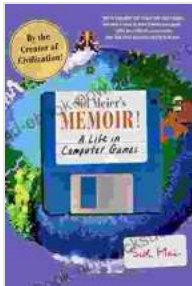


Sid Meier's Memoir: A Life in Computer Games



Sid Meier's Memoir!: A Life in Computer Games

by Sid Meier

★★★★☆ 4.5 out of 5

- Language : English
- File size : 15293 KB
- Text-to-Speech : Enabled
- Screen Reader : Supported
- Enhanced typesetting : Enabled
- X-Ray : Enabled
- Word Wise : Enabled
- Print length : 294 pages

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Sid Meier is one of the most successful and influential game designers of all time. His games have sold over 50 million copies worldwide and have won numerous awards, including the prestigious Golden Joystick Award. In his memoir, *Sid Meier's Memoir: A Life in Computer Games*, Meier tells the story of his life and career.

Early Life and Influences

Meier was born in 1954 in Sarnia, Ontario, Canada. He grew up in a family of engineers and scientists, and he developed a passion for computers at a young age. He began programming at the age of 14 and soon after started developing his own games.

Meier's early influences included the arcade games *Space Invaders* and *Asteroids*, as well as the board game *Risk*. He was also inspired by the work of game designers such as Will Wright and Chris Crawford.

Career

Meier began his career in the video game industry in 1982, when he co-founded MicroProse, a company that would later become one of the leading developers of strategy games. Meier's first major success was *Sid Meier's Pirates!*, a strategy game released in 1987. *Pirates!* was a critical and commercial success, and it remains one of Meier's most popular games.

Meier followed up *Pirates!* with a series of other successful strategy games, including *Sid Meier's Railroad Tycoon* (1990), *Sid Meier's Civilization* (1991), and *Sid Meier's Alpha Centauri* (1999). These games all share Meier's signature blend of historical accuracy, strategic depth, and accessibility.

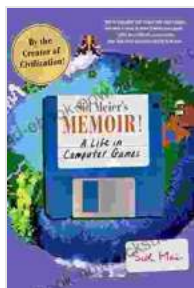
In addition to his work on strategy games, Meier has also developed a number of other games, including the role-playing game *Sid Meier's Gettysburg!* (1997) and the first-person shooter *Sid Meier's Covert Action* (1990). Meier has also written a number of books on game design.

Legacy

Sid Meier is one of the most respected and influential game designers of all time. His games have sold over 50 million copies worldwide and have won numerous awards. Meier has also been inducted into the Academy of Interactive Arts and Sciences Hall of Fame and the Game Developers Choice Awards Hall of Fame.

Meier's games have had a profound impact on the video game industry. He has helped to popularize strategy games and has inspired a generation of game designers. Meier's games continue to be enjoyed by millions of people around the world.

Sid Meier's Memoir: A Life in Computer Games is a fascinating and inspiring story of one of the most successful and influential game designers of all time. Meier's memoir is a must-read for anyone interested in the history of video games or the art of game design.



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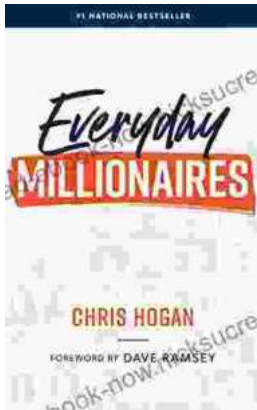
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