
Subject: Re: from nfs3 soundtrack: pi
Posted by [ChewML](#) on Wed, 14 Oct 2009 14:33:27 GMT
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The Undergrounds were good, Most Wanted and Undercover were decent, Carbon sucked, Pro Street sucked harder...

I think what may have happened was, after all the illegal street racing from UG, and then all the cop crashing in MW and UC, they prolly had a bunch of people up their ass to produce a counterpart encouraging people to race on designated tracks... causing them to create PS which is shit because we buy NFS to STREET RACE and to "pimp" cars.
