

Sid Meier
Firaxis
Chairman and Director of Creative Development

Recognized as one of the true pioneers of computer game design, Sid Meier has been honored with virtually every major award in the gaming industry. Just a glance at his career reveals a series of “firsts”.

In 1982, Sid co-founded MicroProse Software and created the first realistic combat flight simulator, 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, the industry’s benchmark 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, is one of best known games in the industry with sales of over 1 million units, worldwide, and it was recently honored as the number one best game of all-time by *Computer Gaming World* magazine.

As Director of Creative Development at Firaxis Games, Sid continues to lead the industry into new territories. Firaxis Games’ first release, the award-winning Sid Meier’s *Gettysburg!*® is a groundbreaking real-time tactical-level wargame. The first ever to provide virtually inexhaustible depth of play, detailed tactical decision making, and superb AI in a real-time environment.

Sid will continue to lead the creative process at Firaxis Games, creating innovative games for players around the world.

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