

FOR IMMEDIATE RELEASE

24th November 1999

**INTERPLAY ANNOUNCES
BALDUR'S GATE II: SHADOWS OF AMN**

(The Anticipated Sequel to the Award-Winning RPG will Enthrall Fans Yet Again)

Black Isle Studios, the RPG (role-playing game) division of Interplay Entertainment Corp. (NASDAQ: IPLY) and BioWare Corp. today announced their plan to develop the sequel to the award-winning Advanced Dungeons & Dragons® game **Baldur's Gate™**, entitled **Baldur's Gate II: Shadows of Amn™ (BGII)**. Awarded 1998 RPG of the Year by industry leaders Computer Gaming World and *PC Gamer*, **Baldur's Gate** offered gamers a visually dazzling role-playing adventure that has redefined the genre and to date sold over 1,000,000 units worldwide

"In setting out to do a sequel, we want to give people the feeling that they are returning to a place they remember fondly," stated Feargus Urquhart, Black Isle Studios Division Director. "We have a whole new set of tricks up our sleeves, to surprise and engross both the new player and the returning one."

Baldur's Gate II: Shadows of Amn will be a mythic saga continuing the much-loved **Baldur's Gate** storyline. The Forgotten Realms® adventure ensues along the southern portion of the Sword Coast in the merchant kingdom known as Amn. The borders of this region include such diverse environments as the Elven forests of Tethir, the Cloudpeak Mountains, The Drow cities of the Underdark, and the Capitol City of Amn, Athkatla. Written by BioWare with an increased attention to detail, the engrossing plot features dynamic characters that players will become attached to over the span of the game.

Fifteen new NPC characters are available to join players in their quest, along with hundreds of completely new creatures and access to over 130 new spells. Hundreds of new items also add flavour to the game including the legendary Holy Avenger and the venerated Staff of the Magi. Higher-level character development and the exceptionally diverse combat proficiency system will allow for an expanded skill set including dual wielding or single weapon mastery. Over 20 new kits and classes have been added to the already extensive class list from **Baldur's Gate** to make **BGII** the most all-inclusive Advanced Dungeons & Dragons® 2nd edition CRPG ever created.

Baldur's Gate II: Shadows of Amn features an enhanced version of the BioWare Infinity™ engine, which will support resolutions of up to 800x600, giving the player superlative graphical improvements and brilliance in a truly immersive

world. 3-D acceleration support will be provided through the popular API Open GL for a number of hardware accelerators. In addition, the ability to abandon the graphical user interface panels will allow both novice and seasoned role players the opportunity to experience an even richer gameplay experience.

"We recognize that our fans will have extremely high expectations of the sequel to **Baldur's Gate**. We're totally committed to making **Baldur's Gate II** a truly immersive and gripping role-playing experience – a game that we would want to buy and play ourselves," said Dr. Ray Muzyka, BioWare's Joint CEO, and co-Executive Producer on **Baldur's Gate II**.

Baldur's Gate II: Shadows of Amn is due to ship simultaneously worldwide on September 1st 2000 for Windows® 95/98 and will utilize the enhanced version of the BioWare Infinity Engine. More comprehensive information can be found on the official *Baldur's Gate* web site, located at <http://www.interplay.com/bgate2>

Also in production at Black Isle Studios is **Planescape®: Torment™**, a uniquely dark AD&D role-playing game centered on an immortal character who searches for his past. **Torment**, which is in development in-house at Black Isle, will ship this winter for the PC. Shipping spring of 2000 is **Icewind Dale™**, A *Baldur's Gate™* engine adventure. In the spirit of the Advanced Dungeons & Dragons® adventure *Tomb of Horrors*, **Icewind Dale** will be a classic dungeon crawl and is also in development in-house at Black Isle. Launching late 2000 is **Neverwinter Nights™**. **Neverwinter** is being developed by BioWare Corp., and will be published through Black Isle. The game will bring the pen-and-paper D&D experience to the PC by allowing players to create their own modules, host those modules on their own server and even "DM" the game.

-About Wizards of the Coast-

Wizards of the Coast, the worldwide market share leader in the trading card game and tabletop roleplaying game categories, is 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. Producing both the *Pokémon™* and world's best-selling *Magic: The Gathering®* trading card games, the company holds an exclusive patent on the play mechanic of trading card games. Publisher of adventure games such as the classic *Dungeons & Dragons* games, family card and board games and electronic media products, Wizards of the Coast is also one of the world's leading fantasy and science fiction book publishers. The company's retail locations, many of which provide game-play areas, include a growing chain of Wizards of the Coast® specialty game retail stores as well as 53 The Game Keeper® stores. Headquartered near Seattle, Washington, Wizards of the Coast has international offices in Antwerp, Paris, Milan, London and Beijing. For more information on Wizards of the Coast, visit the company's web site and electronic retail store at <http://www.wizards.com>.

-About Interplay-

Black Isle Studios is a division of Interplay Entertainment Corp., a leading developer, publisher and distributor of interactive entertainment software for both core gamers and the mass market. Interplay currently balances its development efforts by publishing for personal computers and current generation video game consoles. Interplay releases products through Interplay, Shiny Entertainment, Tantrum, Black Isle Studios, 14th East, its distribution partners and its wholly owned subsidiary Interplay OEM, Inc. More comprehensive information on Black Isle Studios, Interplay and its products is available through its worldwide web sites at <http://www.blackisle.com> or <http://www.interplay.com>.

-Safe Harbor Statement under the Private Securities Litigation Reform Act of 1995-

This release may contain forward-looking statements involving risks and uncertainties that may cause actual future events or results to differ materially and adversely from those described in the forward-looking statements. Important factors that may cause such a difference for Interplay include, but are not limited to, risks of delays in development and introduction of new products, dependence on new product introductions which achieve significant market acceptance and the uncertainties of consumer preferences, dependence on third party software developers for a significant portion of new products, risks of rapid technological change and platform change, intense competition, seasonality, risks of product defects, dependence upon licenses from third parties, risks associated with future capital requirements, dependence upon third party distribution, dependence upon key personnel and risks associated with international business, intellectual property disputes and other factors discussed in the Company's filings from time to time with the Securities Exchange Commission, including but not limited the Company's annual report on Form 10K for the year ended December 31, 1998. Interplay disclaims any obligation to revise or update any forward-looking statement that may be made from time to time by it or on its behalf.

#

Note: All trademarks and copyrights are the property of their respective owners.

For further information, please contact:

Allison Grant, Virgin Interactive
Tel: +44 171 551 0000
Fax: +44 171 551 0001
Email: allison_grant@vie.co.uk