

# THE MODERN PROMETHEUS



## STEALING THE FIRE

IN 1999 IF YOU WANTED:

ONLINE MULTIPLAYER  
ONLINE COMMUNITIES  
VOICE CHAT  
UPDATES & PATCHES  
LIVE EVENTS

All this lived on PC  
Consoles were for couch co-op and arguing  
about whos turn it was  
Then Sega did something stupid  
Stupid... But correct

They shipped the dreamcast with a modem  
right in the box  
Not "coming soon"  
Not an optional accessory

**"Here's the fire,  
don't burn yourself**

### INNOVATION OR INEVITABILITY

Phantasy Star Online wasn't just ahead of its time... it defined it  
The first console MMORPG  
Persistent characters  
Shared lobbies  
Live events and rotating quests

It even solved the language barrier with gestures and auto translated phrases  
Players communicating around the world before most of us even had broadband!

it was games as a service before that was a bad thing!

Then there was Alien Front Online  
Real time voice chat... On a console... In 1999  
Unfiltered, Unhinged... but real!

Downloadable content, Leaderboards and ghosts... even a web browser if you  
were crazy enough.

The Dreamcast wasn't experimenting  
It was bringing the fire!

## TOO MUCH FIRE TOO FAST

Back before it required a full fledged marketing event Sega introduced us to crossplay

Quake 3 arena allowed online multiplayer between Dreamcast and PC

Why anyone would want to do that is another question, but, you could!

Luckily there was a few options to level the playing field

The Dreamcast keyboard and mouse, or, filter the lobbies by console only (something which modern gamers yearn for)

# Chained to the rock of bad timing

The Dreamcast didnt die because gamers failed to support it, it died because Sega had already angered the gods.

The Mega CD and 32x had ruined trust... Add ons nobody asked for that left developers and retailers stranded.

The lukewarm reception to the Saturn that lost a lot of third party trust.

By the time Sega got it right it was too late, the Playstation 2 was right around the corner bringing with it DVD playback and an unprecedented brand momentum

In the end, the Dreamcast was left chained to the rock of:

Dial up internet

Primitive online culture

Segas depleting finances

Rampant piracy

The unstoppable juggernaut that was the Playstation 2

It gave us the fire but never got to feel its warmth

## THE LEGACY

Almost everything we associate with modern console gaming now can be traced back this little white box

All revolutionary then

All normal now

Sega took their best guess at what gaming would look like in the future and gave it a shot.

Without smoothing the edges, without safety rails, without marketing approval and without pretending it wasnt risky

and y'know what, they were right...

They were also just a little early

So the Dreamcast died...

## But it died facing forward...

*Forward down the path that everyone followed*

