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For Immediate Release

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Award winning composer announced for Neverwinter Nights™.

BioWare and Infogrames announce the music man behind the upcoming epic Dungeons & Dragons® role playing game.

EDMONTON, Alberta, Canada - March 15th, 2002 - BioWare Corp. and Infogrames Entertainment are thrilled to announce they will be joining forces with award-winning composer Jeremy Soule, who will create the soundtrack for *Neverwinter Nights*, the electronic role-playing game based on the *Dungeons & Dragons®* properties from Wizards of the Coast, a subsidiary of Hasbro, Inc. "We are delighted to be working so closely with a composer of Jeremy's stature", said Alan Miranda, BioWare's Audio Producer for *Neverwinter Nights*. "In *Neverwinter Nights*, music is such a vital aspect of the game. It supports the epic nature of the adventure while simultaneously enveloping the gamer, submerging them into the sounds and atmosphere of our *Dungeons & Dragons* world." Miranda adds.

"It has been a great experience all around working with the brilliant developers at BioWare on this revolutionary RPG," said Soule. "Composing for the epic-adventure realm is something I've always enjoyed and *Neverwinter Nights*, with its advanced game playing features, has given me the opportunity to incorporate some exciting musical touches such as giving each environment a tuneful persona that the player can manipulate."

Jeremy Soule's award-winning, orchestral soundtracks have elevated the standard of music in the seven billion dollar video game industry to a level previously limited to the motion picture genre. His dynamic compositions reveal a natural ability to create powerful and engaging music using both live instruments and proprietary synthesizers which he masterfully directs to emulate the sound of a 100-piece orchestra. Soule's creativity and cutting-edge approach to composition is evident in his original scores for titles like "Total Annihilation," "Icewind Dale" and "Harry Potter and the Sorcerer's Stone," recently nominated for the Academy of Interactive Arts & Sciences (AIAS) "Outstanding Achievement in



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Original Music Composition" award. His work has been applauded time and time again by some of the world's most prominent music and entertainment industry professionals.

Jeremy Soule and the BioWare sound development team will be available for a soon-to-be-announced online chat event, where fans can ask questions of Jeremy and the team about sound in *Neverwinter Nights*. Watch the BioWare website (<http://www.bioware.com>) for this and other chat announcements, plus other *Neverwinter Nights* news.

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, *MDK™2* for Dreamcast and PC, and *MDK™2: Armageddon* for PlayStation®2. Recently, BioWare released the award winning *Baldur's Gate™ II: Throne of Bhaal*, a 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 single player 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. BioWare information can be found online at www.bioware.com.

About Infogrames

New York-based Infogrames, Inc. (Nasdaq: IFGM) is one of the largest third-party publishers of interactive entertainment software in the U.S. The Company develops video games for all consoles (Sony, Nintendo and Microsoft), PCs, and Macintosh systems. Infogrames' catalogue of more than 1,000 titles includes award-winning franchises such as *Civilization™*, *Backyard Sports™*, *Deer Hunter®*, *Driver™*, *RollerCoaster Tycoon®*, *Test Drive®*, and *Unreal®*, and key licenses including *Survivor™*, Warner Bros. *Looney Tunes™*, Nickelodeon's *Blue's Clues™*, *Dragon Ball Z®*, *Mission Impossible®*, Harley-Davidson®, Major League Baseball®, and the National Football League®, among many others. The Company's Humongous Entertainment and MacSoft labels are leaders in children's and Macintosh entertainment software, respectively.



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Infogrames, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA (IESA) (Euronext 5257), a global publisher and distributor of video games for all platforms, as well as interactive digital television, and mobile smart devices (WAP, HDML). In 2001, IESA acquired Infogrames Interactive, Inc. (formerly Hasbro Interactive), including its line of software based on well-known licenses such as *MONOPOLY*, *Jeopardy®*, *TONKA*, and *Atari®*, which are published and distributed in the U.S. by Infogrames, Inc. For more information, visit the Company's Web site at www.infogrames.com.

About Wizards of the Coast.

Wizards of the Coast Inc., a subsidiary of Hasbro Inc. (NYSE:HAS), is the worldwide market share leader in the trading card game and tabletop roleplaying game categories. 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, the company holds an exclusive patent on the play mechanic of trading card games (TCGs) and produces the world's best-selling Pokémon® and Magic: The Gathering® TCGs.

Headquartered near Seattle, Washington, Wizards of the Coast has international offices in Antwerp, Paris, Milan, London, Beijing and Sydney.

For more information on Wizards of the Coast, visit the company's website and electronic retail store at www.wizards.com.

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