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For Immediate Release

LUCASARTS AND BIOWARE TO DEVELOP NEW *STAR WARS*  
ROLE PLAYING GAME FOR PC AND NEXT GENERATION CONSOLES  
Two Leading Interactive Game Developers Join to Create First *Star Wars* RPG

SAN RAFAEL, Calif. -- July 25, 2000 -- LucasArts Entertainment Company LLC and BioWare Corp. today announced a partnership to create the first *Star Wars* role playing game (RPG) for PC and next generation video game systems. Expected to release in 2002, the game will be set in a time period prior to the *Star Wars* films.

The agreement combines *Star Wars*, the most successful film-based license in interactive entertainment, with BioWare's considerable development expertise in the role playing genre. BioWare created the critical and commercial hit RPG *Baldur's Gate*™. The *Star Wars* role playing game will be developed by BioWare and marketed and distributed by LucasArts.

For the game, LucasArts and BioWare are creating an entirely original storyline set some four thousand years before *Star Wars: Episode I*. The ancient era is dominated by an epic struggle between the Jedi and the evil Sith.

"This collaboration with BioWare further represents LucasArts' long-term strategy to build relationships with the world's premier game developers," says Simon Jeffery, president of LucasArts. "BioWare has consistently delivered compelling games with rich and deeply engaging stories. Together, we aim to create a milestone role playing game set within a unique and largely unexplored area of the *Star Wars* universe."

"The opportunity to create a richly detailed new chapter in the *Star Wars* universe is incredibly exciting for us," says Dr. Greg Zeschuk, joint CEO of BioWare.



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“We are honored to be working with the extremely talented folks at LucasArts, developing a role playing game based upon one of the most high-profile licenses in the world,” added Dr. Ray Muzyka, joint CEO of BioWare.

### **About LucasArts**

LucasArts Entertainment Company LLC is a leading international developer and publisher of interactive entertainment software for a variety of computer and console platforms. Based in San Rafael, Calif., as well as on the Internet at [www.lucasarts.com](http://www.lucasarts.com), LucasArts is one of five companies in the Lucas group which include Lucasfilm Ltd., Lucas Digital Ltd. LLC, Lucas Licensing Ltd., and Lucas Learning Ltd. Lucasfilm is one of the leading film and entertainment companies in the world. Lucasfilm’s businesses include George Lucas’ film and television production and distribution activities as well as the business activities of the THX Group. Lucas Digital, which consists of Industrial Light & Magic (ILM) and Skywalker Sound, provides visual effects and audio post-production services to the entertainment industry. Lucas Licensing is responsible for the merchandising of all Lucasfilm’s film and television properties. Lucas Learning creates engaging interactive entertainment products that provide learning opportunities through exploration and discovery.

### **About BioWare**

BioWare Corp. is an electronic entertainment company that produces interactive computer games, console games and video entertainment. Past projects include the genre defining role-playing game Baldur's Gate, and the critically acclaimed third person shooter, MDK2.

BioWare's projects currently under development include Baldur's Gate II: Shadows of Amn, and Neverwinter Nights. BioWare was established in 1995 and is headquartered in Edmonton, Alberta, Canada.

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