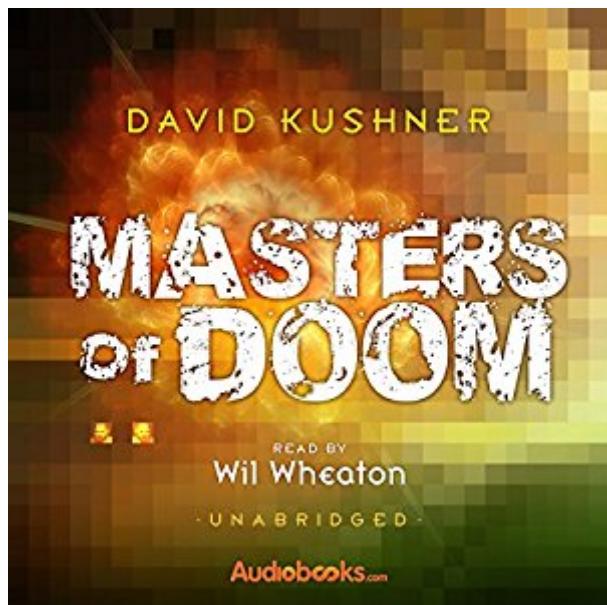


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Masters Of Doom: How Two Guys Created An Empire And Transformed Pop Culture



Synopsis

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.

Book Information

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Customer Reviews

If 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.

This book is a phenomenal look into the creation of one of gaming 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 it's 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!!!!

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.

This is a fascinating story about John Carmack and John Romero. David Kushner does a remarkable job of keeping the reader interested throughout the entire book. He goes into great detail about how the "two Johns" lived and worked together and how id Software grew to become a powerhouse of a developer. This is a must-have for anyone that is interested in gaming culture, gaming history, or behind the scenes of game development.

Read this years ago and still love this book. If you're a video game enthusiast, than you'll love this book. This book concentrates on the creators of Doom as they talk about their path from a young age to the Quake 3 Arena days. Any book in my opinion from David Kushner is a must read. His writing will never bore you and will keep you interested throughout the whole way, but you don't have to take my word for it.

From their beginnings as programmers through their ascension to video game gods, to their gradual fall back to reality, this book charts the career highs and lows of John Carmack and John Romero, two individuals who would alter the course of video games forever and helped usher in the era of blockbuster games that we are currently in today. The book is written sticking to the facts but adds

some dramatic narration to advance the story along (which I assume sticks pretty close to the truth). The book is never boring or lacks in interesting information about how Wolfenstein, Doom, Doom II, and many other games came to be. The book is a quick read and does not disappoint as a chronicle of how two nerds started a revolution in the gaming industry.

As inauspicious as it may be for the beginning of a review, a month ago I was looking at some of the games in my video game collection: Super Nintendo, PlayStation 1 and even original GameBoy games. As I gazed upon them I became somewhat sad and asked myself what has happened to gaming in the last ten years. I was once right in the thick of things with other gamers but I eventually retreated to the comfort of yesteryear and became that "retro gamer" I never wanted to be. What happened? The rise - and over proliferation - of the first person shooter. So given that I'm rather disgusted with the fact that every other game is a brainless FPS these days, why on earth would I be interested in "Masters of Doom," a book that chronicles the early days of the genre? Easy. I actually like the shooters born out of id's developments during the early 90's. Sad as it is, I could probably go on and on about why Doom is one of the greatest games ever created and just how ingenious its level design really is. Crazier still is the fact I didn't really "grow up" with Doom like others did but I can definitely appreciate everything the game offers - even today. Still, as eager I was to learn more about my favorite first person shooter, the section of the book on Doom - as good as it is - can't really hold a candle to the passages concerning Quake's development. It was at this point where I literally refused to put the book down and thankfully that happened when I had a day off of work. Just as alluring and maybe even better is the troubled development of Daikatana where you can feel the desperation of the IonStorm employees as you read. As a gamer you may not want to play John Romero's Daikatana but reading about its history is as interesting as you can get. The games it centers on aside, I can't recommend "Masters of Doom" enough. There are a few sections I wish were fleshed out a little more - personally I wanted to read more about composer Bobby/Robert Prince than what's in here because his music for Doom is just that good - but then he's described more as a freelancer more than a real part of id so it's understandable. But really, people can have their Call of Duty and Halo but this is the real story of the first person shooter and the only part of its history I'll ever care about. Still, my preferences aside, do yourself a humongous favor and give this a read - it can easily hold your interest even if you're not into the games themselves.

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