
Subject: Backwards compatible games for the Xbox 360

Posted by [Lijitsu](#) on Sun, 13 Nov 2005 10:47:48 GMT

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I know alot of you probably won't care about this, but I found a link that has the list of games. Some of your favorites, like Star Wars: KotoR 1&2, Halo 1&2, and Half-Life 2 are compatible, but they didn't include Star Wars: Battlefront. Those bastards.

<http://xbox360.ign.com/articles/666/666344p1.html> <Link.

Subject: Re: Backwards compatible games for the Xbox 360

Posted by [dal11](#) on Sun, 13 Nov 2005 18:50:39 GMT

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Is uses a software emulator running off the hard drive is what will give backwards comaptibility, not something in the hardware. In other words they are forcing you to buy a 360 with a hard drive to play your older games. Updates to the emulator will be done with xboxlive. Am gonna wait on a 360 for a while.

Subject: Re: Backwards compatible games for the Xbox 360

Posted by [kopaka649](#) on Sun, 13 Nov 2005 18:56:44 GMT

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the non hard drive one is just a ploy so they can say "starting at....". Microsoft probably doesn't actually expect anyone to buy it.

Subject: Re: Backwards compatible games for the Xbox 360

Posted by [icedog90](#) on Mon, 14 Nov 2005 06:06:00 GMT

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Battlefront sucks, in my opinion.

Subject: Re: Backwards compatible games for the Xbox 360

Posted by [Lijitsu](#) on Mon, 14 Nov 2005 06:14:38 GMT

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icedog90 wrote on Mon, 14 November 2005 01:06Battlefront sucks, in my opinion. It's pretty good with a 2 person split-screen. Especially if you're doing Galactic Conquest, put it on the hardest difficulty, and play on the same team. I managed to kill my uncle a few times with splash weapons, but I also saved him quite a few times.

Man, there was this one time on Yavin, I think it was, that we had 1 ticket left, both of us were

alive, and there was one guy out there that was alive on our side. I was a Scout Trooper and my uncle was a Storm Trooper. There was 10 guys left to kill, and we were held up in that temple on the northern edge of the map. A guy would run by the entrance, and we would kill him. We managed to win that mission. Man that was fun.
