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FOR IMMEDIATE RELEASE

BALDUR'S GATE II SHIPS TO RETAIL THIS WEEK!

*Black Isle Studios and BioWare Prepare for Early Launch of
This Year's Most Highly Anticipated Role-Playing Game*

IRVINE, California, September 20, 2000 – Black Isle Studios, the role-playing game division of **Interplay Entertainment Corp. (NASDAQ: IPLY)**, and BioWare Corp. today announced plans to begin shipping one of the year's most anticipated interactive entertainment releases, *Baldur's Gate II: Shadows of Amn™ (BGII)*. This exciting sequel to *Baldur's Gate* uses the Advanced Dungeons & Dragons® Second Edition rules under license from Wizards of the Coast, and contains new monsters, spells, and areas to explore within the Forgotten Realms® campaign setting. With initial shipments to retail stores beginning tomorrow, September 21, *Baldur's Gate II* will be available to fans earlier than the projected street date of September 26, 2000. The earlier than expected release comes in the midst of record-breaking preorders and extraordinary consumer demand for BGII, the sequel to the top-selling, award-winning *Baldur's Gate™*.

"Our main goal in setting out to do a sequel was to expand upon the rich gameplay experience in *Baldur's Gate* by including countless new features that fans have been asking for," stated Feargus Urquhart, Black Isle Studios Division Director. "*BG II* promises a truly engrossing role-playing experience for the novice player as well as the returning fans. Shipping this game on Thursday will give them time to enjoying this epic role-playing game over the weekend."

Interplay/Black Isle Studios remain the primary PR contact for *Baldur's Gate II: Shadows of Amn*, MDK2, and *Neverwinter Nights*. For all BioWare related queries please contact Brad Grier at BioWare Corp. Text and information on these pages is provided for informational purposes only, and is copyright © BioWare Corp. 2000. All Rights Reserved. BioWare, the BioWare logo, *Omen Engine*, and the BioWare *Infinity Engine* are all trademarks of BioWare Corp. *Shattered Steel*, MDK2, Black Isle Studios, and Interplay are trademarks of Interplay. *Baldur's Gate* and *Neverwinter Nights* are trademarks of TSR and Wizards of the Coast. All other marks are the property of their respective owner(s). All rights reserved.

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"We're delighted that *Baldur's Gate II* is complete; the *BGII* team both here at BioWare and at our publishing partner Black Isle Studios have worked very hard for many, many months to make *BG II* a great game, and we're really proud of what they have accomplished," stated Ray Muzyka, Co-Executive Producer, *Baldur's Gate II: Shadows of Amn*, Joint CEO, BioWare Corp.

Scheduled for a simultaneous release with *BG II* is the *Baldur's Gate II Collector's Edition* featuring all of the extraordinary gameplay elements of *BG II* including 800X600 resolution plus completely new limited and numbered collectibles for Baldur's Gate fans worldwide. Among the collector's edition bonuses are four custom-made gold CD-ROMs featuring the complete *Baldur's Gate II: Shadows of Amn* in specially crafted jewel cases. A special bonus disc contains unique weapons and armor to provide an exclusive gameplay experience, plus tracks from the original game's captivating music soundtrack. More comprehensive information can be found on the official *Baldur's Gate* web site, located at <http://www.interplay.com/bgate2>

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 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.

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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*™. Published by Black Isle Studios and developed by BioWare, the game will bring the pen-and-paper D&D game experience to the PC by allowing players to create their own modules, host those modules on their own server and even "DM" the game.

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 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>.

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*, a supplemental mission pack titled *Baldur's Gate: Tales of the Sword Coast*, and our recently completed sequel, *Baldur's Gate II: Shadows of Amn*. We've also developed the critically acclaimed third person shooter *MDK2*, and are converting it for the Sony Playstation2 under the title *MDK2: Armageddon*. Other titles under development by BioWare include *Neverwinter Nights* and an untitled role-playing game set in the *Star Wars*

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universe. BioWare was established in 1995 and is headquartered in Edmonton, Alberta, Canada. For more information, visit the BioWare website at <http://www.bioware.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>) or Christopher Rosgen (chris@liolios.com <mailto:chris@liolios.com>) at Liolios Group, Inc. (949) 574-3860.

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