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**For Immediate Release**

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**BioWare Corp. continues to demonstrate Charitable Spirit:  
Video game developer supports children’s health care and the community.**

EDMONTON, Alberta, Canada – June 20, 2003 – BioWare Corp. today publicized details on some of its recent charitable activities, demonstrating the company’s continued efforts to support philanthropic efforts in the area of children’s health and welfare.

BioWare recently teamed up with publishing partner Microsoft to bring the BioWare Extreme Gaming Zone to the Stollery Children’s Hospital’s “Teddy Bear Picnic”. At the event, children and their parents were given hands-on experience of a wide range of health care procedures and instructed on many current healthy-living concepts. The children were then able to enjoy some youth-oriented Xbox gaming fun at the BioWare Extreme Gaming Zone, supported by volunteer staff from both BioWare and Microsoft. “The BioWare Gaming Zone was a great success at last year’s Stollery Children’s Hospital’s Snowflake Gala, so it was a very easy decision to bring the same experience to the Teddy Bear Picnic. Both BioWare and Microsoft/Xbox are extremely happy to be able to support a worthy cause - children’s health care - at such a great event,” said Greg Zeschuk, BioWare’s Joint CEO.

BioWare will also be donating and shipping ten computers to a local hospital in Migori, Kenya later this month to support the hospital’s efforts to better aid its patients. BioWare System Administrator Julian Karst will be travelling to the hospital, where he will be volunteering his services for nearly two months, four weeks of which will be spent setting up and networking the computers. “BioWare has always been dedicated to supporting children’s health and welfare, and by donating these computers, we feel that we can really help this hospital become more efficient, and better aid its patients,” said Ray Muzyka, Joint CEO of BioWare.



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A third upcoming initiative sees BioWare working with Big Brothers and Sisters to allow those little brothers and sisters to experience the world of game development. Teens aged 14 to 16 will have the opportunity to play some of BioWare's upcoming titles, such as Star Wars: Knights of the Old Republic and Neverwinter Nights: Shadows of Undrentide. BioWare will be providing facilities and staff for the event, allowing aspiring young game developers to get a first-hand experience of what the company does.

### **About BioWare**

BioWare Corp. is an electronic entertainment company that develops computer and console games. BioWare's developers are currently hard at work on **Star Wars:® Knights of the Old Republic™** (to be published by LucasArts) for the Xbox and PC. Development continues on two **Neverwinter Nights™** expansion packs (to be published by Atari) - **Neverwinter Nights: Shadows of Undrentide™** (co-developed with Floodgate Entertainment), due June 18, 2003, and the second Neverwinter Nights expansion , **Neverwinter Nights: Hordes of the Underdark**, planned for the fall of 2003. Two currently untitled projects, one an Xbox title (to be published by Microsoft), the other a PC title (no publisher yet announced), both featuring original BioWare-owned and -developed intellectual properties, are also in development. Neverwinter Nights has enjoyed significant commercial and critical success and is currently garnering Game and Role Playing Game of the Year accolades. Previously published projects include: Shattered Steel™, the genre-defining Baldur's Gate™ role playing game series for the PC, MDK™ 2 for Dreamcast and PC, and MDK™ 2: Armageddon for PlayStation®2. BioWare information can be found online at [www.bioware.com](http://www.bioware.com).

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