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**BioWare's Neverwinter Nights receives a British
'Interactive Oscar.'**

**The British Academy of Film and Television Arts Honour Canadian Game
Developer.**

EDMONTON, Alberta, Canada - October 11th, 2002 - BioWare Corp. today announced that Neverwinter Nights was honoured yesterday with an Interactive Entertainment Award (BAFTA) for Best PC Game by the British Academy of Film and Television Arts. To quote the BAFTA website:

"Good graphics, beautiful lighting, outstanding score and great voices round off this superb game."

BioWare Corp., an Edmonton-based video-game developer known internationally for developing both the genre-defining Baldur's Gate series and Neverwinter Nights, credits 5 years of hard work by top-notch development staff, and an incredibly creative fan community for this award.

"We are thrilled that the work of the BioWare Neverwinter Nights team was recognized in this way," said Dr. Ray Muzyka, Joint CEO of BioWare Corp. and Co-Executive Producer of Neverwinter Nights. "We have some of the best game developers in the world here, and it's wonderful to see their work receive this level of recognition," he concluded.

"We think that the Neverwinter Nights fan community shares this honour with us," said Dr. Greg Zeschuk, Joint CEO of BioWare Corp. and Co-Executive Producer of Neverwinter Nights. "Since the game's release, the Neverwinter Nights community

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has created nearly 1500 new adventures, many of them high-quality, compelling games in their own right. It's this kind of community development that is really allowing Neverwinter Nights to shine."

About the BAFTA Interactive Awards (<http://www.bafta.org>)

The British Academy of Film and Television Arts (BAFTA) recognises creative excellence in film, television and interactive entertainment. The BAFTA Interactive Entertainment Awards were created in 1998 to recognise and reward talent in interactivity and to firmly place the British interactive industry experts on a par with their film and television counterparts.

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.