



Sid Meier
Director of Creative Development
Firaxis Games

Sid Meier began his legendary career in game making in the early 1980s, as a founding partner at one of the industry's first successful game companies: Microprose Software. Recognized around the world as the "Father of Computer Gaming", Sid and his games have been honored with virtually every major award in the gaming industry. In 1999, Sid was the second person ever to be inducted into the Academy of Interactive Arts and Science's "Hall of Fame", and in 2002, he was honored with an induction into the Computer Museum of America's Hall of Fame. Sid put computer gaming on the map with such hallmark titles as Civilization®, Railroad Tycoon® and Pirates®, all of which are still revered as some of the greatest games ever made.

Just a glance at his career reveals a series of "firsts". In 1982, Sid created one of the very first combat flight simulators, F-15 Strike Eagle®, a title that sold well over one million units worldwide. After F-15, he continued to create thought-provoking, innovative titles such as Silent Service, a submarine simulation and the breakthrough Pirates!, a unique blend of historical simulation, arcade action, strategy and role-playing. By introducing strategy into flight simulation with F-19 Stealth Fighter®, he created one of the most popular flight sims ever. And with addictive strategy games like Sid Meier's Railroad Tycoon® and Sid Meier's Civilization®, he ushered a new genre of "God Games" into computer gaming. Civilization, one of the best known franchises in the industry, with worldwide sales of over 7 million units, is globally acknowledged as one of the best game series of all time.

As Director of Creative Development at Firaxis, Sid continues to deliver the most heralded gameplay on the planet and is consistently recognized by industry experts such as PC Gamer, Computer Gaming World, Gamespot and Gamespy as one of the industry's "Game Gods", taking game development to new heights. Through Sid's tutelage, the talented developers at Firaxis carry forth the long and enduring tradition of creating incredibly fun, compelling hits such as Gettysburg!, Alpha Centauri, the Civilization III series, SimGolf, and Pirates! In October 2005, Firaxis and Sid delighted gaming fans with a new version of his magnum opus, Sid Meier's Civilization IV, which has already received numerous awards and is topping sales charts around the globe.

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