

Game engines available on the Vampire

Many desirable games were released for other platforms but not for the Amiga. Some of these games can still be made to run on an Amiga, by using game engines that interpret game data files and emulate missing components. Thanks to the unprecedented speed of the Vampire, many of these games run pretty well, even with the overhead added by the emulation layer. This opens up a whole new world of previously unavailable games to Amiga users.

There are many game engines that run on the Amiga / Vampire, but the following comparison table highlights the games that have become playable owing to the speed boost of the Vampire, compared to previous state-of-the-art solutions:

Available game engine	Supported games	Fastest alternative 68k accelerator ¹⁾	Vampire
Quake	Quake, Malice, X-Men: The Ravages of Apocalypse	barely playable	playable
Hexen II	Hexen II	unplayable	barely playable
Quake II	Quake II	unplayable	playable
Descent	Descent, Descent II	barely playable	playable
ScummVM	Adventure games from the mid-1990s	barely playable	playable
OpenBOR	Beats of Rage, other mods	barely playable	playable
OpenRedAlert	Red Alert	barely playable	playable
Stratagus	StarCraft	unplayable	playable
CannonBall	Out Run Arcade	unplayable	playable
DevilutionX	Diablo, Diablo: Hellfire	unplayable	playable

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¹⁾ Assumed to be a 68060 processor clocked at 75 MHz, which is the fastest 68k-compatible CPU (with the exception of the 68080 on the Vampire).

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Last update: **2020/08/02 12:37**

