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**For Immediate Release**

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## **100 Nights of Neverwinter Continues More Neverwinter Nights Community leaders recognized**

EDMONTON, Alberta, Canada - October 1, 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 October 1<sup>st</sup>, 2002 are:

Polyhedral - Custom Content Builder

The much-beloved Polyhedral is one of the pioneers of NWN modeling and a powerful voice for custom content creators everywhere. He has been invaluable in organizing and overseeing the diverse NWN visual artists within the community, in part through his work as a Moderator on our custom content forums, as well as through his own website <http://www.hakpaks.com>. He has become a central figure in discussions on the creation of new and exciting visuals for the 3D Aurora engine. He continues to be instrumental in encouraging the growth of our budding community of technical artists and modelers.

In addition to Polyhedral's role as a community guide, he continues to set the standard for modelers through his own personal projects such as a Beholder, a



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Kobold, and his latest addition, a Troglodyte. The community looks forward to whatever new projects Polyhedral will produce that will stretch the boundaries of NWN. As well, Polyhedral has been a tremendous resource for BioWare when we look for advice, recommendations and insight into this very special part of the NWN community.

BioWare thanks Polyhedral for his support, hard work and enthusiasm. Our community would not be the same without you.

"Poly impressed us as a dedicated community member when he released one of the first custom models for the Neverwinter Nights Model Viewer. He continues his fine modeling work for Neverwinter Nights as well as helping other community members with their endeavours. He is a *model* Neverwinter Nights citizen."

*-Derek French, Live Team Producer*

For all the hard work in and for the community we present Polyhedral with a very cool Intel 2.2 GHZ computer complete with a GeForce 4 video card! Check out the specs here:

[http://nwn.bioware.com/news/100nights\\_intel.html](http://nwn.bioware.com/news/100nights_intel.html)

Beerfish - Neverwinter Nights Forum Moderator

A veteran of the forum trenches, long-time supporter of Neverwinter Nights and fearless in the face of sometimes slightly overenthusiastic fans he is a welcome member of our motley crew of fine-feathered Moderators. Beerfish has the distinction of being locally spawned and even made time in his busy schedule to come down and meet our staff. BioWare thanks Beerfish for his continued support and guidance in our community.

Yar! Avast ye matey! See the fine booty of excellent games from Atari we have for this grog-soaked landlubber. Har! Yar! Shiver me timbers! Check out the games here:



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[http://nwn.bioware.com/news/100nights\\_atari.html](http://nwn.bioware.com/news/100nights_atari.html)

JanneM - Neverwinter Nights Forum Moderator

A longtime poster who is at times been far more rational than anyone has a right to be, JanneM was another obvious choice for becoming a Moderator. We are very pleased to have this fine European contribute to our community as he certainly has other things on his mind such as defending his doctoral thesis in cognitive science (and penguin technologies). This is true. BioWare thanks JanneM for somehow finding time in his crazy schedule to be a voice of reason in our community.

For contributing his tremendously large brain into our collective™, we would like to present JanneM a snazzy NVIDIA Jacket and Portfolio set! Find out more about NVIDIA here:

[http://nwn.bioware.com/news/100nights\\_nvidia.html](http://nwn.bioware.com/news/100nights_nvidia.html)

Mojo - Custom Content Creator

Mojo is the creator of the mind-boggling Ambrosia Tradeskill System (ATS) which allows a player to learn a trade skill within the NWN universe. Skills such as blacksmithing, weapon crafting, tanning and so on add immeasurable depth to any game. Mojo also created the many support features which are needed by a utility of this magnitude, including a trade skill journal to keep track of your increasing skills, player vendors to whom you can sell you manufactured goods, huge selection of items you can craft and more. Truly an amazing system that will revolutionize not only modules but contribute a huge untapped facet of gameplay for persistent worlds.



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Your Mojo makes us weep, you are the captain of the SS Mojo on Lake Mojo and we would like to give you a super cool Creative Audigy/Inspire sound system. Check it out here:

[http://nwn.bioware.com/news/100nights\\_creative.html](http://nwn.bioware.com/news/100nights_creative.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 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



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IP Xbox console game (which is to be published by Microsoft). BioWare information can be found online at [www.bioware.com](http://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](http://nwn.bioware.com/news/100nights_sponsor.html)

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