

Compatibility - ECS Games



All tests are done using the [latest WHDLoad](#) (Version 18.2, build 5735, 2015-12-23).

You can use some **tooltypes** to tune the compatibility, especially the EXPCHIP option. Consult [WHDLoad Usage](#) for more details.

Format: Floppy, HD, WHDLoad

Playable games

Game	Format	Core	Remarks
Addams Family, The	WHD	3287	OK
Apidya	WHD	3287	OK
Agony	WHD	3287	OK
Alfred Chicken	WHD	3287	OK
Alien Bash 2	WHD	3287	OK
Alien Breed	WHD	3287	OK
Alien Breed 2	WHD	3287	OK, use EXPCHIP ToolType
Alien Breed 2 T.A.	WHD	3287	OK, use EXPCHIP ToolType
All Terrain Racing	WHD	3287	OK
Another World	WHD	3287	OK
Arabian Nights	WHD	3287	OK
Arcade Pool	WHD	3287	OK
Arkanoid	WHD	3287	OK
Assassin	WHD	3287	OK
Atomic Robokid	WHD	3287	OK
BabeAnoid2	HD	3287	OK
Batman The Movie	WHD	3287	OK
BC Kid	WHD	3287	OK
Benefactor	WHD	3287	OK
Bill Tomato Game	WHD	3287	OK, Small music issue
Black Crypt	WHD	3287	OK
Blastar	WHD	3287	OK, use EXPCHIP ToolType
Body Blows	WHD	3287	OK
Body Blows Galactic	WHD	3287	OK

Game	Format	Core	Remarks
Breed96	HD	SILVER6	OK
Brian the Lion	WHD	3287	OK
Bubba And Stix	WHD	3287	OK
Bubble And Squeak	WHD	3287	OK
Bubble Bobble	WHD	3287	A bit fast, playable
BuggyBoy	WHD	3287	Fast, playable
Cadaver	WHD	3287	OK
Cannon Fodder	WHD	3287	OK
Cannon Fodder 2	WHD	3287	OK
Chaos Engine	WHD	3287	OK
CyberSphere	HD	3287	OK
Darkmere	WHD	3287	OK
Death Mask	WHD	3287	OK
Deluxe Galaga	WHD	3287	OK
Deluxe Pacman	WHD	3287	OK
Desert Strike	WHD	3287	OK
Disposable Hero	WHD	3287	Sounds/Music issues
Doodlebug	WHD	3287	OK
Dr Mario	WHD	SILVER6	OK
Dragon Tiles 2	WHD	3287	OK
Dragonstone	WHD	3287	OK
Dune	WHD	3287	Small Gfx glitches
Dune 2	WHD	3287	OK
Dynablaster	WHD	3287	OK
Epic	WHD	3287	OK
Elfmania	WHD	3287	Small Gfx glitch
First Samurai	WHD	3287	OK
Flashback	WHD	3287	OK
Frontier: Elite II	WHD	3287	OK
Fury of the Furries	WHD	3287	OK
Gods	WHD	3287	OK
Ghouls N Ghosts	WHD	3287	OK
Globdule	WHD	3287	OK
Globulus	WHD	3287	OK
Hard Drivin 2	WHD	3287	OK
Harlequin	WHD	3287	OK
Heimdall 2	WHD	3287	OK, Small Gfx glitch
Hired Guns 1MB	WHD	3287	OK
Hook	WHD	3287	OK
Hostile Breed	WHD	3287	Some sounds issues
Hybris	WHD	3287	OK
Ilyad	WHD	3287	OK
Indiana Jones, Last Crus	WHD	3287	OK
Indiana Jones, Atlantis	WHD	3287	OK
Indianapolis 500	WHD	3287	OK

Game	Format	Core	Remarks
International Karate +	WHD	3287	OK
Ishar 3	WHD	3287	OK
James Pond	WHD	3287	Small Gfx glitches
James Pond 2	WHD	3287	OK
Jim Power	WHD	3287	Collision bug with moving-platforms
Jumping Jackson	WHD	3287	OK
Jungle Strike 2MB	WHD	3287	OK
Jurassic Park	WHD	3287	OK
K240	WHD	3287	OK
Katakis	WHD	3287	OK
KGB	WHD	3287	OK
Kid Chaos	WHD	3287	OK
Kick Off 96	WHD	3287	OK
Leander	WHD	3287	OK
Lemmings	WHD	3287	OK
Lemmings 2	WHD	3287	OK
Lionheart	WHD	3287	OK
Lost Vikings, The	WHD	3287	OK
Lotus 2	WHD	3287	OK
Magic Pocket	WHD	3287	OK
MasterBlaster	HD	3287	OK
MegaBall (ECS and AGA)	WHD	3287	OK
Micro Machines	WHD	3287	OK
Moonstone	WHD	3287	OK
Morph	WHD	3287	OK
Moonstone	WHD	3287	OK
Monkey Island 1	WHD	3287	OK
Monkey Island 2	WHD	3287	OK
Mr Nutz	WHD	3287	OK
Ninja Warriors	WHD	3287	OK
No Second Prize	WHD	3287	Fast and smooth, some Gfx glitches
North And South	WHD	3287	OK
Panza KickBoxing	WHD	3287	OK
Parasol Stars	WHD	3287	OK
Perihelion	WHD	3287	OK
Pinball Dreams	WHD	3287	Some sound issues
Pinball Fantasies	WHD	3287	OK
Populous 2	WHD	3287	OK
Powder	WHD	3287	OK
Premiere	WHD	3287	Some sound issues
Prince Of Persia	WHD	3287	OK
ProjectX	WHD	3287	OK
Push-Over	WHD	3287	Some sound issues
Qwak	WHD	3287	OK
R-Type	WHD	3287	OK

