⭐ Chapter 9 — “Every Man a God”

(Core Essence in very simple English)

This chapter shows how a new group of people in California — the **hardware hackers** — believed that **ordinary humans could become powerful creators** if they had their own computers.

The title “Every Man a God” means:

👉 **With technology in your hands, you can build, create, and understand anything.**

In short:
Computers were becoming tools for personal power.

🌟 1. A New Kind of Hacker Appears

In Chapter 8, we saw activism + computers.
Chapter 9 shows a **more practical, engineering-focused** group of hackers.

These people loved:

- taking machines apart
- building circuits
- experimenting with chips
- creating new hardware from junk parts

They were not dreaming about politics.
They simply loved **making things**.

But their inventions eventually helped create the **personal computer revolution**.

🧰 2. The World of Hardware Hackers in the 1970s

The chapter describes the environment where these hackers lived and worked:

✔ Junk shops full of cheap electronic parts

Places like **Mike Quinn's** were huge warehouses filled with:

- resistors
- switches
- circuit boards
- diodes
- old computer parts

Hackers treated these shops like treasure hunts.

✔ Friendly fights and discussions

People would argue about circuits, chips, and ideas.
It was messy, noisy, and fun — but extremely creative.

✔ Everyone was building something

Hobbyists were trying to create:

- small computers
- terminals
- DIY machines

Many ideas were crazy, but some became game-changers.

This culture was very open and supportive.

👨‍🔧 3. Lee Felsenstein's Growing Role

Lee Felsenstein (from Chapter 8) continues here.

In this chapter, he:

- becomes a central figure in the California hardware scene
- mentors new hackers
- keeps mixing activism with technology
- believes computers should empower individuals

He sees computers as tools for:

👉 **freedom, learning, creation, and personal growth.**

He wasn't trying to build a business — he wanted to build a movement.

⚙️ 4. The "Hands-On" Movement

These hardware hackers believed:

👉 **You learn by touching things, breaking things, and experimenting.**

This is called the **Hands-On Imperative**.

They didn't wait for permission.
They didn't wait for companies to make tools.
They made their own.

This attitude pushed technology forward fast because:

- no rules
- no gatekeepers
- no fear

- pure curiosity

🔥 5. The Big Philosophy: Everyone Can Create

The chapter's most powerful idea is this:

👉 **When every person gets access to a computer, every person gains superpowers.**

A computer in 1973 was like magic.
If a normal person owned one, it was like giving them God-level creative ability:

- build programs
- solve problems
- simulate the world
- create art
- handle data
- design solutions

This idea was insane at that time because:

- computers were huge
- computers were expensive
- only big labs had them

But these hardware hackers believed it deeply.

🌄 6. The Start of the Personal Computer Era

Chapter 9 shows the “wind” that would soon lead to:

- the Homebrew Computer Club
- the Altair 8800
- Steve Wozniak
- the Apple I
- the rise of Silicon Valley

This chapter is like the “warm-up” before the explosion of personal computers.

The feeling was:

👉 **Something big is coming…**
and anyone can be part of it.

🎯 Core Essence in One Sentence

Chapter 9 shows how hardware hackers believed ordinary people could gain incredible power if they could build and use their own computers — making “every man a god” through technology.