

# Retro Gamer gains industry legend as guest Editor

## John Romero and Imagine Publishing team up for special issue of the world's greatest retro games magazine

*Retro Gamer* is proud to announce an exciting new collaboration with John Romero, co-founder of one of today's most important and popular genres – the first-person shooter.

On Wednesday 31 March, issue 75 of *Retro Gamer* goes on sale across the UK and the world with a special celebration issue featuring industry legend John Romero as guest Editor. As well as a host of special content picked by Romero, the issue is packed with comments, tributes and insights from those who have worked with him over the years, such as John Carmack and Dave Perry. The special issue also includes an exhaustive 12-page interview with the man himself, outlining his career, his thoughts on the industry today, and his intriguing current project.



Making his name at companies such as Origin Systems and Softdisk, Romero cut his programming teeth on the Apple II before moving into the PC market. Teaming up with fellow Softdisk workers John Carmack, Adrian Carmack and Tom Hall, he co-formed id Software. After finding success in the shareware scene with the *Commander Keen* games, id created *Wolfenstein 3D*, *Doom* and *Quake*, and with them ushered in a new era of gaming that's still immensely popular today.

"I absolutely love *Retro Gamer* magazine because it covers all the game history that I love and remember fondly," said Romero. "Being allowed the chance to do a little writing for the magazine was an amazing opportunity and I hope you all enjoy it the way I did."

"John Romero is a genuine legend in the videogame industry," said Darran Jones, Editor of *Retro Gamer*, "and he has been behind some of the most influential games this industry has ever seen. It's been a real pleasure collaborating with him on this exciting project."

Imagine Publishing is one of the UK's fastest-growing consumer specialist publishers. Formed in May 2005, Imagine now publishes 20 regular magazines and 30 websites in the videogames, computing, entertainment, motoring and photography markets. An Imagine magazine is purchased every ten seconds.

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