
The Need for Speed series is a very old racing video game franchise by EA Sports, which first began in November 1994 with the release of the original Need for Speed. The first release of this series was aimed at rivals to Sega's popular Gran Turismo racing simulation video game that was released on December 12, 1992. This first Need for Speed was a modest success and eventually turn into an international sensation which led to a total of 11 releases over its 17-year span on various consoles and computer platforms around the world. In November 2001, EA Sports released Need for Speed: High Stakes with it's most comprehensive features yet, with such improvements as fully rendered 3D graphics and multiplayer support. Many people were very satisfied with the new features, but some individuals criticized the new High Stakes title for not being as good as the first Need for Speed release on PC, also on which it had been released in 1999. In April 2002, EA Sports released a sequel to "Need for Speed: High Stakes".

In November 2002, EA released another entry of its popular NFS series called "NFS: Porsche Unleashed", which was a port of the PC racing game "Porsche Unleashed" released by EA themselves. In this sequel to Porsche Unleashed, players select from five flavors of Porsche cars and race through various tracks that were based off real-world tracks around the world. In August 2003, EA released an expansion pack to Porsche Unleashed called "Porsche Legends". In November 2005, EA released a sequel to "Need for Speed: Porsche" titled Need for Speed: Most Wanted. In December 2007, Need for Speed: Carbon was announced by EA following the critical success of Most Wanted. In December 2008, Electronic Arts has released an expansion pack to Carbon named NFS: Undercover. Electronic Arts and the Criterion Games studio (known for creating the Burnout series) began developing a video game in due time and in early 2005. The game was officially announced on November 15, 2005 with a debut trailer debuting at Electronic Arts' E3 2005 press conference. Need for Speed: Carbon was the first Need for Speed video game to be released since 2003's Need for Speed: Underground 2 and the first main series Need for Speed title to be released since 2002's "", which was released in 2001 in North America and in 2002 in Europe. It was the fourth title in the franchise and it used a new graphics engine (the same engine in Burnout 3: Takedown) and new live action film camera angles like in the previous NFS release, Most Wanted. In addition, it was one of the first games to have a Carbonium engine. The game featured a new style of the traditional racing engine features in prior NFS games, such as social events and online multiplayer, which would not be used in any other EA Sports title until "FIFA Street", released in February 2007. The only previous NFS title ("") that had a social aspect was "Outlaw". The game also used a customizable look for each character in the "Carbon" series. The player could choose between a black-and-white or gray-scale style to stand out from other players.

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