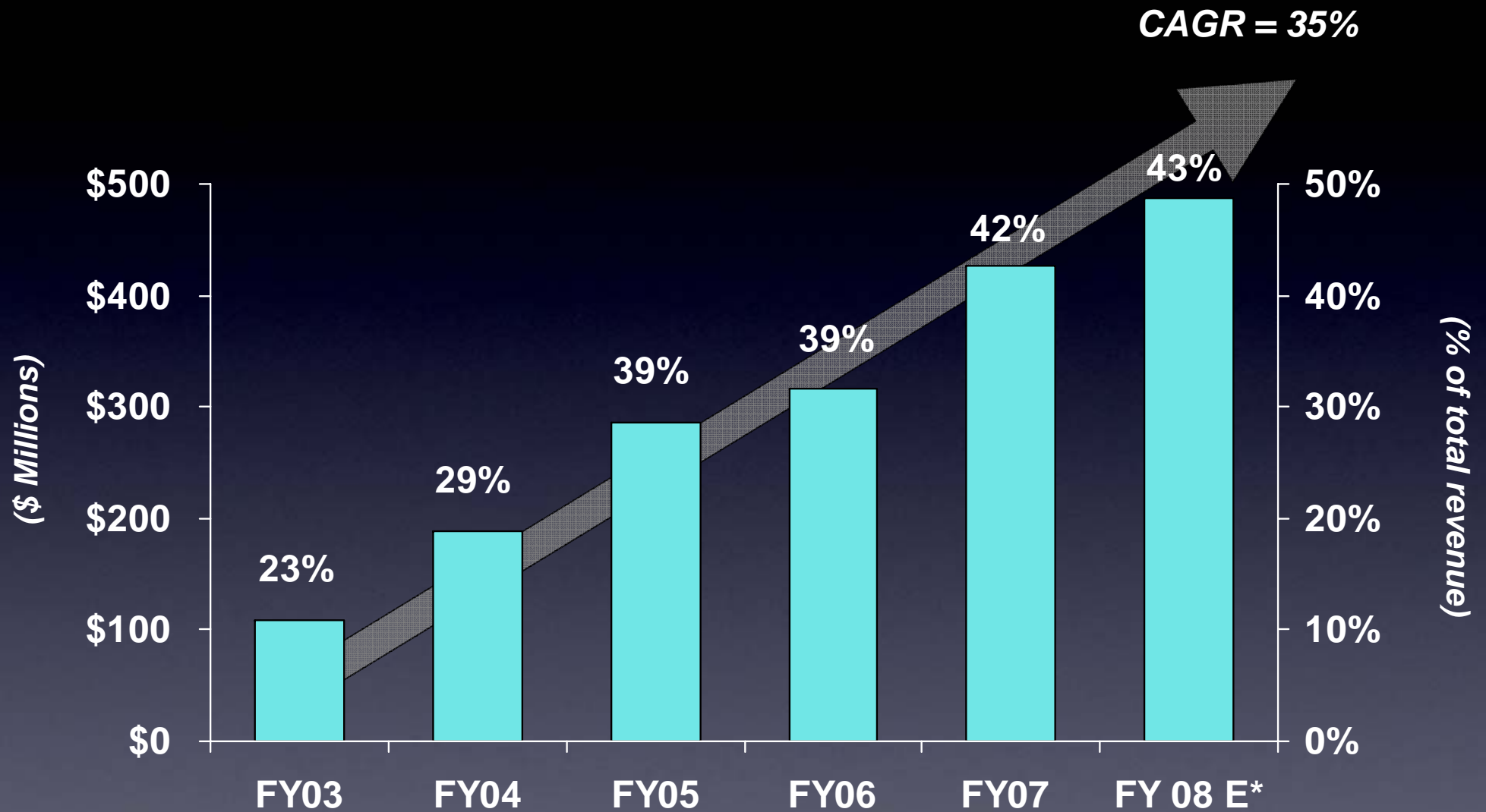


Expand Global Reach

- 18 sales & marketing offices worldwide
- New offices in Italy, Benelux and Mexico are forecasted to triple revenues in first 12 months
- High growth forecasted for Asia, Europe and North America



