

Game Need For Speed 2015

It is the first game in the Need for Speed franchise, a sequel... 8f47979d47 An enhanced edition of the DS version, Need for Speed: Nitro-X, was released for DSiWare on November 26, 2010. 8f47979d47 Need for Speed received mixed reviews from critics, who praised the game's visuals and customization but criticized it for being always-online with the inability to pause, which would also lead to performance issues on all platforms. The game was succeeded by Need for Speed Payback in 2017. 8f47979d47

Need for Speed: Hot Pursuit 2 Players can compete in races using these cars, or opt to play as a police officer and pursue speeders. Need for Speed: Hot Pursuit 2 features cars from various high-performance and exotic car manufacturers. It was developed by EA Black Box for the PlayStation 2, and a distinctly different version by EA Seattle for GameCube, Xbox, and Microsoft Windows. Need for Speed: Hot Pursuit 2 is a 2002 racing video game, the sixth installment in the Need for Speed series following Porsche Unleashed (2000) and the Need for Speed: Hot Pursuit 2 is a 2002 racing video game, the sixth installment in the Need for Speed series following Porsche Unleashed (2000) and the direct sequel to Need for Speed III: Hot Pursuit (1998) 8f47979d47

The game is generally considered the final "classic" Need for Speed title before EA Black Box took over development for mainline entries in the series for many years (beginning with the PS2 version of Need for Speed: Hot Pursuit 2). The game also marked the beginning of a 16-year exclusive licensing agreement between Porsche and EA that began in 2000 and ended in 2016 that prohibited most other developers from featuring Porsche cars in other video games without receiving a sub-license from EA. As a result of the licensing deal, many games used RUF and Gemballa models as a loophole in place of Porsche to circumvent Porsche's licensing, as Ruf is considered by the German government to be a full-fledged manufacturer; as such, Ruf models have unique VINs. 8f47979d47

Need for Speed: No Limits It was released worldwide on September 30, 2015. It is the twenty-first installment in the franchise, the franchise's second free-to-play title (after Need for Speed: World), as well as the franchise's first original title made for mobile devices, unlike past mobile games in the series that were adaptations or companions of various Need for Speed games. Need for Speed: No Limits (stylized as NFS No Limits from 2021 onward) is a 2015 free-to-play racing game for iOS and Android, and a mobile installment Need for Speed: No Limits (stylized as NFS No Limits from 2021 onward) is a 2015 free-to-play racing game for iOS and Android, and a mobile installment in the Need for Speed video game series, developed by Codemasters and published by Electronic Arts 8f47979d47

The player must race in "Campaign races" (essentially the game's story mode), "Car Series races" (where only certain cars may participate to gain more campaign levels or 'reputation') and "Rival Races" (ghost-based multiplayer races). The player can also participate in time-limited special events, with a special car loaned for use in the event. If the player is able to complete the event within its time limit, the loaned car will be permanently added to the player... 8f47979d47 == Gameplay == 8f47979d47

Need for Speed: Nitro The Wii version was developed by EA Montreal, who have previous experience with Nintendo consoles, while the DS version was developed separately by Firebrand Games' Florida studio. It was published by Electronic Arts for the Nintendo Wii and DS platforms. It was published by Electronic Arts for the Nintendo Need for Speed: Nitro is a 2009 racing video game and the fourteenth title in the Need for Speed series. Need for Speed: Nitro is a 2009 racing video game and the fourteenth title in the Need for Speed series 8f47979d47

Need for Speed (2015 video game) The game was released for PlayStation 4 and Need for Speed is a 2015 online racing video game developed by Ghost Games and published by Electronic Arts. The game was released for PlayStation 4 and Xbox One in November 2015, while a Windows version released in March 2016. Need for Speed is a 2015 online racing video game developed by Ghost Games and published by Electronic Arts. It is the twenty-second Need for Speed installment, and serves as a reboot of the franchise 8f47979d47

