

# The Rise and Fall of Sierra On-Line

Sierra On-Line was one of the most successful and influential video game companies of the 1980s and 1990s. They were responsible for creating some of the most beloved and iconic adventure games of all time, including King's Quest, Space Quest, and Leisure Suit Larry.



## Not All Fairy Tales Have Happy Endings: The rise and fall of Sierra On-Line by Ken Williams

★★★★☆ 4.5 out of 5

Language	: English
File size	: 54937 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
X-Ray	: Enabled
Word Wise	: Enabled
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The company was founded in 1979 by Ken and Roberta Williams. Ken was a programmer, while Roberta was a writer and designer. The couple had met while working at On-Line Systems, a company that developed mainframe computer games. In 1980, they released their first game, Mystery House, which was a text-based adventure game. The game was a critical and commercial success, and it helped to launch Sierra On-Line's career in the video game industry.

In the early 1980s, Sierra On-Line began to develop graphical adventure games. These games featured colorful graphics and point-and-click gameplay. Some of the company's most popular graphical adventure games included King's Quest, Space Quest, and Leisure Suit Larry. These games were praised for their humor, puzzles, and memorable characters.

Sierra On-Line continued to release successful adventure games throughout the 1980s and 1990s. However, the company's fortunes began to decline in the late 1990s. The rise of 3D graphics and the popularity of first-person shooters led to a decline in the popularity of adventure games. Additionally, Sierra On-Line made a number of poor business decisions, such as investing heavily in CD-ROM technology and developing games for the Sega Saturn console.

In 2003, Sierra On-Line was acquired by Vivendi Universal. Vivendi Universal sold off most of Sierra On-Line's assets, including the rights to its most popular game franchises. Today, Sierra On-Line is a shadow of its former self. The company still exists, but it no longer develops or publishes video games.

## **The Legacy of Sierra On-Line**

Sierra On-Line's legacy is one of innovation and creativity. The company's adventure games were some of the most popular and influential games of their time. They helped to define the genre and set the standard for future adventure games.

Sierra On-Line's games are still enjoyed by gamers today. Many of the company's most popular games have been re-released on modern

platforms. Additionally, there are a number of fan-made remakes and sequels to Sierra On-Line's games.

Sierra On-Line's legacy is one that will continue to inspire and entertain gamers for years to come.

Sierra On-Line was one of the most successful and influential video game companies of all time. The company's adventure games were some of the most popular and beloved games of their time. However, the company's fortunes declined in the late 1990s and early 2000s, and they were eventually acquired by Vivendi Universal in 2003. Today, Sierra On-Line is a shadow of its former self, but the company's legacy continues to inspire and entertain gamers today.

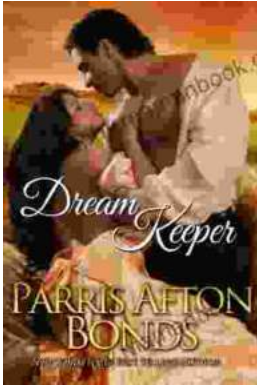


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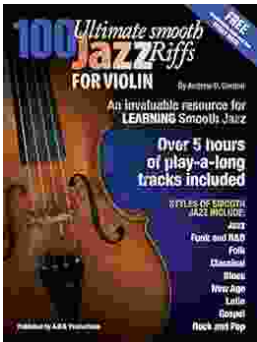
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