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## **Microsoft Boomed Over Backwards Compatibility**

### *Following Peter Moore's statement*

Having numerous advantages over other consoles, one of the most important being the backwards compatibility, Xbox 360 has all the cards to become the most popular gaming platform in the world. But since good things don't last forever, Microsoft is about to commit a grave error and cancel their biggest advantage. The statement made by Peter Moore, corporate vice president of the Interactive Entertainment Business in the Entertainment and Devices Division of Microsoft Corp, has sparked the gamers' anger, who think they will end up with old titles 'gathering dust' on shelves. "Nobody is concerned anymore about backwards compatibility. We under promised and over delivered on that. It's a very complicated thing... very complex work. I'm just stunned that we have hundreds of games that are backwards compatible," Peter Moore said in an interview for [Kikizo](#). The editors at [1up.com](#), a famous gaming site, remind Moore of a statement made by Xbox PR manager Michael Wolf. "At launch, Xbox 360 will be backward compatible with the top Xbox games. Our goal is to have every Xbox game work on Xbox 360. You will NOT need to purchase a new 'version', your original games will work on Xbox 360," Wolf told GamesIndustry.biz in 2005. Most gamers have sold their old Xbox consoles in order to buy the new Xbox 360, and now they are finding out their game collections are almost useless. Microsoft should also take into consideration Sony's and Nintendo's policies towards old titles, the two companies having the ability to rock Xbox 360's temporary stability.