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Masters of DOOM tells the story of the "Two Johns," John Carmack and John Romero, creators of DOOM and founders of ID software. It's a story of amazing success and

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spectacular failure,
personality conflicts
and political witch-
hunts. I found the early
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Masters of Doom made
me nostalgic about
discovering computers
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80s as well as the
wonderful wild-west
environment and
camaraderie of working
at start-up companies
in the 90s. The
combination of the
two: after-work LAN
parties playing doom,
quake, MOHAA wit I
both love and hate this
book.

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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 technohagiography style that characterizes many books with similar subjects.

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**Masters of Doom:
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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.

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unique and rollicking
American Dream, An
escaping the broken
homes of their youth to
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Culture (book review) -
July 05, 2020 Masters
of Doom is a 2003
book by David Kushner
about John Carmack
and John Romero
cofounded id Software

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and produced video-
games, including Doom
and Quake. The book
was read by Will
Wheaton.
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influence on popular
culture, focusing
chiefly on John Romero
and John Carmack.
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**Masters of Doom -
The Doom Wiki at
DoomWiki.org**

That's a completely
different topic for a
different discussion. I
digress. Masters of
Doom is the story of 2
Johns of PC gaming,
John Romero and John
Carmack; the Lennon-
McCartney of gaming if

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you will. This is about
how 2 people with an
extreme passion for
games/game
programming came
together to make
awesome things.

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Masters of Doom: How
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Culture is a 2003 book

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by David Kushner
about id Software and
its influence on popular
culture, focusing
chiefly on the video-
game company's co-
founders John Carmack
and John Romero. Upon
release, Masters of
Doom received positive
reviews from critics
and has been placed
on numerous "best of"
lists for video game
books. The book would
later influence Palmer
Luckey to establish the

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technology company
Oculus VR. In 2019, it
was an
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Masters of Doom is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosos Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous

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true story of the

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Lennon and McCartney
of video games: John
Carmack and John
Romero. Together,
they ruled big
business. They
transformed popular
culture.

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Culture - by David Kushner: - This book simple proves that both John Carmack and John Romero were geniuses who influenced the whole technology industry. It also proves that anything is possible if you are smart and hardworking. Chris Oliver (Founder / GoRails) Masters of Doom.

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David Kushner is the author of Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture. His work has appeared in numerous publications including Rolling Stone, Wired,

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Spin, Salon, and The
New York Times.

**Masters of Doom by
David Kushner:
9780812972153 ...**

The Legion Of Doom
gets the nod in the
technology
department. They have
two of the smartest
villains in all of comics
amongst their number-
Lex Luthor and
Brainiac. These two
bring an unparalleled
amount of technology

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and know how to the
team that the Masters
of Evil don't have.

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