

GAME PUBLISHER THQ PLANS 600 JOB CUTS



Video game publisher THQ posted a Q3 loss today due to lower sales and a large goodwill impairment charge. The company is cutting 600 jobs, or 24% of its work force, and cutting fiscal 2010 spending by \$220 million. For the last three months of 2008, THQ posted a loss of \$191.8 million, down from a profit of \$15.5 million in 2007. Agoura Hills, California's THQ is an international developer and publisher of video games. Founded in 1989 as Trinity Acquisition Corporation, the company develops products for video game consoles, handheld game systems, as well as for personal computers and wireless devices.

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