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FOR IMMEDIATE RELEASE

BIOWARE CORP. GAINS NEW AWARDS AT E3
AND RECOGNITION ON THE PROFIT 100 LIST
AS CANADA'S ELEVENTH-FATEST GROWING COMPANY

EDMONTON, Alberta, Canada, *June 19, 2001* – BioWare Corp. added even more awards to their shelves for their presentations at this year's Electronic Entertainment Expo (E3). The 2001 Best of E3 Game Critics presented *Neverwinter Nights*™ with 3 nominations this year for Best PC Game, Best Online Game and Best Roleplaying Game (RPG). *Star Wars®: Knights of the Old Republic*™, also in development at BioWare, was nominated for Best RPG of show as well. The winners have been announced today and *Neverwinter Nights*™ has been awarded Best Roleplaying Game of E3 2001 and was chosen as runner-up in the Best Online Multiplayer category. "This is a real privilege. Our hope is for *Neverwinter* to revolutionize computer roleplaying, and our team is proud to see *Neverwinter Nights*™ show so well, especially against such worthy competition at E3 this year," said Dr. Greg Zeschuk, joint CEO. The award committee is comprised of 40 judges, who are all working editors in the gaming industry, these judges choose the 2001 Best of E3 Game Critics Awards. In addition, *Neverwinter Nights*™ claimed Best RPG of E3 2001 by Well Rounded Entertainment, and Best PC RPG by PC.IGN.com. *Neverwinter Nights*™ is no stranger to this type of honour, having received more awards nominations at E3 in 2000 than any other title (five) and having won two awards at E3 last year: winning Best RPG and Best Online Multiplayer Game of E3 2000.

BioWare's growth has also earned it a spot on the Profit 100 list as one of Canada's Fastest-Growing Companies: BioWare was the eleventh-fastest growing company in Canada last year. Profit Magazine recognizes Canadian companies that have shown significant growth in the past year. "We have a creative and enthusiastic staff whose hard work made our growth possible.



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We're proud to have placed so well amongst so many other prestigious Canadian companies," said Dr. Ray Muzyka, joint CEO of BioWare Corp.

Developed by BioWare Corp. and published by Black Isle Studios, *Neverwinter Nights* is a new-concept role-playing game. *Neverwinter Nights* allows you to experience all the magic and multi-player excitement of a pen-and-paper Dungeons & Dragons® game on your home computer. The 60+ hour single player or multiplayer game that introduces them to the plagued city of Neverwinter, will challenge adventurers. With the inclusion of the *Neverwinter Aurora Toolset*, gamers can create their own adventures, and then become the Dungeon Master as their online friends play through their newly created game. Set in the Forgotten Realms® campaign setting, *Neverwinter Nights* uses Wizards of the Coast's newly released Third Edition Dungeons & Dragons® rules.

Star Wars®: Knights of the Old Republic will be the first Star Wars® role-playing game for PC and next generation video game systems. Published by LucasArts, it is expected to release late in 2002. *Knights of the Old Republic* will be set in a time period approximately 4000 years prior to the Star Wars® films.

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. 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. *Baldur's Gate: Throne of Bhaal*, the massive expansion pack to *Baldur's Gate II*, recently went gold and is expected to be released shortly by publisher Black Isle Studios.

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