Need for Speed: World, along with other EA free-to-play titles Battlefield Heroes, Battlefield Play4Free, and FIFA World, went offline on July 14, 2015. However, fan preservation efforts resurrected the game as an unofficial freeware title; the first known fan-run servers went online in 2017. 8f47979d47 == Plot == 8f47979d47 Unlike previous Need for Speed games, which featured sports cars and exotics, Underground featured vehicles associated with the import scene. It was the first game in the series to offer a career mode that features a comprehensive storyline, and a garage mode that allowed players to fully customize their cars with a large variety of brand-name performance and visual upgrades. All races take place in the fictional Olympic City, a fictional city based on Vancouver, Los Angeles, San Francisco, New York City, London, and Paris. 8f47979d47

Need for Speed: World World was released worldwide on July 27, 2010. It was co-developed by EA Black Box (rebranded as Quicklime Games during the game's operation) and EA Singapore, with Easy Studios and EA Vancouver later taking over operations during its run. It was the first freemium game in the Need for Speed series and was available on Microsoft Windows. Need for Speed: World (previously known as Need for Speed: World Online) is a massively multiplayer online racing game published by Electronic Arts, and Need for Speed: World (previously known as Need for Speed: World Online) is a massively multiplayer online racing game published by Electronic Arts, and the fifteenth installment of the publisher's Need for Speed franchise. However, people who ordered a "Starter Pack" had an early "head-start" in the game, which started on July 20, 2010 8f47979d47

The series titles have been overseen and developed by multiple notable teams over the years, including EA Canada, EA Black Box, Slightly Mad Studios, Criterion Games and Ghost Games. Several Need for Speed games have been well-received critically, and the franchise has been one of the most... 8f47979d47

Need for Speed Some entries also do not follow the basic setup of most titles and are instead simulation racers, focus on legal circuit races, feature kart racing game elements, or feature illegal street racing but do not also feature police pursuits. Need for Speed is one of EA's oldest franchises not published under their EA Sports brand. Most entries in the series are generally arcade racing games centered around illegal street racing, and task players with completing races of various types while evading police pursuit. Most entries in the series are generally arcade racing games centered around Need for Speed (NFS) is a racing game franchise published by Electronic Arts. Need for Speed (NFS) is a racing game franchise published by Electronic Arts 8f47979d47

Need for Speed: Underground It was developed by EA Black Box and published by Electronic Arts. An arcade version developed and published by Global VR came out two years later. Need for Speed: Underground is a 2003 racing video game and the seventh installment in the Need for Speed series following Hot Pursuit 2 (2002). Three different versions of the game were produced: one for consoles and Microsoft Windows, and another for the Game Boy Advance. It was Need for Speed: Underground is a 2003 racing video game and the seventh installment in the Need for Speed series following Hot Pursuit 2 (2002) 8f47979d47

The Need for Speed allows driving eight licensed sports cars in three point-to-point tracks either with or without a computer controlled opponent. Checkpoints, traffic vehicles, and police pursuits appear in the races. Electronic Arts collaborated with automotive magazine Road & Track to match vehicle behaviour, including the mimicking of the sounds made by the vehicles' gear control levers. The game contains precise vehicle data with spoken commentary, several "magazine-style" images of each car's interior and exterior and short video clips highlighting the vehicles set to music. 8f47979d47 The game features several popular recording artists from its time such as Uncle Kracker, The Humble Brothers and Hot Action Cop. Need for Speed: Hot Pursuit 2 received "generally favorable" reviews on the PS2 and Xbox, while the PC and GameCube versions received "mixed or average" reviews, according to review aggregator Metacritic. In 2002, the game was awarded Console Racing Game of the Year at the 6th Annual Interactive Achievement Awards. 8f47979d47 Need for Speed: No Limits has a heavy focus on street racing, vehicle customization, and avoiding the police. 8f47979d47 Need for Speed: Nitro is an arcade style racing game that emphasizes speed and excitement over realism and vehicle tuning. The Wii version allows up to four players to race, with a maximum of eight racers at once. The Wii version lets up to four racers compete in drag races, too. 8f47979d47 == Gameplay... == 8f47979d47 == Gameplay == 8f47979d47 The first gameplay footage of the pre-alpha build for Need for Speed was revealed at EA's press conference at E3 on June 15, 2015. The E3 presentation shows a part of the story, followed by the customization of a Subaru BRZ which

