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Colonization gets a remake

## [Colonization Remake Coming from Sid Meier](#)

*I hope the French are still native friendly*

There are some games that manage to capture one's fantasies, even if the graphics are outdated and even if you know the gameplay mechanics well enough to win with your eyes closed. One such game was, for me, *Colonization*, released in 1994 by Sid Meier, that allowed the player to play one of the four powers trying to colonize the Americas. I played it until it notified me that no more units could be created on screen (yup, there were such limitations in the game). Now, 14 years later, my dream of seeing a new *Colonization* game, brought up to date, with upgraded gameplay mechanics and a better looking interface, will finally become true. [Take Two](#) has announced that Firaxis is currently engaged in developing Sid Meier's *Civilization IV: Colonization* for the PC. The game is billed as being a "complete reimagining" of the original but it seems that the original premise of four powers competing for the Americas is still there, safe and sound. Complete reimagining could be good news or bad news for the game. On one hand, developers need to make sure that they retain all the elements that made *Colonization* so loved but, on the other, they must see that the title is up to today's standards in turn based strategy. Alex Mantzaris and Jon Shafer, who also worked on the *Beyond the Sword* expansion for [Civilization IV](#), have the experience and the expertise necessary to create a truly extraordinary game. [Sid Meier](#), who was the lead designer of the original and has creative duties on the remake, stated that: "We've received many requests from fans over the years to bring back *Colonization* and now seemed to be the perfect time to do that. The *Civilization IV* engine provided a fantastic foundation for a new *Colonization* experience and allowed us to create something great for both new players and long time fans of the game." The game is slated for a fall release and will be a standalone, not requiring the original *Civilization IV* to be played.