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BALDUR'S GATE II: THRONE OF BHAAL GOES GOLD!

Edmonton, Alberta, Canada, June 15, 2001 - Developer BioWare Corp. announced today that the expansion product to the award winning role-playing game *Baldur's Gate II: Shadows of Amn* has gone gold. *Baldur's Gate II: Throne of Bhaal* is in duplication, and will begin shipping to retailers later this month.

Baldur's Gate II: Throne of Bhaal ends the epic *Child of Bhaal* saga that began in 1998 when BioWare developed a revolutionary computer role-playing game, *Baldur's Gate*. The saga continued through *Tales of the Sword Coast* and *Baldur's Gate II: Shadows of Amn*, and concludes with *Baldur's Gate II: Throne of Bhaal*. "We're really happy that *Baldur's Gate II* fans will soon experience the best *Baldur's Gate* game yet," said Dr. Ray Muzyka, Joint CEO of BioWare Corp. "The team worked very hard to ensure that the storyline ended with a grand finale."

Baldur's Gate II: Throne of Bhaal greatly extends the *Baldur's Gate II* experience, with approximately 40 hours of additional adventures. Players will explore the lands of Tethyr as an epic conflict wreaks devastation on a scale never before seen in the Dungeons & Dragons® Forgotten Realms® campaign world.

Interplay/Black Isle Studios remain the primary PR contact for *Baldur's Gate II: Throne of Bhaal*, *Baldur's Gate II: Shadows of Amn*, MDK2, MDK2: Armageddon and *Neverwinter Nights*. For all BioWare related queries please contact Brad Grier or Teresa Stevenson at BioWare Corp. Text and information on these pages is provided for informational purposes only, and is copyright © BioWare Corp. 2001. 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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In *Baldur's Gate II: Throne of Bhaal*, BioWare's developers have added a host of new features including: the return of Sarevok - a very powerful NPC that will be familiar to players of the original *Baldur's Gate*, the new Wild Mage character kit, new NPC dialog and interaction, plot continuation from *Baldur's Gate II: Shadows of Amn* - including romances, over 40 incredibly powerful new spells, and an increased character experience point cap of eight million that will allow characters to reach 40th level. "It's one heck of an ending." said Dr. Greg Zeschuk, Joint CEO of BioWare Corp. "Bigger monsters, an incredibly tough dungeon and a great concluding story line."

Baldur's Gate II: Throne of Bhaal is the fourth BioWare Infinity Engine PC title developed by BioWare and published by Black Isle/Interplay. Other Infinity Engine titles by BioWare include: *Baldur's Gate*, *Baldur's Gate: Tales of the Sword Coast*, and *Baldur's Gate II: Shadows of Amn*. The *Baldur's Gate* saga has received numerous accolades; *Baldur's Gate II: Shadows of Amn* has been named Role-playing 'Game of the Year' by numerous print and online journalists. More information can be found at the BioWare website <<http://www.bioware.com>>

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