

## Forum:[Hack Forums](#)

Thread: [Backward Compatible games unplayable on Xbox One?](#)

**Waiting...** - February 6, 2018, 8:21 pm

Ever since they added Halo Reach for backward compatibility, I've had issues with playing it on my Xbox One. Granted I haven't played Reach in awhile, the issue was that I would disconnect from the Reach servers or something like that. If I were searching, I'd get backed out, and if I was in a game, my emblem and armor would disappear and when the game finished I would get 1000 or so credits like it was an offline game.

In September 2017 they added Halo 3 to the back compat list and the issue I have with it, is that I can play for 30 minutes to an hour, and it will hit me with a crippling red bar and I won't respawn for a minute or 2 and when I do, it's laggy until it recovers itself.

Hopefully I've explained it well enough. It doesn't bother me all the time, but honestly I'd be playing Halo 3 and maybe Reach if it wasn't happening, so I was thinking about upgrading my old 2014 console with new Xbox One S hardware to see if it helps, but before I did that, I just wanted to report my issue and see if anyone else has similar experiences.

The other thing is, what happens on Halo 3 on my Xbox One is very much like when you'd play H3 on an old 360 console all the time and once in awhile you'd get that crazy 4-screen lag and sometimes go yellow/red bar for a bit then recover. My 360 slim used to do that before I got the Xbox One, but when I play Halo 3 on my 360 instead of my One now, it plays fine and when I do get the 4-frame lag, it recovers faster than the Xbox One does when it goes to shit on back compat. Both my consoles are set up next to each other on wifi, so I doubt it's a problem with the wifi, even though I do occasionally get lag spikes on Xbox One games, it's never this bad.