

EXHIBIT 21

Case No. C 07 0943 WHA

Parrish v. National Football League Players Association, et al.

**UNITED STATES DISTRICT COURT
NORTHERN DISTRICT OF CALIFORNIA
SAN FRANCISCO DIVISION**

Bernard Parrish, et al.,

Plaintiffs,

Case No. C 07 0943 WHA

v.

FILED UNDER SEAL

National Football League Players Association,
et al.,

Defendants.

DECLARATION OF JOEL LINZNER

I, Joel Linzner, declare as follows:

1. I am Executive Vice President of Business and Legal Affairs of Electronic Arts Inc. ("EA") and have held that position since April 2004. From October 2002 to April 2004, I was Senior Vice President of Worldwide Business Affairs. From July 1999 to October 2002, I was Vice President of Worldwide Business Affairs at EA. Since July 1999, I have been the EA person principally responsible for negotiations with National Football League Players Incorporated d/b/a Players Inc ("Players Inc") regarding player group licensing. I am over twenty-one years of age and have personal knowledge of each of the facts stated herein. If called upon to testify, I could and would testify completely thereto.

2004 License Agreement

2. Attached hereto as Exhibit A is a true and accurate copy of a License Agreement between EA and Players Inc entered into on January 31, 2005 with an effective date of March 1, 2004 ("2004 License Agreement"). The second sentence of Paragraph 1(A) of that agreement provides as follows: "Licensee acknowledges that PLAYERS INC also on occasion secures authorization for inclusion in PLAYERS INC licensing programs from players, including but not limited to retired players, who have

not entered into such Group Licensing Authorization, but who, nevertheless, authorize PLAYERS INC to represent such players for designated PLAYERS INC licensed programs.” This sentence was intended by EA to reflect its understanding that, as to retired players, the player would have to individually designate his participation in the EA program for EA to have his group licensing rights.

3. This type of individual deal for a retired player occurred, for example, in 2004, when EA agreed to pay additional monies to obtain, on an individually negotiated basis, the group licensing rights of Anthony Munoz, a retired NFL player, for use in an EA product called “NFL Street 2.” EA entered into the same type of individually negotiated arrangement at this same time for Joe Greene, another retired NFL player. A true and correct copy of the individually negotiated agreements for Mr. Munoz and Mr. Greene, dated June 14, 2004, are attached hereto as Exhibits B and C, respectively.

4. Under the 2004 License Agreement, EA acquired the group licensing rights of active NFL players only. All royalties EA agreed to pay Players Inc under the 2004 License Agreement were paid only for the group licensing of active, not retired, player rights. The agreement was never intended by EA to apply to retired NFL players who only signed the standard form Group Licensing Authorizations with the NFLPA.

2005 License Agreement

5. The pertinent language in Paragraph 1(A) of the 2005 License Agreement is to the same effect. A true and accurate copy of the 2005 License Agreement entered into between EA and Players Inc on December 8, 2004 with an effective date of March 1, 2005 is attached hereto as Exhibit D. All royalties EA agreed to pay Players Inc under the 2005 License Agreement were paid only for the licensing of active, not retired, player rights.

Separate Retired Player License Agreements

6. Players Inc has always offered to provide us with the rights to retired players in our football game products if EA were willing to pay incremental fees for the retired players' rights. EA looks to add features to its Madden NFL game every year and, in 2000 and 2006, we decided to add features around historic NFL teams and the Pro Football Hall of Fame respectively. We worked with Players Inc to secure the rights to use the identities of retired players for these features and paid additional fees specifically for the rights to use the retired players who opted to participate in those programs.

7. Specifically, in July 2000, EA agreed with Players Inc to license the images of specifically identified retired NFL players for use in certain EA products. In that agreement, EA agreed to pay Players Inc additional monies for the additional rights granted by that agreement. Attached hereto as Exhibit E is a true and accurate copy of that 2000 License Agreement. Also, in 2006, EA entered into a licensing agreement with both Players Inc and the Pro Football Hall of Fame, with respect to the group licensing rights of Hall of Fame retired NFL players (and certain Hall of Fame coaches). Under that agreement, EA agreed to pay to Players Inc, on behalf of the Hall of Fame, additional monies. We understood the Hall of Fame would distribute all or the vast majority of those monies to the Hall of Fame players and coaches covered by the agreement. Attached hereto as Exhibit F is a true and accurate copy of the April 2006 Hall of Fame Agreement. EA would not have paid these additional monies if EA had

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already received, under its main licensing agreement with Players Inc, group licensing rights for retired players who had previously signed the standard form GLA.

I declare under the penalty of perjury under the laws of the United States of America and the State` of California that the foregoing is true and correct and that this declaration was in executed in Redwood City, California on October 5, 2007.

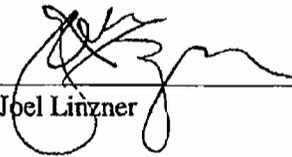

Joel Linzner

Exhibit A

LICENSE AGREEMENT

This Agreement is made and entered into this 31st day of January, 2005, by and between Electronic Arts Inc., a Delaware corporation, with offices at 209 Redwood Shores Drive, Redwood City, CA 94065 and Electronic Arts C.V. ("EACV"), a Netherlands limited partnership, whose address is Suite 203, 2nd Floor, Lauriston House, Lower Collymore Rock, Bridgetown, Barbados (hereinafter "Licensee"), and NATIONAL FOOTBALL LEAGUE PLAYERS INCORPORATED, a corporation with offices at 2021 L Street, N.W., Washington, D.C. 20036 (hereinafter "PLAYERS INC" or "Licensor"). This Agreement shall be effective as of March 1, 2004.

