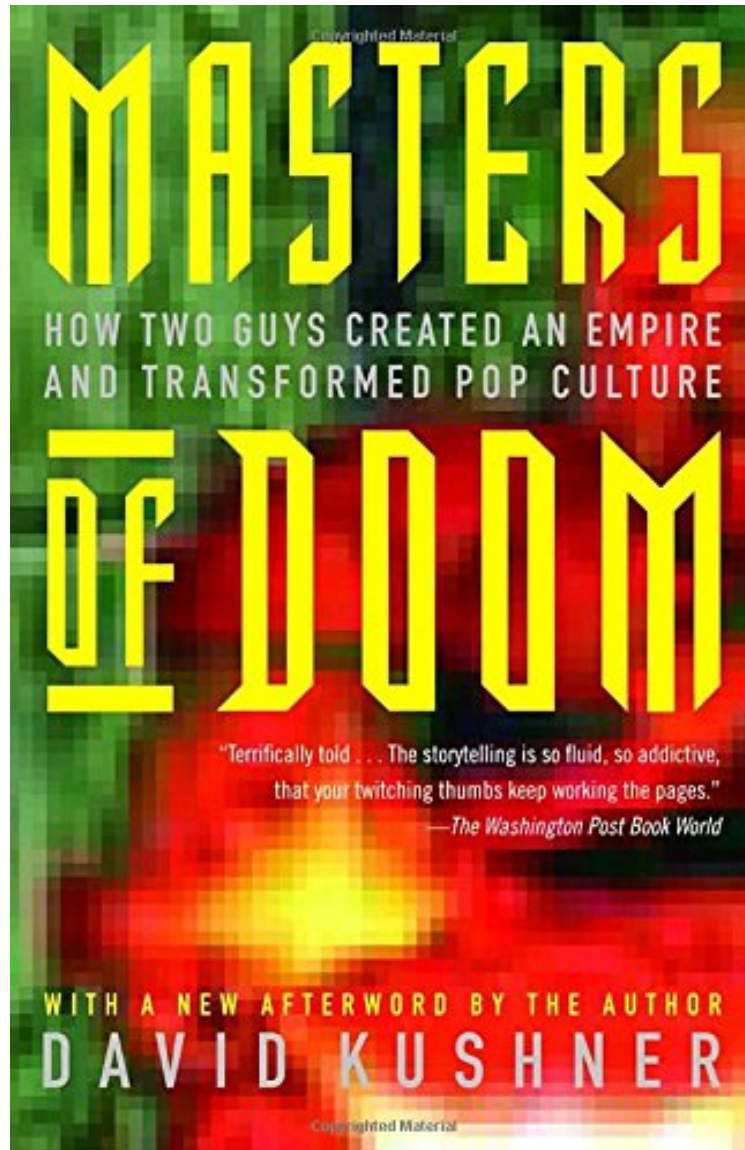


(Pdf free) Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture

Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture

David Kushner

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David Kushner : Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture before purchasing it in order to gauge whether or not it would be worth my time, and all praised Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture:

4 of 4 people found the following review helpful. Great for fans old and new, excellent portal into the world of video

game legends

By DanIf you like Doom and/or Quake, you need to read this book. It details the lives and stories of John Carmack and John Romero, two guys who took a dominating stranglehold on the early PC game market and didn't let go. This book is incredibly detailed and you can tell that it was meticulously researched, with firsthand accounts from both Romero and Carmack, along with many other important people. The book reads more like a story than a typical biographical book, which keeps it light and interesting. After finishing the book I have nothing but admiration for everyone involved. What these guys did in such a short time will never be repeated, and we have a lot of them to thank for how far video games have come today. Overall highly recommended, excellent book, stayed up all night reading it.

3 of 3 people found the following review helpful. Fantastic insight into the creation!

By ahoffossThis book is a phenomenal look into the creation of one of gaming's most innovative companies ever! It takes you from the very beginning when the "Two Johns" and crew started working together at Softdisk in Shreveport, LA. to the behemoth it became during the releases of Doom and its sequel. The journey is told without any form of censorship to any of the members or their egos and really gives insight into how friends can completely turn against each other when business gets in the way. If you're at all interested in gaming history (or business) then this is a MUST read for you. I only wish they would release an updated version so we could know exactly how things have continued as the book ends during the 2004 year.

Final Verdict: This is a MUST read!!!!

1 of 1 people found the following review helpful. Kushner writes in a way that life sounds more like an adventure.