Increase International Revenue

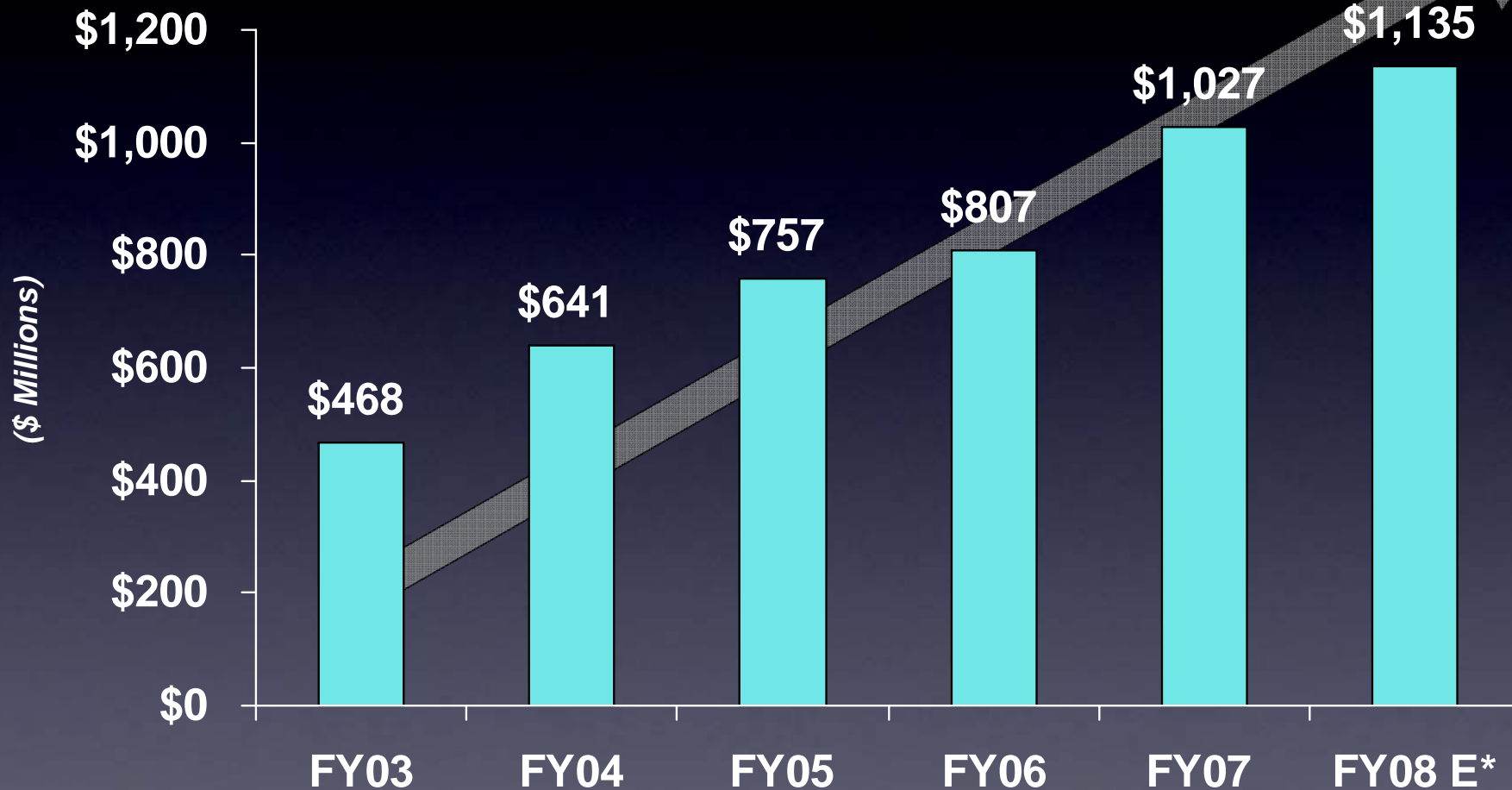


*Guidance dated May 10, 2007



12 Consecutive Years of Revenue Growth

CAGR = 19%



*Mid-Point of Guidance dated May 10, 2007



Grow Margins Cycle-to-Cycle

*FY07 margins already at last peak in 2005**



*Non-GAAP. Please see GAAP/Non-GAAP reconciliation at www.thq.com

**Guidance dated May 10, 2007



Compelling Financial Returns

*FY07 EPS greater than last peak in 2005**



*Non-GAAP. Please see reconciliation to GAAP at www.thq.com **Mid-Point of Guidance dated May 10, 2007



GAAP to Non-GAAP Results

	FY2005	FY2006	FY2007	FY2008E
<u>GAAP</u>				
Operating Margins	9.3%	3.9%	7.6%	9.0%*
EPS	\$1.02	\$0.49	\$1.01	\$1.16*
<u>Non-GAAP</u>				
Operating Margins	9.8%**	4.4%	9.8%	11.0%*
EPS	\$1.04	\$0.54	\$1.24	\$1.39*

*Guidance dated May 10, 2007; EPS Mid-Point

THQ discloses non-GAAP financial measures that exclude stock-based compensation expense and related income tax effects from the company's consolidated statement of operations. The use of such non-GAAP financial measures allows for a better comparison of results in the fiscal years ended March 31. The non-GAAP measures in this presentation have been reconciled to the comparable GAAP results and should be considered in addition to results prepared in accordance with GAAP, but should not be considered a substitute for, or superior to, GAAP results

**9.6% after F/X reclassification



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