



PROJECT MUSE®

## DOOM

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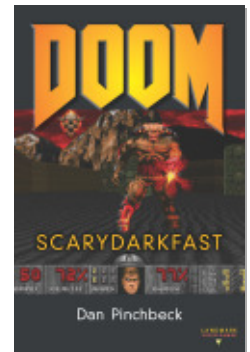
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University of Michigan Press, 2013.

Project MUSE., <a href="

<https://muse.jhu.edu/>.



➔ For additional information about this book

<https://muse.jhu.edu/book/24184>



## Further Reading

You want more? Good, good—as Betruger might croon, his one good eye glazing over in a kind of hellish rapture. This isn’t an exhaustive list (we don’t have space for that), but it should get you started. Go look here:

<http://DOOM.wikia.com/wiki/DOOM>—An invaluable resource for all things *DOOM*.

<http://www.doomworld.com/idgames/>—How many mods do you need?

<http://toastytech.com/DOOMa/index.html>—Download the alphas and betas here.

<http://DooMedsda.us/wad947.html> and <http://speeddemosarchive.com/DOOM.html>—For speedrun archives.

<http://classicdoom.com/doomcomp.txt>—Ledmeister’s exhaustive port documentation.

<http://www.gamers.org/pub/idgames/lmps/tyson/weapons.html>—George Bell’s breakdown of *DOOM* weapon damage.

<http://www.gamers.org/docs/FAQ/bfgfaq/>—Tony Fabris’s extraordinary testament to the BFG.

[http://rome.ro/lee\\_killough/](http://rome.ro/lee_killough/)—Lee Killough’s *DOOM* archive, including level creditation and more.

<http://www.gamers.org/docs/FAQ/doomfaq/>—Hank Leukart’s FAQ. Worth it for the poem alone.

<http://www.doomworld.com/10years/doomcomic/comic.php>—The *DOOM* comic. It’s like a comic, only with more *DOOM*. All together now: “Dance! Dance, bonedaddy!” etc.

<http://www.gdcvault.com/play/1014627/Classic-Games-Postmortem>—Hall and Romero talk shop at the 2011 Game Developers Conference.

[www.idsoftware.com](http://www.idsoftware.com)—It’s their game. You ought to think about playing their other stuff, too.

<http://rome.ro>—Romero is not just an important designer but a wonderful source of history and preservationist info.

[www.tomtomtom.com](http://www.tomtomtom.com)—HallHallHall. Go visit him.

DOOM NOVELIZATIONS

- Hugh, D. A., and B. Linaweaver. 1995. *DOOM: Knee-Deep in the Dead*. New York: Pocket Star Books.
- Hugh, D. A., and B. Linaweaver. 1995. *DOOM: Hell on Earth*. New York: Pocket Star Books.
- Hugh, D. A., and B. Linaweaver. 1996. *DOOM: Infernal Sky*. New York: Pocket Star Books.
- Hugh, D. A., and B. Linaweaver. 1996. *DOOM: Endgame*. New York: Pocket Star Books.
- Costello, M. 2008. *DOOM3: Worlds on Fire*. New York: Pocket Star Books.
- Costello, M. 2009. *DOOM3: Maelstrom*. New York: Pocket Star Books.

DOOM IN BOOKS

There are chapters on *DOOM* in the following:

- Loguidice, B., and M. Barton. 2009. *Vintage Games: An Insider Look at the History of Grand Theft Auto, Super Mario, and the Most Influential Games of All Time*. London: Focal Press.
- Donovan, T. 2010. *Replay: The History of Video Games*. Lewes: Yellow Ant.

And if you read Italian, here's the only other complete book on the subject:

- Bittanti, M., and S. Morris, eds. 2005. *Doom: Giocare in prima persona*. Milan: Costa and Nolan.