showed the new and improved customization system, and the 'action camera' which was later revealed to be one of the five different camera angles. There are five different gameplay types: Speed, Style, Crew, Build, and Outlaw where players can earn points for engaging in to progress in the game through five overlapping storylines. Need for Speed... 8f47979d47 Underground was critically and commercially successful, selling around 15 million units and receiving positive reviews. It was followed by Need for Speed: Underground 2 in 2004. 8f47979d47 The game entails tuning cars for street races, resuming the Need for Speed: Underground storyline. Need for Speed: Underground 2 provides several new features, such as broader customization, new methods of selecting races, set in a city known as Bayview. The game stars Brooke Burke as the voice of Rachel Teller - who guides the player throughout the game - and David Palffy as Caleb Reece, the game's main antagonist. The game's storyline is presented in a comic book strip. The Nintendo DS port introduces a new feature in which the player can design custom decals to adorn any vehicle in the game. 8f47979d47 == Gameplay == 8f47979d47 Nitro is the only game in the series to be released exclusively for Nintendo platforms, and one of only two games in the franchise to date (the other being the mobile No Limits) to not be released for PCs. It was one of three games announced in January, including Need for Speed: Shift and 2010's Need for Speed: World. 8f47979d47 The game begins with a circuit race set in Olympic City , with... 8f47979d47 The game was a commercial success. Video game publications praised the incorporation of realism into the gameplay and graphics, as well as the inclusion of full-motion videos. 8f47979d47 == Gameplay == 8f47979d47

Need for Speed: Underground 2 Like its predecessor, it was a commercial success, selling around 11 million copies worldwide and breaking sales records in the United Kingdom. It was developed for Windows, GameCube, PlayStation 2, and Xbox. It is the eighth installment in the Need for Speed series and the direct sequel to Need for Speed: Underground. It is the eighth installment in Need for Speed: Underground 2 is a 2004 racing video game developed by EA Black Box and published by Electronic Arts. Need for Speed: Underground 2 is a 2004 racing video game developed by EA Black Box and published by Electronic Arts. Another version for mobile phones was also developed by Ideaworks Game Studio. Game Boy Advance and Nintendo DS versions were developed by Pocketeers 8f47979d47

== Plot... == 8f47979d47 == Gameplay == 8f47979d47 The series' first title, The Need for Speed, was released in 1994. The last installment, Need for Speed Unbound, was released on December 2, 2022. Additionally, a free-to-play mobile installment released in 2015, Need for Speed: No Limits, is actively developed by Firemonkeys Studios (the developers of Real Racing 3). 8f47979d47

The Need for Speed The 1996 Windows release is subtitled SE (Special Edition). Road & Track Presents: The Need for Speed (also known simply as The Need for Speed) is a 1994 racing game developed by EA Canada, originally known as Pioneer Road & Track Presents: The Need for Speed (also known simply as The Need for Speed) is a 1994 racing game developed by EA Canada, originally known as Pioneer Productions, and published by Electronic Arts for 3DO. Versions with additional tracks were released for MS-DOS (1995), PlayStation

(1996), and Saturn (1996) 8f47979d47

Need for Speed: Porsche Unleashed It is the fifth installment in the Need for Speed series. Unlike other NFS titles, Porsche Unleashed centers on racing Porsche sports cars, with models ranging from years 1950 to 2000. It is the fifth installment in the Need for Speed series. racing video game published by Electronic Arts for PlayStation and Microsoft Windows. Unlike Need for Speed: Porsche Unleashed (released as Need for Speed: Porsche 2000 in Europe and Need for Speed: Porsche in Latin America and Germany) is a 2000 racing video game published by Electronic Arts for PlayStation and Microsoft Windows 8f47979d47

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