
Subject: from nfs3 soundtrack: pi
Posted by [archerman](#) on Tue, 13 Oct 2009 20:10:27 GMT
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<http://www.youtube.com/watch?v=cWXIE4mIfWo>

spectacular

Subject: Re: from nfs3 soundtrack: pi
Posted by [ChewML](#) on Tue, 13 Oct 2009 20:28:28 GMT
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Spam fest?

Subject: Re: from nfs3 soundtrack: pi
Posted by [nikki6ixx](#) on Tue, 13 Oct 2009 21:18:02 GMT
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Hi. What's up?

Subject: Re: from nfs3 soundtrack: pi
Posted by [Omar007](#) on Tue, 13 Oct 2009 21:44:07 GMT
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Need For Speed was good at first

First they made Pro Street and now Shift. It's just not ND4SPD anymore

Subject: Re: from nfs3 soundtrack: pi
Posted by [slosha](#) on Wed, 14 Oct 2009 00:32:02 GMT
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That song was teh ghey.

Omar007 wrote on Tue, 13 October 2009 16:44Need For Speed was good at first

First they made Pro Street and now Shift. It's just not ND4SPD anymore
Amen! Pro Street was good for a couple hours, but then I was like, this sucks. Need for Speed should never have gone towards more realism. The same can be said for Midnight Club LA.

Subject: Re: from nfs3 soundtrack: pi
Posted by [Muad Dib15](#) on Wed, 14 Oct 2009 00:58:57 GMT
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The Carbon gameplay ruined it for me. They incorrectly labeled some cars Muscle *cough cough Corvette, viper cough* and had this idiotic caste/tier system. NFS and tuning mean that any car should be able to race eachother. Ie: Cobalt vs Murci. For me, MW was the pinnacle of NFS and then the gameplay started going downhill. I mean, come on 4 levels? No opportunity except for one to reach 230+? Cop bounty level isn't required to beat the bosses? PS from what I've seen is even worse despite having more old muscle cars in it and an even more powerful autosculpt, which was the only good thing aside from the muscle cars in Carbon, it didn't even have a free roam.

The whole series has gone down the tube since Carbon.

Subject: Re: from nfs3 soundtrack: pi
Posted by [archerman](#) on Wed, 14 Oct 2009 07:34:32 GMT
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the last good nfs game i remember is high stakes, unfortunately.

has anyone played shift yet? is it good? because unlike the critics, the players think otherwise here:

<http://www.metacritic.com/games/platforms/pc/needforspeedshift>

Subject: Re: from nfs3 soundtrack: pi
Posted by [Good-One-Driver](#) on Wed, 14 Oct 2009 13:13:37 GMT
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Lil Jon - Get Low

was the best but it was in carbon if im not mistaking

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.

Subject: Re: from nfs3 soundtrack: pi
Posted by [Carrierll](#) on Wed, 14 Oct 2009 14:37:54 GMT
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The older NFSs are track racing, and I don't mind it. I've never tried the others though, so I couldn't say.

Subject: Re: from nfs3 soundtrack: pi
Posted by [Stumpy](#) on Wed, 14 Oct 2009 16:24:09 GMT
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This was the best NFS Theme
<http://www.youtube.com/watch?v=nZuahAz8HrU>

Subject: Re: from nfs3 soundtrack: pi
Posted by [Reaver11](#) on Wed, 14 Oct 2009 17:38:33 GMT
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archerman wrote on Wed, 14 October 2009 02:34the last good nfs game i remember is high stakes, unfortunately.

has anyone played shift yet? is it good? because unlike the critics, the players think otherwise here:

<http://www.metacritic.com/games/platforms/pc/needforspeedshift>

Read how most of the peeps are rating it.
I can agree its probably not the best racing game out there.
Yet it is a fine game for EA terms.

Also what most of these guys say is indeed the default handling settings are crap. (But you can adjust the general car handling and even tune it per car!).

Most of the comments are misplaced by the users.
Yet again an 85 is to high for the game.
A 7 would suffice. (Keep in mind when users think a game is negatif they very quickly give it a zero which is misplaced)

Subject: Re: from nfs3 soundtrack: pi

Posted by [R315r4z0r](#) on Wed, 14 Oct 2009 17:52:22 GMT

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The only NFS game I ever owned was Carbon, for the Wii.

It was fun for a little while. I liked to design cars and just drive around in free roam. I still haven't beaten the story mode though.

My friend got Pro Street and I thought it was such a downgrade that it wasn't even worth the light of day.

However, Shift looks pretty decent and I've been wanting to pick it up for the 360 because of my lack of racing games for that console.

Subject: Re: from nfs3 soundtrack: pi

Posted by [Omar007](#) on Wed, 14 Oct 2009 21:51:12 GMT

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archerman wrote on Wed, 14 October 2009 09:34the last good nfs game i remember is high stakes, unfortunately.

has anyone played shift yet? is it good? because unlike the critics, the players think otherwise here:

<http://www.metacritic.com/games/platforms/pc/needforspeedshift>

Well my score is even lower (looking to it as ND4SPD):

3/10

Looking at it as if it's a whole other game (like critics i guess):

7.5/10

My play worthyness score:

5.5/10

It gets kinda bored soon

Subject: Re: from nfs3 soundtrack: pi

Posted by [ChewML](#) on Thu, 15 Oct 2009 02:53:05 GMT

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I was actually wanting to play/buy this game at first... but I am a cheap bastard and don't want to spend \$60 on a game. After hearing all this I am glad I held off.
