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Interplay and BioWare reach settlement Neverwinter Nights to be published worldwide by Infogrames

EDMONTON, Alberta, Canada - January 24th, 2002 - BioWare and Interplay have reached a settlement ending the dispute between the companies. Per the agreement, Neverwinter Nights, developed by BioWare, will be published by Infogrames worldwide subject to certain pre-existing Interplay licenses. In addition other matters have been resolved to both parties' mutual satisfaction.

Ray Muzyka, joint CEO of BioWare Corp. said, "We're delighted that we have reached an amicable settlement agreement in our dispute with Interplay, and we look forward to completing the development work on Neverwinter Nights and having Infogrames publish this product."

Added Herve Caen, President of Interplay: "We are very pleased with the outcome of this situation and we are looking forward to a successful and mutually beneficial relationship with Infogrames and BioWare on this and other titles."

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 two titles to be released this year; Neverwinter Nights™ - a Dungeons and Dragons® fantasy role playing game for singleplayer and multiplayer (to be published by Infogrames), and Star Wars® Knights of the Old Republic (to be published by LucasArts). As well, development is under way on a new, unannounced, third project.