FOR IMMEDIATE RELEASE

MOGWARE ANNOUNCES BIOWARE HAS LICENSED ITS AUTOMATION TOOLSET.

--Proven Game Content Workflow and Data Automation Toolset for Game Developers--

Pleasant Grove, Utah – December 11, 2007 – Mogware, Inc. today announced that BioWare Corp. has licensed MOG, Mogware's recently launched automation toolset. BioWare will be using MOG in the development of an unannounced title using Epic's Unreal Engine 3.

"Middleware is the answer to many of the challenges our development teams face," said Greg Zeschuk, President of BioWare Corp. "Mogware provides a solid solution for content management and improving the overall efficiency of the team."

"What attracted us to MOG was its ability to automate the art-team's workflow and reduce complexities associated with data preparation and packaging," said Sean Megaw, Associate Producer at BioWare. "We were impressed by the ease with which MOG was integrated into our project's code base and after an in-depth evaluation decided that this was the right tool for us."

MOG improves game development by automating the team's workflow and removes many of the mundane, manual tasks that often lead to human error. Mogware's technology works across a variety of commercial engines as well as any in-house proprietary engine. MOG is more than just traditional asset management as it provides workflow automation and refined packaging granularity allowing multiple users to work within the same package simultaneously.

"This agreement comes at a critical moment for the game development industry," said John Renstrom, President of Mogware. "Cutting-edge developers like BioWare recognize the importance of proper content management and automation, which is imperative to reducing the costs associated with today's large-scale development. We are extremely pleased to have one of the most innovative and successful game developers in the industry choose MOG-- this marks a milestone not just for our company, but for the entire game development industry."

About Mogware:
Founded in 2005 by industry veterans, Mogware seeks to solve the problems facing game developers today. With tools like MOG and FileHamster, the company has a track record of providing cost-effective solutions to complex problems. The industry is demanding powerful, cost-effective middleware solutions that Mogware is well-poised to supply. Additional information: www.mogware.com, or contact John Wollenzien, JCWoll@mogware.com

About BioWare:
BioWare Corp. is an electronic entertainment company which develops computer, console, handheld and online video games focused on rich stories and memorable characters. Since 1995, BioWare has created some of the world's best-selling titles including the award-winning Baldur's Gate™ and Neverwinter Nights™ series, as well as the 2003 Game of the Year, Star Wars®: Knights of the Old Republic™. Original BioWare-created IPs include the 2005 RPG of the Year, Jade Empire™, with the next-generation title and Dragon Age™ currently in development. Mass Effect, the critically acclaimed Xbox 360 title is now available at retailers across the world. The game has received more than 50 awards, including the 2007 Game Critics Awards for "Best Console Game" and "Best RPG" at the Electronic Entertainment Expo. With studios in Edmonton, Canada, and Austin, Texas, BioWare is also hard at work on a new title for the Nintendo DS™ based on Sonic the Hedgehog, as well as several unannounced projects including a massively multiplayer online game. For more information on BioWare, visit www.bioware.com.