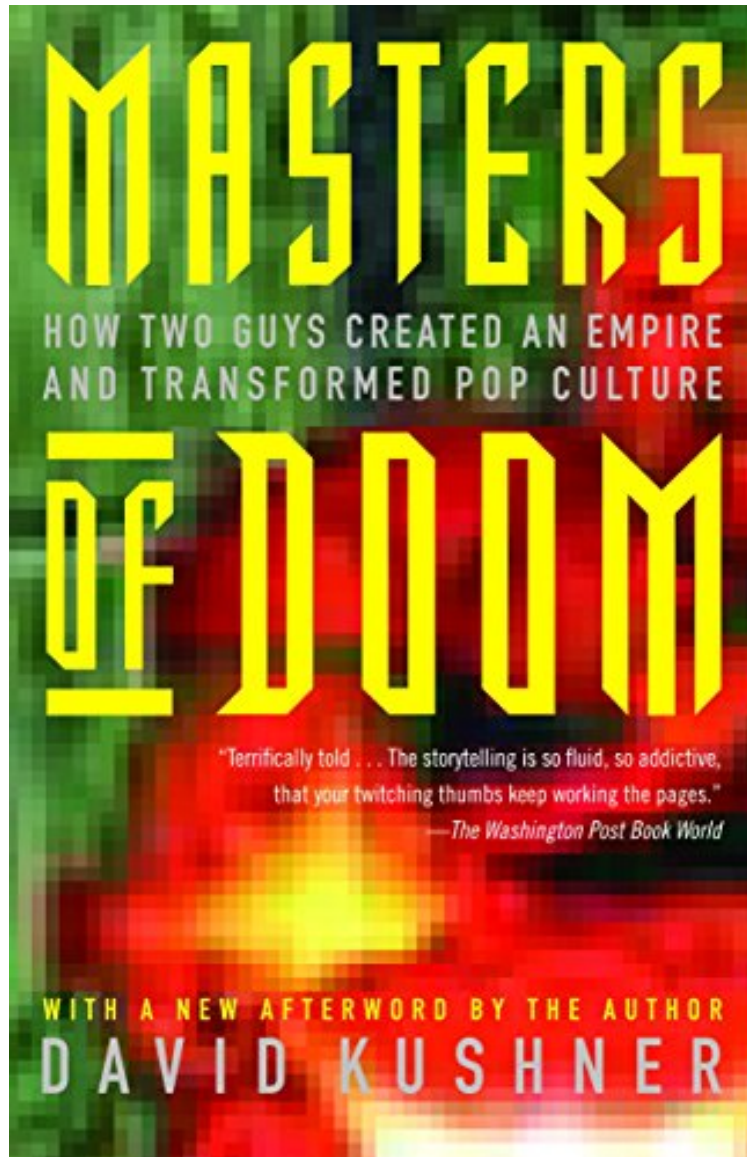


(Download free ebook) Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture

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 legendsBy 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 ahoffoss This 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 Javier I 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.

“To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. *Masters of Doom* is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.” —Mark Leyner, author of *I Smell Esther Williams* *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 co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. *Masters of Doom* is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. 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. From the Hardcover edition.