By JavierI thoroughly enjoyed this book. I'm really impressed on how things turn out for the guys that created DOOM. They were successful in tech and gaming but they weren't able to handle so much in so little time. None of the Johns were able to see that they needed each other. I think the book is summarized by a great analogy presented by the author: Carmack was the guitar maker and Romero was the musician that could get the best songs out of them. I really recommend buying this book, it gets interesting from the beginning and it grips you until the end. I even read the index hoping there would be more stories post 2003.

Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to produce the most notoriously successful game franchises in history: Doom and Quake until the games they made tore them apart. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it's like to be young, driven, and wildly creative.

.com Doom, the video game in which you navigate a dungeon in the first person and messily lay waste to everything that crosses your path, represented a milestone in many areas. It was a technical landmark, in that its graphics engine delivered brilliant performance on ordinary PC hardware. It was a social phenomenon, with individuals and companies hooking up networks specifically for Doom tournaments and staying up for days to blast away on them (well before the Internet went big-time). The game's publisher, id Software, used an unusual shareware marketing strategy (give away the first levels, charge for the more advanced ones) that worked very well. On top of it all, the gore-filled game raised serious questions about decency in products meant for use by school-age kids. Masters of Doom explores the Doom phenomenon, as well as the lives and personalities of the two men behind it: John Carmack and John Romero. This book manages, for the most part, to keep clear of the breathless techno-hagiography style that characterizes many books with similar subjects. He tells the story of Carmack, Romero, and id—which includes far more than Doom and its successors—in novel style, and he's done a good job of keeping the action flowing and the characters' motivations clear. Some of the quoted passages of dialog sound like idealized reconstructions that probably never came from the lips of real people, but this is an entertaining and informative book, of interest to anyone who's let rip with a nail gun.

-- David Wall

Topics covered: The biographies of John Carmack and John Romero, and of their company, id Software. The development and marketing of all major id games (including Wolfenstein, Doom, Doom II, and Quake) get lavish attention.

From Publishers Weekly

Long before Grand Theft Auto swept the video gaming world, whiz kids John Romero and John Carmack were shaking things up with their influential—and sometimes controversial—video game creations. The two post-adolescents meet at a small Louisiana tech company in the mid-1980s and begin honing their gaming skills. Carmack is the obsessive and antisocial genius with the programming chops; Romero the goofy and idea-inspired gamer. They and their company, id, innovate both technologically and financially, finding ways to give a PC game "side-scrolling," which allows players to feel like action is happening beyond the screen, and deciding to release games as shareware, giving some levels away gratis and enticing gamers to pay for the rest. All-nighters filled with pizza, slavish work and scatological humor eventually add up to a cultural sea change, where the games obsess the players almost as much as they obsess their creators. Fortunately, journalist Kushner glosses over Carmack and Romero's fame, preferring to describe the particulars of video game creation. There are the high-tech improvements—e.g., "diminished lighting" and "texture-mapping"—and pop cultural challenges, as when the two create an update of the Nazi-themed shooter Castle Wolfenstein. The author gives his subjects much leeway on the violence question, and his thoroughness results in some superfluous details. But if the narration is sometimes dry, the story rarely is; readers can almost feel Carmack and Romero's thrill as they create, particularly when they're working on their magnum opus,

Doom. After finishing the book, readers may come away feeling like they've just played a round of Doom themselves, as, squinting and light-headed, they attempt to re-enter the world. Copyright 2003 Reed Business Information, Inc. From School Library Journal Adult/High School—John Romero and John Carmack started programming games as teens. After they met, they became the first to make a video game on the PC that scrolled smoothly. In their 20s, they went on to create the hugely popular and controversial video games Doom, Wolfenstein 3-D, and Quake. But the passions that drove them to stay up late night after night, living on pizza and Cokes, drove them apart, causing Romero to leave to form his own company. The book traces their successes and failures, giving some insight into what it means to be a video-game designer, and is liberally sprinkled with humor, much of it from the twisted minds of the programmer/gamers themselves. Readers may not find the individuals likable, but they will be fascinated by watching what happens to them. While much of the story takes place in the '90s, the book continues on into the 21st century, where Carmack's Quake 3 is still heavily played and Romero's Daikatana has become one of the most hyped failures in video-game history. The company the young men founded, id Software, continues to be a force in gaming. Both video-game players and budding venture capitalists will find something entertaining and educational here. Paul Brink, Fairfax County Public Library, VA Copyright 2003 Reed Business Information, Inc.