
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 each other. 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.
