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**FOR IMMEDIATE RELEASE**

**BALDUR'S GATE II: SHADOWS OF AMN GOES GOLD!**

*(Black Isle Studios and BioWare Prepare for an Epic Worldwide Launch of the Year's Most Highly Anticipated Role-Playing Game)*

**IRVINE, California, September 14, 2000** – Black Isle Studios, the role-playing game division of **Interplay Entertainment Corp. (NASDAQ: IPLY)**, and BioWare Corp. announced today that their sequel to the award winning *Baldur's Gate™* entitled *Baldur's Gate II: Shadows of Amn™* has gone gold. The game, based on the best-selling Dungeons & Dragons role-playing game from Wizards of the Coast, has generated record-breaking preorders worldwide. *Baldur's Gate II: Shadows of Amn* is scheduled to begin shipping to retail on September 26th.

*Baldur's Gate II: Shadows of Amn* is the latest chapter in the mythic saga that continues the much-loved *Baldur's Gate* storyline. The Forgotten Realms® adventure ensues along the southern portion of the Sword Coast in the merchant kingdom of Amn. This region includes such diverse environments as the Elven forests of Tethyr, the Cloudpeak Mountains, the Drow cities of the Underdark, and the Capitol City of Amn, Athkatla. Developed by BioWare, the same team responsible for *Baldur's Gate*, *Baldur's Gate II* features an incredibly detailed design and story with a highly engrossing plot showcasing immersive environments and dynamic characters that will thrill and engage players throughout the span of the game.

Fifteen NPC's are available to join players in their quest, along with hundreds of completely new creatures and access to over 130 new spells. Hundreds of new items also add

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flavor to the game, including the legendary Holy Avenger and the venerated Staff of the Magi. Higher-level character development and the exceptionally diverse combat proficiency system will allow for an expanded skill set including Two Weapon Fighting and single weapon mastery. Over 20 new kits and classes have been added to the already extensive class list from *Baldur's Gate* to make *Baldur's Gate II* the most inclusive Advanced Dungeons & Dragons® 2nd edition CRPG ever created.

*Baldur's Gate II: Shadows of Amn* features an enhanced version of the BioWare Infinity Engine, supporting resolutions of up to 800x600, giving the player superlative graphical improvements and brilliance in a truly immersive world. The new graphics engine also supports 3-D Accelerator Cards, however they are not required to enjoy the richness of the *Baldur's Gate II* world. In addition, the entire interface can be hidden to allow full screen which will allow both novice and seasoned role players the opportunity to experience an even richer gameplay experience.

Also in production from Black Isle and BioWare is *Neverwinter Nights*™. Being developed by BioWare, the game will bring the pen-and-paper D&D experience to the PC by allowing players to create their own modules, host those modules on their own server and even "DM" the game.

BioWare Corp. is an electronic entertainment company that produces interactive computer games, console games and video entertainment. Past projects include the genre defining role-playing game *Baldur's Gate*, and the critically acclaimed third person shooter, *MDK2*. BioWare's projects currently under development include *Baldur's Gate II: Shadows of Amn*, and *Neverwinter Nights*. BioWare was established in 1995 and is headquartered in Edmonton, Alberta, Canada. For more information, visit the BioWare website at <http://www.bioware.com>.

Wizards of the Coast, the worldwide market share leader in the trading card game and tabletop role playing game categories, is a leading developer and publisher of game-based entertainment products as well as the owner and operator of one of the nation's largest specialty game retail chains. Producing both the *Pokemon*™ and world's best-selling *Magic: The Gathering*® trading card games, the company holds an exclusive patent on the play mechanic of trading card games. Publisher of adventure games such as the classic *Dungeons & Dragons* games, family card and board games and electronic media products, Wizards of the Coast is also

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one of the world's leading fantasy and science fiction book publishers. Headquartered near Seattle, Washington, Wizards of the Coast has international offices in Antwerp, Paris, Milan, London and Beijing. For more information on Wizards of the Coast, visit the company's web site and electronic retail store at <http://www.wizards.com>.

Black Isle Studios is a division of Interplay Entertainment Corp., a leading developer, publisher and distributor of interactive entertainment software for both core gamers and the mass market. Interplay currently balances its development efforts by publishing for personal computers as well as current and next generation video game consoles. Interplay releases products through Interplay, Shiny Entertainment, Digital Mayhem, Black Isle Studios, 14° East, is distribution partners and its wholly owned subsidiary Interplay OEM, Inc. More comprehensive information on Interplay and its products is available through its worldwide web site at <http://www.interplay.com>. For investor relations' inquiries, please contact J. Scott Liolios ([scott@liolios.com](mailto:scott@liolios.com) <mailto:scott@liolios.com>) or Christopher Rosgen ([chris@liolios.com](mailto:chris@liolios.com) <mailto:chris@liolios.com>) at Liolios Group, Inc. (949) 574-3870.

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