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**For Immediate Release**

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## **BioWare concludes search for Community Manager.**

**He still gets lost in office maze but is hard at work on community.**

EDMONTON, Alberta, Canada - December 06, 2001. BioWare Corp. today announced that Jay Watamaniuk has joined the BioWare team as the much-anticipated BioWare Community Manager. Mr. Watamaniuk will initially be responsible for nurturing and enhancing communication between BioWare's Neverwinter Nights™ developers and the Neverwinter Nights™ community, and he will be extending community development to all of BioWare's products.

"Our fans are BioWare's highest priority, and we want to offer the best community support we can. Selecting the BioWare Community Manager was one of the most challenging recruitment processes we've ever undertaken," said Dr. Ray Muzyka, Joint CEO of BioWare Corp. "This was the largest number of applicants we've ever had for a position - many were very, very good."

Mr. Watamaniuk's skills include extensive experience in Public Relations, several years as a writer, a Prefectural Advisor, and an avid game fan.

As well, Mr. Watamaniuk has been actively involved in Edmonton's Live Role Playing Society, where he gained knowledge and experience in both Role Playing and community development. He has also worked in Japan, in the Ministry of Compulsory Education as a Prefectural Advisor on the Japan Exchange and Teaching Programme. Mr. Watamaniuk's other experiences include 13 years in public speaking, writing, public relations and professional theatre.

"His professional experience is a great fit with the role of Community Manager. Roll in the fact that he's an avid gamer, specifically role-playing games - and you can see why he's a valuable addition to our community initiatives," said Dr. Greg Zeschuk, Joint CEO of BioWare Corp.

### **About BioWare Corp.**

BioWare Corp. is an electronic entertainment company that develops computer and console games. Our published projects include: Shattered Steel, the genre-defining Baldur's Gate™ role playing game series, MDK2™ for Dreamcast and PC, and MDK2: Armageddon™ for Playstation2. Recently, BioWare released Baldur's Gate: Throne of Bhaal™, the massive expansion pack to Baldur's Gate II Shadows of Amn™. BioWare's developers are currently hard at work on Neverwinter Nights™ for PC, Linux, Mac and BeOs. As well they are working on Star Wars® Knights of the Old Republic, which will be published by LucasArts.