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**MACSOFT SIGNS PUBLISHING RIGHTS FOR NEVERWINTER NIGHTS
FOR THE MACINTOSH**
Infogrames Label to Launch Title Worldwide Fall 2002

MINNEAPOLIS, MN, -- June 12, 2002 -- MacSoft, an Infogrames, Inc. label (Nasdaq: IFGM) today signed an agreement with game developer BioWare Corp. to bring Neverwinter Nights to the Macintosh. Neverwinter Nights is based on the wildly popular Dungeons & Dragons game published by Wizards of the Coast and is scheduled to ship in the fall of 2002, only two months after the PC version.

"We are thrilled to bring a product of this caliber to the Macsoft lineup," said Al Schilling, product manager for MacSoft. "The Macintosh community is already eagerly awaiting Neverwinter Nights because of its dynamic single player storyline, advanced graphics technology, revolutionary on-line multiplayer capabilities and the new "Dungeon Master" feature".

"Neverwinter Nights will provide limitless adventure and Macintosh gamers will have unprecedented game play options as they join the existing Neverwinter Nights community," said Trent Oster, BioWare's Project Director and Producer of Neverwinter Nights. "This game builds excitement as the first complete role-playing system, allowing players to step into the shoes of the Dungeon Master to tell and create their own stories and adventures."

The 'official campaign,' which can be played in single or multi-player, will thrust gamers into a deep, enriching fantasy world with 60-100 hours of gameplay across four engrossing chapters. Players will enjoy a fast-paced adventure, revolving around an epic story of faith, war



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and betrayal. The intuitive user interface was designed to be accessible to new RPG gamers as well as the hardcore fan base.

In a gaming first, Neverwinter Nights allows gamers to design, build, and share their own Dungeons & Dragon role-playing modules using the "BioWare Aurora Neverwinter Toolset." Gamers can take the role of online "Dungeon Master," creating and presenting their challenges to the Internet community with support for dozens of players.

Online gamers will be able to enhance their Neverwinter Nights experience with an exclusive community that will foster the development of new adventures and offer resources for Dungeon Masters, module builders and players.

Neverwinter Nights will be available worldwide in Fall 2002 for a suggested retail priced of \$59.99.

About Infogrames

New York-based Infogrames, Inc. (Nasdaq: IFGM) is one of the largest third-party publishers of interactive entertainment software in the U.S. The Company develops video games for all consoles (Sony Computer Entertainment of America, Nintendo and Microsoft), PCs, and Macintosh systems. Infogrames' catalogue of more than 1,000 titles includes award-winning franchises such as Civilization, Backyard Sports, Deer Hunter, Driver, RollerCoaster Tycoon, and Test Drive, and key licenses including Warner Bros. Looney Tunes, Nickelodeon's Blue's Clues, Dragon Ball Z, Unreal, Mission Impossible, Terminator, Harley- Davidson, Major League Baseball, and the National Football League, among many others. The Company's Humongous Entertainment and MacSoft labels are leaders in children's and Macintosh entertainment software, respectively.

Infogrames, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA (IESA) (Euronext 5257), a global publisher and distributor of video games for all platforms. In 2001, IESA acquired Infogrames Interactive, Inc. (formerly Hasbro Interactive), including its line of software based on well-known licenses such as MONOPOLY, Jeopardy, TONKA, and Atari®, which are published and distributed in the U.S. by Infogrames, Inc. For more information, visit the Company's Web site at www.infogrames.com.



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About Wizards of the Coast

Wizards of the Coast Inc., a subsidiary of Hasbro Inc. (NYSE: HAS), is the worldwide share leader in the trading card game and tabletop roleplaying game categories. A leading developer and publisher of game-based entertainment products, as well as the owner and operator of one of the nation's largest specialty game retail chains, the company holds an exclusive patent on the play mechanic of trading card games (TCGs) and produces the world's best-selling Pokemon® and Magic: The Gathering® TCGs. Headquartered near Seattle, Washington, Wizards of the Coast has international offices in Antwerp, Paris, Milan, London, Beijing and Sydney. For more information on Wizards of the Coast, visit the company's website and electronic retail store at www.wizards.com.

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About BioWare

BioWare Corp. is an electronic entertainment company that develops computer and console games. BioWare's published products include: Shattered Steel, the genre-defining Baldur's Gate role-playing game series, MDK2 for Dreamcast and PC and MDK2: Armageddon for PlayStation2. Recently, BioWare released the award-winning Baldur's Gate: Throne of Bhaal, a massive 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 & Dragons fantasy role playing game for single player and multi-player and Star Wars Knights of the Old Republic (to be published by Lucas Arts). As well, development is under way on a new, unannounced third project. BioWare information can be found online at www.bioware.com.

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