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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 2, 2002 - BioWare Corp. today revealed the identity of the final five members of the Neverwinter Nights community who have, through their achievements, demonstrated their leadership ability within the Neverwinter Nights fan community.

Over the past week, Atari, BioWare, Creative, Intel, Nvidia, and XFX has recognized and rewarded these leaders on the official Neverwinter Nights community site.

The community leaders for October 2<sup>nd</sup>, 2002 are:

Stefan Gagne - Module Designer

Stefan Gagne is the creator of the well-known and critically-acclaimed Penultima series of modules. Produced shortly after the release of the game, the Penultima series displays an amazing amount of careful, solid design, great dialogue and engaging plots presented with a dash of humour. We chose Stefan from the huge number of excellent module designers because he was among the first to develop a module which brought together many of the key elements of the Aurora Toolset.

Stefan is a valued member of the community, not just for producing such great modules, but also for being an advocate of module makers. He realizes that those who develop modules are the backbone to our community and that they deserve



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all the recognition they receive and more. Quality work is sure to be recognized by the community and serve to inspire the thousands of module designers.

It is our sincere hope that Stefan, and all the rest of the impressive module designers, continue to create exciting and fun modules for us all to enjoy.

"What can we say about Stefan... The guy's funny! Almost too funny -- We've received reports of people hurting themselves as they fall out of their chairs while playing his Penultima series. The quality of his writing is superb and he's done a wonderful job of blending his quirky sense of humor with some darker subject matter in the later episodes. He's currently working on 'Penultima Rerolled' and we hope he'll be with us for many years to come."

-Rob Bartel - BioWare Designer and creator of the upcoming Witchworks Series  
For basically creating a penguin named Tuck, and y'know that other stuff, Stefan receives a super-cool Intel 2.2 GHZ computer complete with a GeForce 4 video card:

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

EvilTypeGuy - Neverwinter Nights Forum Moderator

With the release of NWN posts on our forums quintupled in volume and frequency. EvilTypeGuy volunteered to step in and help with making sure things ran smoothly for the tens of thousands of fans out there who picked up a copy of NWN and came to our forums. This is often not an easy task and BioWare sincerely thanks him for not only helping us, but the community as a whole.

For keeping the peace in sometimes difficult circumstances, we thought you'd enjoy listening to some calming Barry White on this Creative Audigy/Inspire sound system:

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



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|||snakeeyes||| - Custom Content Creator

He beat us to the punch in creating a tutorial for re-skinning creatures in NWN with his excellent Black Balor Tutorial. He has also released a utility that allows builders to change the size and scale of any creature in NWN. This wee mod has been the primary reason for the large variety of fierce looking house cats and baby dragons everywhere. Thanks for making life easier for the builders who want to create papa Balor, mama Balor, and all their tiny Balorettes.

For your hard work in creating the family unit here's a set of excellent games from Atari:

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

Pausanias - Henchman Inventory & Battle AI modification

Henchmen are such an important succeeding in the Official Campaign and it is no wonder that a talented scripter came along to further enhance the options available to a player when dealing with their fellow companions. This mod gives you the ability to make changes to the inventory of your companions, choose a larger variety of behaviors and improves their battle tactics... and of your opponents.

For allowing us to dress Tomi in a tutu we present Pausanias with a high-powered GeForce4 Ti 4200 from XFX - powered by NVIDIA so you can see all the frilly details. Check it out:

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

Labtek - Custom Content Creator

Creator of the Winter Tileset and recognized for his work in cracking the Tileset mysteries, Labtek has made it possible for the community to make for significant changes to existing and new tilesets. There will always be a need for



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a new and different terrain and through Labtek's pioneering work those new terrains will soon be in created and used by technical artists, modelers and module designers.

For allowing all penguins to skate on the ice, we present Labtek with this snappy Nvidia Jacket and Portfolio set to keep him warm in the winter months:

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

More...



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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](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)