



EMERGENT GAME TECHNOLOGIES ANNOUNCES LICENSING DEAL WITH THQ FOR IN-DEVELOPMENT MULTI-PLATFORM TITLE

Calabasas, CA – August 9, 2010 –Emergent Game Technologies, a leading provider of 3D game development solutions, announced today a multi-platform licensing deal with THQ Inc. (NASDAQ:THQI) for use of Emergent's groundbreaking development engine, Gamebryo LightSpeed.

This is the latest deal to be announced since June 2009 when Emergent and THQ signed a master licensing agreement for the use of Emergent development products, including Gamebryo and Gamebryo LightSpeed.

Emergent's LightSpeed is the newest leap forward in game development technology delivering the only professional technology for start-to-finish multi-genre/multi-platform game development. Enabling rapid prototyping, rapid iteration and rapid production, LightSpeed simplifies game development for studios through a data driven framework that opens doors to exciting game-play possibilities. Studios are empowered to create their single-player, online and multi-player games in any genre with Emergent's one-stop cross-platform toolset for PlayStation®3 computer entertainment system, Xbox 360® video game and entertainment system from Microsoft, Wii™ and PC.

For more information about Emergent and their technology offerings, please visit www.emergent.net

###

About THQ Inc.

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. THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc.

About Emergent Game Technologies

Best known for its industry-leading 3D game engines, Gamebryo and Gamebryo LightSpeed, Emergent's technologies have been selected by studios around the globe to bring nearly 300 titles across more than 15 genres to market, including Game of the Year award-winning titles like **Fallout 3**, **The Elder Scrolls IV: Oblivion**, as well as critically acclaimed titles like **Warhammer Online: Age of Reckoning**, **Civilization Revolution**, **QQ Speed**, **Divinity II – Ego Draconis** and **Bully**. Emergent's videogame technology is allowing studios to focus on innovative gameplay by enabling rapid prototyping, rapid iteration and rapid production with real-time on-target updates for Xbox 360, PlayStation 3 system, Wii

and PC. As part of the international development community, Emergent provides world class support and technologies evolved from deep relationships with its developer partners.

Emergent is headquartered in Calabasas, California, and has offices in Chapel Hill, NC; London; Tokyo; China and Korea. To learn more, please visit www.emergent.net

Emergent, Gamebryo and LightSpeed and related logos are trademarks or registered trademarks of Emergent Game Technologies, Inc., in the United States and other countries. Other names may be trademarks of their respective owners.

Emergent Media Contact:

Tracie Snitker

Reverb Communications

tracie@reverbinc.com

(209) 586-1495 x104