

ПРИМЕЧАНИЯ

Введение

1. Я был на этой конференции и своими глазами видел все описанные в этой книге события, включая встречу Кармака и Ромеро.
2. Согласно данным Американской ассоциации кинокомпаний, кассовые сборы 2001 года составили 8,4 миллиарда долларов, в то время как на видеоигры, по данным NPD Group, было потрачено 10,8 миллиарда.
3. Электронное интервью с Крисом Спенсером 8 января 1997 года, опубликованное на форуме openet.quake.

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Примечание: хотя некоторые части этой главы взяты из статьи об Ion Storm (Stormy Weather, Dallas Observer, January 14–28, 1999, pp. 34–46), я решил не приводить здесь внутренние электронные письма, опубликованные в том же издании.

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Эпилог

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