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For Immediate Release

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**BioWare's free new story module for
Neverwinter Nights™ available now.
Online distribution of Witch's Wake story serial begins today.**

EDMONTON, Alberta, Canada - December 11th, 2002 - BioWare Corp. today announced the release of *Witch Wake Part One: The Fields of Battle*, the first of an upcoming series of new story-based game modules for the award-winning Dungeons & Dragons™ computer role-playing game Neverwinter Nights.

You begin your journey in the midst of a vast battle, grievously wounded, lost and alone amongst your fallen comrades; you have no memory of what brought you to such a fate. Written and designed by Rob Bartel, creator of the Official Campaign's Charwood plot, the *Witch's Wake* is a rich story-telling experience where your choices will have a meaningful impact on the world around you.

"The *Witch's Wake* has been a blast to work on," said Rob Bartel, designer of the *Witch's Wake* module series. "Involvement from our fan community has been integral to the design process from the very beginning and it's been an honour to work with that community to launch what I hope will become a landmark series of Neverwinter Nights modules," he concluded.

The *Witch's Wake* series focuses on an enthralling mystery in an all-new custom-created world. It's a dark and haunted place, full of mystery and fraught with danger. The world is yours to explore and yours to imagine.

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The opening module represents approximately 2-3 hours of gameplay. More will come in future instalments and the length of the overall campaign will depend partly on community demand.

"The Witch's Wake series is one of many continuing efforts from the BioWare Live Team to ensure the Neverwinter Nights community remains as vibrant as it is," said Jay Watamaniuk, Community Manager of BioWare Corp. "Rob has done a remarkable job - the module is awesome!" he concluded.

The Witch's Wake makes an effort to use and showcase the outstanding contributions of the NWN community. Fan-created components integrated into the first module include the DM's Helper and Inventory Spy tools, Lootable Corpses, Henchman Inventory & Battle AI improvements, and a heavily customized version of the Hardcore Ruleset. Further fan-created components, including hakpak content, are likely to be added in future modules.

The story-driven Witch's Wake series is being produced by the BioWare Live Team, and will consist of a series of modules, to be released through the Neverwinter Nights Community Site (<http://nwn.bioware.com>), on the official Witch's Wake section (<http://nwn.bioware.com/witchwake>) and through leading Neverwinter Nights community fan sites.

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

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Republic™ (to be published by LucasArts) for the Xbox and PC. Development continues on the first Neverwinter Nights expansion - Neverwinter Nights: Shadows of Undrentide (co-developed with FloodGate Entertainment - published by Atari (Infogrames)), and the second Neverwinter Nights expansion (working title XP2 - developed solely by BioWare, published by Atari (Infogrames)), and 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.