1. REPRESENTATIONS.

(A) PLAYERS INC represents that it is a licensing affiliate of the National Football League Players Association ("NFLPA"); that the NFLPA has been duly appointed and is acting on behalf of the football players of the National Football League who have entered into a Group Licensing Authorization, either in the form attached hereto as Attachment "A" or through the assignment contained in Paragraph 4(b) of the NFL Player Contract, which have been assigned to PLAYERS INC; and that in such capacity PLAYERS INC has the right to negotiate this contract and the right to grant rights and licenses described herein. Licensee acknowledges that PLAYERS INC also on occasion secures authorization for inclusion in PLAYERS INC licensing programs from players, including but not limited to retired players, who have not entered into such Group Licensing Authorization, but who, nevertheless, authorize PLAYERS INC to represent such players for designated PLAYERS INC licensed programs.

(B) PLAYERS INC makes no representation that it has the authority to grant, nor does it grant herein, the right to utilize any symbols, insignias, logos, or other identifying names or marks of the National Football League (hereinafter "NFL") and/or any of its member clubs. Accordingly, it is understood by the parties hereto that if likenesses of players are to be used by Licensee in conjunction with any symbols, insignia, or logos of the NFL or any of its member clubs, in the exercise of the License granted hereunder, it will be the responsibility of Licensee to obtain such permission as may be necessary for the use of such material from the NFL or the club(s) in question. Licensor retains all rights not expressly and exclusively granted to Licensee hereunder.

2. GRANT OF LICENSE.

(A) Upon the terms and conditions hereinafter set forth, PLAYERS INC hereby grants to Licensee and Licensee hereby accepts the non-exclusive right, license and privilege of utilizing the trademarks and names of PLAYERS INC which may be amended from time to time by PLAYERS INC and the names, likenesses (including, without limitation, numbers), pictures, photographs, voices, facsimile signatures and/or biographical information (hereinafter "identity") of the NFL players referenced in Paragraph 1(A) above, for product(s) in the form of video and

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computer football simulation, arcade-style, and manager games for: current and successor game platforms developed by Sony, Nintendo, and Microsoft; personal computers and Apple computers; Nokia N-Gage and its cartridge-based successors; arcade units; and personal gaming devices Game Boy, Game Boy Advanced, PlayStation Portable, and Nintendo DS (hereinafter referred to as "the licensed product(s)" and which shall include all features and functionality that enable or enhance gameplay through player/network connectivity). Provided, however, that the specific manner in which the rights licensed hereunder are to be used on the licensed product(s) in question shall require the prior written approval of PLAYERS INC as provided in Section 12 below. For purposes of clarification, the definition of "licensed product(s)" does not include fantasy football games in any form whatsoever including, without limitation, as a single licensed product or as an element of a licensed product.

(B) The rights, licenses and privileges granted by PLAYERS INC hereunder shall not constitute or be used by Licensee as a testimonial or an endorsement of any product, service, or event by all or any of the players, or by PLAYERS INC. In the event Licensee is interested in securing an individual player's personal endorsement, Licensee further agrees and acknowledges that such endorsement will require the personal approval of the individual player and approval of PLAYERS INC and a separate payment to PLAYERS INC. Unless the parties expressly agree otherwise, all contact with such player or player's agent shall be made by PLAYERS INC. Licensee further agrees and acknowledges that any player who is committed individually by contract for products or services competitive with those of Licensee may be required to cease from further inclusion in this Agreement, provided, however, that the use of such player for such products and services shall be on an individual basis and shall not be combined with the use of five or more other NFL players.

3. **RETAIL LICENSE ONLY.** The Grant of License set forth in Paragraph 2 of this Agreement applies only to the development, manufacture, publishing, promotion and distribution of licensed product(s) intended for retail sale (including without limitation, sales directly to consumers over the Internet), and shall not permit the use of licensed product(s) as "premium items" to be included with non-licensed product(s), services or events to promote the sale of such non-licensed product(s), services or events; provided, however, that Licensee shall be permitted to promote the sale of licensed product(s), subject to prior written approval by PLAYERS INC and in a manner consistent with the provisions of the Agreement. Any such promotion using the licensed product(s) herein as premium items shall require a separate agreement between PLAYERS INC and Licensee or other sponsor of the promotion, with separate terms and conditions, and nothing contained herein shall obligate either PLAYERS INC or Licensee to enter into such an agreement.

4. **TERRITORY AND DISTRIBUTION.** Licensee shall have the right to utilize the rights granted hereunder for distribution of the licensed product(s) in the following territory: Worldwide.

5. **TERM.**

(A) The term of this Agreement shall extend from March 1, 2004 to February 28, 2005 (hereinafter referred to as Original License Period) unless terminated in accordance with the provisions hereof.