

Eulogy to Dreamcast

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by Roman Loyola

The other day I decided to peek into one of the little cabinets underneath my television. It's a cabinet I haven't opened in about seven months. It's the cabinet that houses my Dreamcast.

I stared at my Dreamcast for a while. Then I went into my office and fired up Diablo II on my PC.

Not that long ago, I was excited about Dreamcast. I thought it was released at the perfect time for me; I was tired of PlayStation, and was ready for something new, something better. The day of Dreamcast's release, I rushed to my nearest Best Buy and plopped down my cash. And for the next few months, I was in gaming heaven. I loved my Dreamcast so much, I decided to go on my own little personal crusade and tell the good people of the Internet about this wonderful product. I defended the Dreamcast on bulletin boards and product review sites all over the Internet. I was sick of people predicting the Dreamcast's demise due to PlayStation 2, a product that wasn't going to be available for a year.

But then something happened. I finished my season in NBA 2K, taking my Golden State Warriors to the promise land. And when I raised that virtual championship trophy above my head, my love affair with my Dreamcast ended. It was over, kaput, gone. I stopped visiting bulletin boards. I stopped defending my purchase decision. My wife even bought me a couple of games to try and rekindle the fire. Didn't work.

□ What happened? Did the hoards of people praising PS2 as the next big thing finally convince me? Did those same hoards finally convince me that the Dreamcast was an underachieving piece of hardware? Did the fact that I constantly won NBA 2K games by 70 points cause me to lose interest? No, no and no.

What happened was that my PC stole my attention. Game after game after game kept (and keeps) coming out for the PC. Jane's F/A 18. Final Fantasy VIII. The Sims. A new Links course pack. Nox. And that's just an incomplete list of what was released in January and February. Sure, not all of them are winners, but it's enough to keep me focused on my PC.

That meant I totally ignored the games that were released for Dreamcast, some very good games -- and I didn't feel like I was missing out on anything. I am the only person I know who even has a Dreamcast. None of my friends have one, so I have no one to share my enthusiasm with -- Sega boasts an installed base of a couple million, but where are they? We all have PCs, however, and we all talk about the games we're playing on them.

So while I was staring at my Dreamcast, I thought about boxing it up and storing it in the closet, but I didn't. Mostly because I don't feel that Dreamcast is dead, not yet away, just badly beaten by release after release of good/great PC games. The release of PS2 will simply be the final, fatal blow (I'm going to wait a good long while before I buy a PS2; I already have a DVD player, and you already know where I'm playing my games).

I don't regret buying my Dreamcast. I definitely got my money's worth. The Dreamcast is good technology and a good product. It's just a shame that nobody else seemed to care.

[Roman Loyola](#) is waiting for a Dreamcast emulator for his PC.