

Press Release 16 February 2017

Lock's Quest coming to PS4™, Xbox One and PC in April 2017

Karlstad (Sweden), Vienna (Austria), February 16, 2017: Lock's Quest are one of THQ Nordic own IPs and was originally released for Nintendo DS 2008. We are to publish this PS4™, Xbox One, and Windows PC during April. It will be distributed both digitally and physically.

The developer, Digital Continue (based in NY, USA), had to walk a fine line between keeping the visuals and core gameplay of the Nintendo DS, whilst revamping UI, adapting controls, remastering the music, and adding a new progression system which is integrated into the storyline.

“We had the great opportunity to work with people from the original development team of Lock's Quest, and things clicked right off the bat. It is one of those hidden gems and a fan-favourite, so when things fell into place, we decided to bring this hidden gem out” Lars Wingefors, Group CEO THQ Nordic. “

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About THQ Nordic

THQ Nordic acquires, develops and publishes PC and console games. The core business model consists of acquiring established franchises and successively refining them. The portfolio includes more than 75 franchises such as Darksiders, Titan Quest, MX vs ATV, Red Faction, Destroy All Humans, Aquanox, deBlob, Imperium Galactica, Desperados, Impossible Creatures, Jagged Alliance, Spellforce, The Guild and This is the Police.

Since its foundation 2011, the Company has created a global presence, with its Group head office in Karlstad, Sweden and its operational head office in Vienna, Austria. THQ Nordics engage more than 370 people and has 4 inhouse development studios based in Germany, USA and Sweden. THQ Nordic shares are listed on Nasdaq Stockholm First North under the ticker THQN B. For more information, please visit <http://www.thqnordic-investors.com> or www.thqnordic.com.