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For Immediate Release

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**BioWare fan community an unqualified success:
Recent initiatives push BioWare community numbers to record levels.**

EDMONTON, Alberta, Canada - January 20th, 2003 - BioWare Corp. today released new growth statistics for the official BioWare Community as well as new download statistics for *Witch's Wake I: The Fields of Battle*.

Since October 2001, the official BioWare Community has experienced a tremendous growth rate, recently passing through the three-quarters of a million member milestone (768,787 members currently). "We're happy that our fans find value in the close contact our community site provides. We believe we can extend the value of our game and improve our game design through the community's active involvement in our games, as will for example occur with our upcoming game, *Star Wars: Knights of the Old Republic* for Xbox and PC," said Dr. Greg Zeschuk, Joint CEO of BioWare Corp.

The official BioWare Community website supports fans of BioWare's games with community forums, downloads, and technical support. For *Neverwinter Nights*, the BioWare Community website also offers new game modules, tutorials, as well as custom support that provide each guild with the ability to operate their own meeting space, complete with their own discussion forums, news system, calendar system, and membership management tools.

"We're very proud of our fan community's many achievements. The fact that over 2000 community-created *Neverwinter Nights* modules are now available for free download is a testament to the creativity of the *Neverwinter Nights* mod-making



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community, and also indicates the degree of support that BioWare's Community/Live Team is providing to our fans - they're very important to us," said Dr. Ray Muzyka, Joint CEO of BioWare Corp. "BioWare's Community/Live team has been actively monitoring fan feedback from *Neverwinter Nights* and I think our fans will be pleased to see some of this feedback reflected in the two upcoming *Neverwinter Nights* expansion packs, the first of which is entitled *Neverwinter Nights: Shadows of Undrentide*," he concluded.

Additionally, BioWare's latest *Neverwinter Nights* module, *Witch's Wake I: Fields of Battle*, recently passed the 200,000 download mark. The *Witch's Wake* modules are a downloadable series of BioWare developed *Neverwinter Nights* story modules, released as a multi-part serial adventure over several months. Additional downloadable adventure series are in the works at BioWare as well, and more details will be provided about these in the future.

"It's gratifying to see this many downloads of the first part of *Witch's Wake*," said Dr. Greg Zeschuk, Joint CEO of BioWare Corp. "Our goal with the *Witch's Wake* module series is to continue to support *Neverwinter Nights* fans through the development of exciting new adventures, tutorials and tools by the BioWare Live/Community Team. We're planning to support our future games in a similar manner," he concluded.

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 the first *Neverwinter Nights* expansion - *Neverwinter Nights: Shadows of Undrentide* (co-developed with FloodGate Entertainment - published by Atari (Infogrames)), and the second *Neverwinter Nights* expansion

(more)



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(working title XP2 - developed solely by BioWare, published by Atari (Infogrames)), and our 'secret' new IP project for PC, as well as our other 'secret' new IP Xbox console game (which is to be published by Microsoft). Neverwinter Nights™, recently published by Atari (Infogrames), has won numerous industry and trade show awards throughout its development 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.

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