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Is all this gameplay stuff...? Naa, can't be!

[New Need for Speed Title Revealed by EA - 'ProStreet'](#)

Your damaged car will become a personal signature

Earlier this month we saw a rather scary trailer for [EA's](#) upcoming [Need For Speed](#) title. No one knew what it would play like, what platforms it would launch on... not even its full name. But today, all that has been clarified by EA, with their announcement of Need For Speed: ProStreet, launching this fall for all major gaming platforms out there. "Need for Speed: ProStreet accelerates street racing culture by providing the ultimate stage for the pursuit of street racing supremacy," said Executive Producer, Larry LaPierre. "This is a game about building the ultimate performance-tuned battle machine, taking it to multi-disciplinary showdowns all over the world and pitting your skills and reputation against the very best street racers." This latest installment in the arcade racing series from EA is said to feature impeccable precision gameplay, which the series kind of needed if I may add. Not that I'd want to see every driving/racing game out there become as stiff as the Gran Turismo series from Sony, but NFS needs to loose some of that chaotic control scheme. The game uses Autosculpt technology taking everything to another level, but you don't need anyone to tell you that. We've seen it all in the few seconds of that trailer. But they say it will allow you to directly impact your car's performance for the first time as well as personalize its appearance. Good...good! The best part is that every dent, scratch and crumpled body panel will be your personal signature, almost as if you'd tell everyone indirectly what you've been through. Practically, having a car all patched up barely standing on its four wheels will prove that you're a fierce street racer and that others should beware of you. So, Need for Speed ProStreet will be available for:- [Xbox 360](#)- [PlayStation 3](#)- [PlayStation 2](#)- [Wii](#)- [Nintendo DS](#)- [PSP](#)- PC- Mobile Of course you're not going to see the same thing on a DS or a PSP screen, but it's good to know that a version of the game will hit each of the above mentioned platforms. All EA has to do now is move fast and deliver the game as soon as possible, preferably to the PS3. It sure needs a good title like NFS ProStreet to give it a push off retailers' shelves. You have four delicious screenshots below. Better yet, check out the two available teaser trailers from EA. [Teaser 1](#) [Teaser 2](#)