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## THQ Inc. Q1 2009 Earnings Call Transcript

### Question-and-Answer Session

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#### Operator

(Operator Instructions).

Your first question comes from Ben Schachter from UBS Securities.

#### Ben Schachter

Brian, I was wondering if you could talk about what really happened with volume in terms of, where it came out versus recommendation what you think didn't work in the marketplace and do what did work in the marketplace?

#### Brian Farrell

Well, as you know we already gone up to a terrific box office, very strong start to box office and we shift about a million units in North America primarily. As we set a number of times we expected WALL-E to exceed wraps, and while it is exceeding WALL-E III from last year it is not exceeding it by as much as we expected and our new revised guidance reflects that.

#### Operator

Your next question comes from Eric (Hend Dler) from Lehman Brothers

#### Eric

Hi, thank you very much. Brian, can you talk a little bit what you are seeing with the reconcile in terms of this year versus a number of new IP launches with that platform you had Battle of the Bands and Big Beach Sports based on the MPD data that results a pretty lackluster, can you give us a sense of how you are feeling they like the Wii market right now?

#### Brian Farrell

Obviously we liked the Wii market a lot, and let's talk about the two title as you mentioned, but lets talk more importantly about the upcoming launches that we have. We have said Battle of the Bands did not meet our expectations but Big Beach Sports has been an unmitigated success in European markets if you follow those. We ship several hundred thousands there and that game has have quick hit and botchy ball and that was much more of a European product. But clearly, if you look at our E3 success as I pointed out in my prepared remarks, both the Blob and deadly creatures received a number of awards both for innovation and creativity. So we think the balance between new IP like the Blob, like deadly creatures we're hearing very good things from retail about our upcoming All Star

Cheer that uses the Wii Fit Balance Board, between those titles and things like WALL-E, I mean, WALL-E is still doing very, very well on the Wii and we have a strong expectation WWE on the Wii that between that balance of both license franchises and these innovative new titles we think the future for us on Wii is very bright.

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