



## **Carmelo Anthony Returns to His Roots in NBA STREET Homecourt**

### **Denver Nuggets All-Star Featured on His Third EA Cover**

REDWOOD CITY, Calif., Nov 06, 2006 (BUSINESS WIRE) -- Electronic Arts (NASDAQ:ERTS) announced today that Carmelo Anthony will be the cover athlete of NBA STREET Homecourt, the fourth chapter in the critically acclaimed and culturally defining 3-on-3 basketball videogame franchise that will hit shelves in 2007. Anthony, who has appeared on the covers of NCAA® March Madness® 2004 and NBA LIVE 2005, will become the first athlete to ever appear on the cover of all three of EA's popular basketball franchises.

Anthony set his basketball roots in a Baltimore playground, which sparked his progression to Syracuse University and then onto the NBA. Named Most Valuable Player of the 2003 NCAA® Final Four and the 2003 National Freshman of the Year at Syracuse, Anthony was the third pick of the 2004 NBA Draft by the Denver Nuggets. As he begins his fourth season in Denver, Anthony has helped lead the Nuggets to playoff appearances in each of his first three seasons with the team while averaging 22.8 points and 5.6 rebounds per game. His performance on the court has been recognized as he was selected to participate in his first NBA All-Star Game in 2006. He also led the U.S. National Senior Men's Basketball Team in scoring and rebounding per game at the 2006 FIBA World Championship of Basketball.

"I credit a lot of who I am today as a player to my days playing on the streets in Baltimore," said Anthony. "My hometown in Baltimore will always be a part of who I am, because that's where I gained the skill and desire that has made me successful in basketball. NBA STREET Homecourt represents real street basketball and the place where it all started for me."

With a brand new game engine only possible with the power of next generation console systems, the NBA STREET franchise is once again raising the bar with cutting edge visuals and innovative gameplay by putting the ball in your hands. With a new animation engine and control system, NBA STREET Homecourt allows users to create gravity-defying tricks-on-the-fly.

NBA STREET Homecourt merges legendary playgrounds with the hometown courts of your favorite NBA stars, featuring 360 degrees of view. Anthony's court is featured in the game with true-to-life authenticity. Make a name for yourself and earn an invite to step onto Melo's homecourt to take him on head-to-head. Plus, the NBA's best players are all rendered in meticulous detail, making true athlete likeness a reality and putting you up close and personal with every move and moment. Garner respect as you progress along your hometown journey and become a legend.

NBA STREET Homecourt will be available for the PLAYSTATION®3 computer entertainment system and the Xbox 360™ video game and entertainment system from Microsoft. The game is not yet rated by PEGI or the ESRB; visit [www.esrb.org](http://www.esrb.org) for updated rating information. Media can find screenshots of the game at <http://info.ea.com>.

#### **About Electronic Arts**

Electronic Arts Inc. (EA), headquartered in Redwood City, California, is the world's leading interactive entertainment software company. Founded in 1982, the company develops, publishes, and distributes interactive software worldwide for videogame systems, personal computers and the Internet. Electronic Arts markets its products under four brand names: EA SPORTS™, EA™, EA SPORTS BIG™ and POGO™. In fiscal 2006, EA posted revenue of \$2.95 billion and had 27 titles that sold more than one million copies. EA's homepage and online game site is [www.ea.com](http://www.ea.com). More information about EA's products and full text of press releases can be found on the Internet at <http://info.ea.com>.

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