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BioWare and ATARI ANNOUNCE

NEVERWINTER NIGHTS™: SHADOWS OF UNDRENTIDE

*First Official Expansion Pack for **Neverwinter Nights™** Features New Single Player Campaign, Additional Monsters, Classes and More*

LOS ANGELES - Nov. 27, 2002 - Atari, BioWare Corp. and FloodGate Entertainment are joining forces to expand the universe of the smash hit **Neverwinter Nights™**, the award-winning fantasy role-playing game based in the Dungeons & Dragons™ Forgotten Realms™ world created by Wizards of the Coast. **Neverwinter Nights™: Shadows of Undrentide** is the first official expansion pack and is scheduled for release in Spring 2003.

"**Neverwinter Nights** is the definitive role playing experience on the personal computer," said Jean-Philippe Agati, senior vice president and head of Infogrames, Inc.'s Los Angeles studio. "With **Neverwinter Nights: Shadows of Undrentide**, we are giving the fans all new content for their single player campaigning as well as the tools to push their own creations to the next level in the *Neverwinter Nights Aurora Toolset*."

Neverwinter Nights: Shadows of Undrentide will include a new 40-hour single player campaign as well as game features new to **Neverwinter Nights**, such as additional D&D™ skills, feats, classes, monsters, weapons and spells. In addition, the pack will include three new tile sets and other assets for use in



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the Aurora toolset that will enable amateur module designers to create completely different worlds.

The game is being co-developed by BioWare Corp., creators of the original game and the popular Baldur's Gate series, and FloodGate Entertainment, a company made up of developers largely from Looking Glass Studios. A second expansion pack with a new **Neverwinter Nights** campaign and even more features is also in the works for Summer 2003 and is under development exclusively at BioWare Corp.

"It's a great collaborative arrangement we've got with FloodGate," said Dr. Greg Zeschuk, joint CEO and Co-Executive Producer of **Neverwinter Nights: Shadows of Undrentide**. "We're providing technical and design assistance. They're using the *Neverwinter Nights Aurora Toolset* with some new additions (that will soon be available to **Neverwinter Nights** owners) and creating custom art to develop the new Dungeons & Dragons storyline and content."

Neverwinter Nights: Shadows of Undrentide offers role playing fans even more D&D features than the groundbreaking original. Additions include, new skills, including Tumble and Appraise; new feats, such as Divine Might, Extra Music and Bullheaded; new weapons, such as Holy Water Flasks and Choking Powder; new prestige classes, like Harper Scout; new monsters from the D&D universe, including Medusa, Cockatrice, Sphinx, and Female Fire Giant; and dozens of new spells.

In addition, the expansion pack equips amateur module makers with additional content for the *Neverwinter Nights Aurora Toolset*, the groundbreaking software included with the full game that allows players to create their own universes, quests and storylines. The toolset will be augmented with all new tile sets for creation of new environments as well as new "Wizards," or automated guides, to help gamers build and play adventures of their own creation.

"Over the past few months, fans of **Neverwinter Nights** have been engrossed in the Official Campaign, or building their own incredible adventures with the



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Toolset, or guiding their friends through the thousands of user created modules as a Dungeon Master, or even tweaking the game in ways we'd not anticipated - all very exciting for us to see. They've also been asking for more 'official content' - and we're happy to be able to accommodate them with expansion packs," said Dr. Ray Muzyka, joint CEO and Co-Executive Producer of *Neverwinter Nights: Shadows of Undrentide*. "I think Dungeons & Dragons fans will be surprised and pleased with the new content and stories we're creating."

Neverwinter Nights: Shadows of Undrentide is scheduled for release in Spring 2003.

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.

About FloodGate Entertainment

FloodGate Entertainment, LLC was founded in 2000 by Paul Neurath, a game industry veteran who previously founded LookingGlass Studios and was the creative director on such acclaimed titles as *Ultima Underworld™*, *System Shock™*, and



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Thief™. Many of the FloodGate team members also hail from LookingGlass, along with several other top game development studios. FloodGate's focus is on developing innovative games for leading and emerging platforms.

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 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. *The Matrix®*, Warner Bros. *Looney Tunes™*, Nickelodeon's *Blue's Clues®* and *Dora the Explorer™*, *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 rights to use 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 market share leader in the trading card game and tabletop roleplaying game categories. A leading developer and publisher of game-based entertainment products, the company holds an exclusive patent on the method of playing trading card games (TCGs) and produces the world's best-selling *Pokémon®* and *Magic: The Gathering®* TCGs and publishes adventure games, family card and board games and electronic media products. Wizards of the Coast is also one of the world's premier book publishers of fantasy series fiction whose novels have made numerous appearances on *The New York Times* best-seller list and have sold millions of copies worldwide. For more information, visit the Wizards of the Coast website at wizards.com.

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