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100 Nights of Neverwinter Continues More Neverwinter Nights Community leaders recognized

EDMONTON, Alberta, Canada - September 30, 2002 - BioWare Corp. today revealed the identity of the next four members of the Neverwinter Nights community who have, through their achievements, demonstrated their leadership ability within the Neverwinter Nights fan community.

Over a one-week period, Atari, BioWare, Creative, Intel, Nvidia, and XFX are recognizing and rewarding these leaders on the official Neverwinter Nights community site.

The community leaders for September 30th 2002 are:

Chuck Feduke - <http://www.reapers.org/nwn/reference/>

Chuck Feduke is one of the founders and the current Project Manager of the astounding Neverwinter Nights Lexicon. Chuck saw a need for a central reference site to clarify and organize the voluminous NW Script material that was being developed by the worldwide NWN community. With the help of a long list of generous contributors, Chuck has established one of the most widely-used references for builders of all skill levels. In his own words, "The NWN Lexicon Project is intended to be a community-based NWScript Language Reference and Resource Guide". No small task indeed.

We were all amazed at the outstanding work that Chuck and the volunteer contributors and staff of the Lexicon have done in the name of helping scripters.



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The longevity of NWN depends on what marvels can be fashioned with the tools that have been provided and with the Lexicon, those tools are much easier to use. Chuck has created something which is unquestionably **the** reference bible for builders including our own developers.

For the creation of this invaluable resource, Chuck will receive a very cool Intel 2.2 GHZ computer complete with a GeForce 4 video card. Check out the full system specs here:

http://nwn.bioware.com/news/100nights_intel.html

Atma - Neverwinter Nights Forum Moderator

A longtime supporter and valued contributor to the vast and sprawling NWN community, there was never any question that Atma would be asked to contribute in a more official capacity as a Moderator. Famed for remaining unflappable, even in the face of very enthusiastic and vocal fans, we take our "Redhats" off to him. BioWare thanks Atma for his tremendous work among the NWN community and penguins alike.

For his contributions to the community and tremendous patience, we would like to present Atma with a super cool Creative Audigy/Inspire sound system.

Details on the system can be found here:

http://nwn.bioware.com/news/100nights_creative.html

GuaRRand - Neverwinter Nights Forum Moderator

A veteran poster of our forums, he rightly pointed out that we needed an overseas Moderator to look after the fort during the occasional few minutes when our North American Moderators needed to sleep. We immediately recognized GuaRRand himself as the best man for the job due to his work in the community and his



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careful eye in supervising the far-flung discussions on our forums. From his home in Europe, GuaRRand is able to answer questions and represent BioWare to our European community. BioWare thanks GuaRRand for his immense contribution.

For his continued good work in moderating our thousands fans and tens of thousands of posts, GuaRRand receives an excellent collection of games from Atari. Details on the games can be found at the following URL:

http://nwn.bioware.com/news/100nights_atari.html

scooterpb - Custom Content Builder

scooterpb has provided groundbreaking work for the NWN modelers and custom content creators. Some of the projects he is known for are developing a set of plug-ins for 3D Studio Max that allow you to import and export NWN model files and providing a tutorial on creating simple placeable objects for use in modules. BioWare thanks scooterpb for helping make accessible the technical side of creating custom content to a wider variety of NWN fans and potential builders.

For helping to open the doors to custom content creation for our community, scooterpb receives a snazzy Nvidia Jacket and Portfolio set. Check it out here: http://nwn.bioware.com/news/100nights_nvidia.html

Selecting these leaders was quite the challenge, as there are so many incredibly talented and creative people within this very special community of Neverwinter Nights fans. It's our privilege to be able to work with them, in the community, every single day.

These people are leaders in their own right, be it as conduits to the Neverwinter Nights Community, as resources for other fans, as calm and understanding community moderators, as technical experts in a particular area, or



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simply as very friendly supporters of everything Neverwinter. These people are the cream of the Neverwinter Nights Community.

About BioWare

BioWare Corp. is an electronic entertainment company that develops computer and console games. Neverwinter Nights™, recently published by Atari (Infogrames), has been the most anticipated RPG of the year, winning numerous industry and trade show awards throughout its development. 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'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 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). BioWare information can be found online at www.bioware.com.

About the 100 Nights of Neverwinter Sponsors

Sponsor information for Atari, BioWare, Creative, Intel, Nvidia, and XFX can be found at: http://nwn.bioware.com/news/100nights_sponsor.html