Game	Format	Core	Remarks
Rick Dangerous 2.5	WHD	3287	OK
RodLand	WHD	3287	OK
Ruff And Tumble	WHD	3287	OK
Saint Dragon	WHD	3287	OK
Second Samurai	WHD	3287	OK
Seek And Destroy	WHD	3287	OK
Sensible World Of Soccer	WHD	3287	OK
Shadow Of The Beast	WHD	3287	OK
Shadow Of The Beast 2	WHD	3287	OK
Shadow Of The Beast 3	WHD	3287	OK
Simon the Sorcerer	WHD	3287	OK
Skidmarks	WHD	3287	Small sounds issues
Solomon's Key 2	WHD	SILVER6	OK
Speedball 2	WHD	3287	OK
Stardust	WHD	3287	OK
Stunt Car Racer	WHD	3287	Gfx glitches
Supercars 2	WHD	3287	OK (slower ?)
Superfrog	WHD	3287	OK
Super Obliteration	WHD	3287	OK
Syndicate	WHD	3287	OK
Swiv	WHD	3287	OK
T-Racer	WHD	3287	OK
The Settlers	WHD	3287	OK
Top Gear 2	WHD	3287	Sound/Music issues
Tornado	WHD	3287	OK
Traps N Treasures	WHD	3287	OK
Turrican 1	WHD	3287	OK
Turrican 2	WHD	3287	OK
Turrican 3	WHD	3287	OK
Typhoon	WHD	3287	OK
TurboTrax 1MB	WHD	3287	OK
Universe	WHD	3287	OK
Unreal	WHD	3287	OK
Vital Light	WHD	3287	OK
Virus	WHD	3287	OK
Wings	WHD	3287	OK
Wiz N Liz	WHD	3287	OK
Warm-Up	WHD	3287	OK
Wolfchild	WHD	3287	OK
Wonderboy in Monsterland	WHD	3287	OK
Worms 2MB	WHD	3287	OK
Woodys World	WHD	3287	OK
Xenon 2	WHD	3287	OK
X-Out	WHD	3287	OK
Yo-Joe	WHD	3287	OK

Game	Format	Core	Remarks
Z-Out	WHD	3287	OK
Zeewolf	WHD	3287	OK
Zeewolf 2	WHD	3287	OK

Non Playable games

This list needs to be checked a second time, there might be some WHDLoad options to enable first.

Game	Format	Core	Remarks
Alien 3	WHD	3287	In-game: Gfx glitches
Chaos Engine 2	WHD	3287	In-menu: Can't validate players selection
Killing Game Show, The	WHD	3287	At launch: White screen, Freeze
King Pin 1MB	WHD	3287	At launch: Black screen, Freeze
Jaguar XJ220	WHD	3287	After protection: Black screen, Music in background
Lotus 3	WHD	3287	After menu: Black screen
MegaBlast	HD	3287	Black screen, Music (too fast) in background
Mega Typhoon	WHD	3287	Intro/Menu OK, Blackscreen during game: "Line 1111 Emulator \$2C at \$C10201C"
Nitro	WHD	3287	Freeze on first screen
Pang	WHD	3287	When changing level: "Illegal instruction \$10 at \$1CDE2 (DbgAdr \$151E2)"
Paradroid	WHD	3287	At launch: "Illegal instruction \$10 at \$4E56"
Rainbow Island	WHD	3287	At launch: "Line 1111 Emulator \$2C at \$800006"
R-Type 2	WHD	3287	After intro: "Line 1111 Emulator \$2C at \$CF26"
Shadow Dancer	WHD	3287	In-game: Gfx glitches
Switchblade 2	WHD	3287	In-game: "Exception Level 3 Autovector (COPPER/VBLANK/BLITTER) \$6C at \$F81E"
Tearaway Thomas	WHD	3287	In-game: Gfx glitches
Uridium2	WHD	3287	At launch: "Illegal instruction \$10 at \$56B8"
Virocop	WHD	3287	At launch: "Illegal instruction \$10 at \$6234"
Vroom	WHD	3287	Too fast and heavy Gfx glitches
Wacky Races	WHD	3287	After intro: "Line 1111 Emulator \$2C at \$12CD8"

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