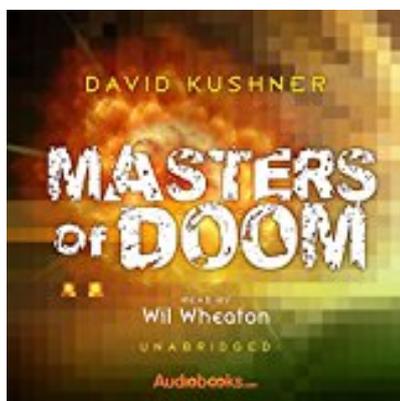


[PDF] Masters Of Doom: How Two Guys Created An Empire And Transformed Pop Culture

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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.

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