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38 STUDIOS ACQUIRES BIG HUGE GAMES

– Leading RPG Studio Accelerates 38 Studios' Online Entertainment Experience –

Maynard, MA, May 27th, 2009 – 38 Studios (www.38studios.com), an entertainment and original IP creation company, today announced the acquisition of Big Huge Games (BHG) from publisher THQ Inc. The acquisition is a critical step in 38 Studios' strategy to deliver a broad range of entertainment products centered on its original fantasy IP, codenamed *Copernicus*. The purchase of Big Huge Games includes all of the company's proprietary IP, tools, technology, assets, and works-in-progress. Specific financial terms of the agreement were not disclosed.

Big Huge Games was founded in 2000 by veteran game developers Brian Reynolds, Jason Coleman, Dave Inscore, and Tim Train. Award-winning lead designer Ken Rolston, a 25-year role-playing game designer and co-creator of *Oblivion* and *Morrowind*, is another vital and dynamic component in BHG's success. What's more, Big Huge Games has developed top-selling games including *Rise of Nations®*, and was built with the same talent that created *Alpha Centauri*, and *Civilization II*. Big Huge Games is currently developing an unnamed RPG title for the Xbox 360 video game and entertainment system, PLAYSTATION 3 computer entertainment system, and Windows PC.

"The acquisition of Big Huge Games will be tremendously beneficial to the growth, market position, financial stability, and long-term success of 38 Studios," said Brett Close, CEO and President, 38 Studios. "BHG's cross-platform RTS/RPG engine will accelerate the realization of our Online Entertainment Experience™ for the *Copernicus* IP. The acquisition enables us to develop and deliver top-quality games in multiple genres that are based in a shared world, ultimately maximizing the value of our *Copernicus* MMOG and the intellectual property as a whole."

"Big Huge Games and 38 Studios share a common vision – to deliver the most engaging, compelling, original experiences possible," said Tim Train, CEO of Big Huge Games. "Joining the 38 Studios family allows us to continue translating our passions into great games."

"It's always about team," said 38 Studios Founder and Chairman Curt Schilling. "The highly regarded developers at BHG, including leading role-playing and real-time strategy design teams led by Ken Rolston, are a perfect complement to 38 Studios' staggering array of talent. Big Huge Games is a phenomenal team and, culturally, a natural fit."

The Big Huge Games team will be integrated into 38 Studios but will remain based in Timonium, Maryland.

About Big Huge Games

Big Huge Games is a video game studio focused on cutting-edge technology and aimed at mass-market game development. Since its creation in 2000, Big Huge Games has created several products that have received numerous "Game of the Year" awards and accolades, including *Rise of Nations*, *Rise of Legends*, and *Catan XBLA*. Big Huge Games was founded by Brian Reynolds, David Inscore, Tim Train, and Jason Coleman, and is headquartered in Timonium, Maryland. For more information about Big Huge Games, please visit www.bighugegames.com.

About 38 Studios

38 Studios, an entertainment and IP creation company founded in 2006 by Curt Schilling, is developing an original fantasy IP driven by the creative and artistic visions of pop-culture icons R. A. Salvatore and Todd McFarlane. Entertainment products will include a massively immersive Online Entertainment Experience™ that transcends the traditional MMOG genre, novels, comics, toys, console games, movies, TV, and more. For more information, visit www.38studios.com.