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**For Immediate Release**

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**Auctioned game software generates \$10,000 for charity**  
**First copies of BioWare's Neverwinter Nights auctioned on Ebay**

EDMONTON, Alberta, Canada - June 18th, 2002 - BioWare Corp. is pleased to announce the spectacular conclusion to the BioWare Kids' Fund charity auction. Up for auction were two autographed first-run copies of BioWare's latest Dungeons & Dragons role playing game, Neverwinter Nights.

"We're incredibly happy with the response this auction has drawn", said Dr. Ray Muzyka, Joint CEO and Co-Executive Producer of Neverwinter Nights. "Supporting the BioWare Kids' Fund is important to us. We're pleased to announce that BioWare will match the funds generated through this auction, as well as funds generated by the ongoing auction of a signed Air-Hockey table, and funds donated by an anonymous group of Neverwinter Nights fans" Dr. Muzyka concluded.

"We think it's great that through this auction, we can involve our fans in something that is so important to us," said Dr. Greg Zeschuk, Joint CEO and Co-Executive Producer of Neverwinter Nights. "These are limited edition - two of a kind collectors items, signed by the entire Neverwinter Nights development team.

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To be able to offer them to our dedicated fans and then have the BioWare Kids' Fund benefit from their auction is very cool".

**About the BioWare Kids' Fund.**

The BioWare Kids' Fund is a charitable fund benefiting the Children's Mental Health Unit at the Royal Alexandra Hospital in Edmonton, Alberta, Canada. One of the focuses of the BioWare Kids' Fund is to provide access to educational and recreational outings and sporting events. These outings give the kids in the unit a refreshing change from their everyday lives. It provides them with a chance to unwind and spend time with other people in a more relaxed social environment.

**About Neverwinter Nights.**

Neverwinter Nights is a revolutionary new computer role-playing game (RPG) developed by BioWare, developers of the immensely popular Baldur's Gate series, and published by Infogrames, publisher of the Unreal Series, Driver, Civilization III, and many other huge titles. Using the fully-3D BioWare Aurora Engine and the 3rd Edition Dungeons & Dragons (D&D) ruleset, Neverwinter Nights contains an enjoyable full-length campaign of sixty (60) hours playable in both single and multiplayer mode. More than just a game, Neverwinter Nights is designed as an entire role-playing system, allowing its players to tell their own stories in the spirit of the exciting pen and paper experience.

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### **About BioWare Corp.**

BioWare Corp. is an electronic entertainment company that develops computer and console games. Our most recent project, published by Atari, is *Neverwinter Nights™* - the most anticipated RPG of the year. *Neverwinter Nights™* has won numerous industry and trade show awards through out its development. Our previously published projects include: *Shattered Steel™*, the genre-defining *Baldur's Gate™* role playing game series, *MDK™2* for Dreamcast and PC, and *MDK™2: Armageddon* for PlayStation®2. The award winning *Baldur's Gate™ II: Throne of Bhaal*, continued BioWare's RPG leading tradition of massive story development and engaging gameplay. *Throne of Bhaal* is the critically acclaimed expansion pack to *Baldur's Gate™ II Shadows of Amn*. BioWare's developers are currently hard at work on two titles to be released this year; *Neverwinter Nights™* - a *Dungeons and Dragons®* fantasy role playing game for single player and multiplayer (to be published by Atari), and *Star Wars:® Knights of the Old Republic* (to be published by LucasArts). As well, development is under way on a new, unannounced, third project. BioWare information can be found online at [www.bioware.com](http://www.bioware.com).

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