

28 August 2007

By: Filip Truta, Games Editor

Krystal Forscutt - left;  
Sayoko Ohashi - right

## [NFS: ProStreet Developer's Diary - 'Competing at the Highest Level of Street Racing'](#)

*The video inside sheds some light on how EA is taking a radical 'turn' with the famous franchise*

In the video we've made available right [HERE](#), EA's Justin Wiebe, Associate Producer of [NFS: ProStreet](#), talks about how the company has decided to emphasize the most important aspects in street racing with their latest NFS installment. Basically, they're trying to give gamers the real sensation of having an opponent breathing down their necks. A quite comprehensive developer's diary if I may say. "Need for Speed: ProStreet is all about competing at the highest level of street racing," is what Justin Wiebe starts out his speech with. For those who haven't been reading the news lately, Need for Speed: ProStreet is said to take the franchise in a new direction. For instance, instead of an arcade style of gameplay which has basically dominated the series ever since the first NFS was out, ProStreet will focus much more on realism and move closer to racing simulation, but still giving gamers the option to use driving assistants to make the game easier to play and more arcade-ish. More than that, unlike its predecessors, all racing in ProStreet will take place on closed tracks (as you'll also find in the developer's diary we're making available today). This is what's making ProStreet the first game in the series not animating illegal racing (first implemented in Need for Speed: Porsche Unleashed). Yes, there will be no cops in the game, to put it simple. However, what there will be in the game is over 60 cars from around 26 manufactures, while 8 of those are super cars, making them relatively rare and of course difficult to grab, as you can imagine. But as a real fan, I'm pretty sure you're not going to have too much trouble snatching one or even two on a short notice. Last, but probably most important if you're a guy, just as with recent NFS titles, ProStreet will feature beautiful girls casting as characters in the game, two of them to be more exact: Krystal Forscutt (former Big Brother Australia contestant) and Sayoko Ohashi, who is just... hot. They're pictured on the left, since I'm sure you know exactly where to find some good screenshots of the cars. [HERE](#)'s the link to the video again, which I advise you to watch carefully as NFS: ProStreet might just launch as the best racing game ever to combine both simulation and arcade-like racing elements!