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**BioWare Corp. announces fan community vision.
BioWare's fan community to benefit by corporate improvement plans.**

EDMONTON, Alberta, Canada - October 16th, 2001 - BioWare Corp. today unveiled its new plan for game community development. Last month, the award winning developer of the Baldur's Gate saga announced the creation of a new position, the BioWare Community Manager, that will act as a community evangelist for BioWare. The next phase of the plan will occur tomorrow, October 17th, 2001. BioWare will then unveil the first of the Official BioWare Message Boards designed to provide the gaming community with a forum where they can interact directly with the game development team.

The BioWare message boards are part of the company's multi-phase strategy to improve customer service and fan communication. "The recently created Customer Service Technician position is already considered a success by everyone here." Said Greg Zeschuk, Joint CEO of BioWare. "Later this week, we'll be unveiling our message boards. Our Community Manager will help focus this effort, and our fan community will have the best access to BioWare it's ever had."

"The Neverwinter Nights community includes some of the most inspirational and supportive people we've ever had the honour to work with. It's important that we have a clear understanding of their needs," said Ray Muzyka, Joint CEO of BioWare. "As we've grown, we've recognized the extreme importance the fan community has in the game development process. By hiring a Community Manager and setting up our own message board, we can only improve our customer service and fan relations."

The Official BioWare Message Board will launch tomorrow, October 17th, 2001 at 12:00 (MST) and can be linked from the main BioWare website at <http://www.bioware.com>. Other BioWare project message boards will be launched as we upgrade our infrastructure to accommodate the growth plans, and will be announced on both the official BioWare website, and in the media. The BioWare Community Manager appointment will be announced within the month.

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 - all to be published by Black Isle Studios/Interplay, and Star Wars® Knights of the Old Republic - to be published by LucasArts.

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