



TEL 780-430-0164 302, 10508 82 Ave
FAX 780-439-6374 Edmonton, Alberta
WWW.BIOWARE.COM Canada T6E 6H2

For Immediate Release

For More Information, Contact:
Brad Grier
brad@bioware.com

Teresa Cotesta
teresa@bioware.com

Tom Ohle
tom@bioware.com

**Neverwinter Nights enhanced with new game content.
BioWare releases a patch so cool, it needs its own press release!**

EDMONTON, Alberta, Canada - October 10th, 2002 - BioWare Corp. today announced the release of new game content for Neverwinter Nights. With the online release of the 1.25 patch, Neverwinter Nights fans will receive the following new features and content:

- Kobold - Ah, kobolds... It seems so harsh to call them "monsters." They're really just... misguided - like a pet Chihuahua that can't resist growling at the neighbor's Doberman... check out this funky new Neverwinter Nights content in this preview, http://nwn.bioware.com/builders/creature_profile1.html, and in the sample module included in the patch.
- Malar Panther - It rips, it tears, it shreds, it slices, it dices, it juliennes, it's the all-new Malar Panther. This online profile has the details - http://nwn.bioware.com/builders/creature_profile2.html. Check out the real thing in the sample module included in the patch.
- Content Installer Creator - The Neverwinter Nights Content Installer Creator (NWNIC) was developed to make distributing and installing user-created content for Neverwinter as easy as possible. We also have an online tutorial to aid users with this much-requested utility - http://nwn.bioware.com/builders/content_installer.html.

(More)

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- Additional content and fixes of outstanding issues are detailed online here: <http://nwn.bioware.com/support/patch.html>.

To get the new game content, Neverwinter Nights users simply press the update button on the main Neverwinter Nights screen. The 7 megabyte update will be installed automatically.

This patch is the first of an ongoing series of official Neverwinter Nights content enhancements to be released by BioWare, amid an abundance of content created by members of the extremely productive Neverwinter Nights development community which has created over 1400 new adventure modules, over 100 new creatures, and over 500 other game content items. For more information about the official Neverwinter Nights community, visit <http://neverwinternights.com>.

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.

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