



TEL 780-430-0164 302, 10508 82 Ave
FAX 780-439-6374 Edmonton, Alberta
WWW.BIOWARE.COM Canada T6E 6H2

For Immediate Release

For More Information, Contact:
Brad Grier
brad@bioware.com

Teresa Cotesta
teresa@bioware.com

Tom Ohle
tom@bioware.com

**BioWare's fan community multiplies phenomenally
Over half a million members flock to game developer's community.**

EDMONTON, Alberta, Canada - September 23rd, 2002 - BioWare Corp. today announced that the official BioWare Community now has over half a million members.

"We are delighted to be able to offer to fans of BioWare's games, a welcoming environment where they can learn about our games, and also feel a sense of belonging to a community which shares similar experiences and adventures within our games," said Dr. Ray Muzyka, Joint CEO of BioWare Corp. "Our developers are amazed at the dedication and resourcefulness of the BioWare Community," he concluded.

"We're delighted that the community site has grown this quickly," added Dr. Greg Zeschuk, Joint CEO of BioWare Corp. "Obviously we're watching this growth and planning new ways to bring together the community with our future games. BioWare's community continues to be a place for fans of our games to visit, learn about our games, meet other fans, and even hook up for a game or two. The upcoming Neverwinter Nights Guild and Buddy System will make this even more relevant," he concluded.

"The really exciting part," said Jay Watamaniuk, BioWare's Community Manager, "is that this is just the beginning of the massive potential the BioWare community has exhibited over the last three months with the release of Neverwinter Nights. It's a game designed to put the power of creation into the gamers' own

(More)



TEL 780-430-0164 302, 10508 82 Ave
FAX 780-439-6374 Edmonton, Alberta
WWW.BIOWARE.COM Canada T6E 6H2

hands, letting them create their own personal game and that is exactly what has happened."

The BioWare community site was launched in October 2001 with downloads and message board communities for all BioWare's existing titles to date, including the Baldur's Gate series and the Neverwinter Nights. Since then, the BioWare communities have grown to include BioWare's next project, Star Wars: Knights of the Old Republic (for Xbox and PC). As we announce new projects, we'll be extending the community to embrace these titles.

The BioWare community site can be found at <http://www.bioware.com>.

About BioWare

BioWare Corp. is an electronic entertainment company that develops computer and console games. Neverwinter Nights™, recently published by Atari (Infogrames), has been the most anticipated RPG of the year, winning numerous industry and trade show awards throughout its development. Previously published projects include: Shattered Steel™, the genre-defining Baldur's Gate™ role playing game series for the PC, MDK™2 for Dreamcast and PC, and MDK™2: Armageddon for PlayStation®2. BioWare's developers are currently hard at work on Star Wars:® Knights of the Old Republic™ (to be published by LucasArts) for the Xbox and PC. Development continues on our 'secret' new IP project for PC, as well as our other 'secret' new IP Xbox console game (which is to be published by Microsoft). BioWare information can be found online at www.bioware.com.