

## Civilization 2 - Better Terrain Graphics for MGE Mod by Blake

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**Civ Website:** <https://blakessanctum.x10.mx/Games/CivColSeries/> (If link doesn't work just Google Blake's Sanctum)

**Civ News & Updates:** <https://blakessanctum.wordpress.com/tag/civilization/>

**Mod Homepage:** <https://blakessanctum.x10.mx/Mods/Civ2/>

**ModDB Page:** <https://www.moddb.com/mods/civilization-2-better-terrain-graphics-for-mge-mod>

**Mod Forum Thread:** <https://forums.civfanatics.com/threads/667221/>

**Demonstration Video:** COMING SOON to this youtube channel & playlist

<https://www.youtube.com/playlist?list=PLZqnaGtTZxFbq3F5R6lqzyVvYzg9tRBPY>

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### 1. About:

I'm a huge [Sid Meier's Civilization 2](#) fan and anyone who happens to follow my Civ2 [preservation work](#) and [lost scenario search threads](#) will know that for a long time I've been [hunting for total conversion scenarios and modpacks](#) and am especially rather obsessed with the ones that completely make Civ2 look like a different game. Few projects do that better than Eivind IV's Colonialism Age of Discovery scenario, a beautiful Sid Meier's Colonization style scenario for Civ2 with highly detailed graphics.

For anyone interested in that scenario I've now preserved it to these places:

<https://forums.civfanatics.com/resources/28953/>

<https://www.moddb.com/games/civilization-ii/downloads/colonialism-scenario>

<https://archive.org/details/colonialism-scenario>

When I discovered this scenario I found myself wishing that I could play regular vanilla Civilization 2 games with its graphics as they're so full of life and colour. However it's special resources icons were all different and Colonization era themed (ie cows & cotton etc) and there were no railroads making it rather incompatible. Also sadly Eivind IV did not credit the artists responsible for most of the terrain he used which made taking it and using the work even harder.

However after speaking with the CivFanatics community I decided to push forward with create a mod for regular Civ2 games based on this beautiful terrain set. I've replaced all the missing/incorrect parts with either original assets or assets from similar terrain sets used in other mods, and I've also added several alternative options should people not like some of them (see 'Full Changes List' for more details). Hope people enjoy the mod! :)

If you like my work please feel free to check out my other mod projects such as my & Metropolis's [Civ2 - Heroes of Might & Magic 2 scenario](#), my [Civ2 - Red Alert 2 Siege of NYC scenario](#), my [Civ2 - Command & Conquer scenario remaster](#), my [Civ2 - Dune 2 Dynasty scenario](#), my [Civ2 - Terminator Future War scenario remaster](#), my [Civ2 - Civ1 Graphics mod demaster](#), my [Civ2ToT - Master of Magic Jr scenario remaster](#), my [Civ2 - Deadworld Reborn scenario remaster](#), my [Civ2 - Starcraft scenario addon](#), my [Civ2 - Warcraft scenario addon](#), my [Civ2 - Better Terrain Graphics mod](#), my [Civ2 - Playstation Graphics mod remaster](#), my [Civ2 - ToT Graphics mod remaster](#), my [Civ2 -](#)

[Alpha Centauri scenario remaster](#), my [Attila's Conquest - Play as Barbarians in every Civ game scenario series](#), my old [Civ2 - Star Wars scenario](#), and my [Civ1 - Soundtrack Overhaul mod](#). I'm also the creator of the popular [GZDoom - Star Trek TNG Doom](#) and [GZDoom - Quest For Glory IV 3D Hexen](#) mods.

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## 2. Full Changes List:

- Started with Eivind IV's terrain from his excellent Colonialism Age of Discovery scenario. Eivind did not properly credit his terrain sources however after discussions with the CivFanatics Civ2 community it appears he mixed and matched terrain from multiple different talented authors such as Exile, Favoured Flight and Fairline to build his terrain set for Colonialism. If you see your work in there please let me know and I'll add your name to the credits!
- Brought back in default vanilla Civ2 special resource icons and replaced everything other than Eivind IV's wheat.
- Brought back in default vanilla Railroads.
- Switched very dark forest base out for dark green version of grassland.
- Lightened the black bits in the jungle to better match terrain set.
- Used mountain special resource icons from Jakob Kemi's Government Patch while putting an alternative option in from Jesus Balsinde's Alba De America.
- Brought across skinny cream coloured roads from John Ellis's Hellas but merged them with vanilla roads to ensure they still have the darker bits (otherwise roads disappear in desert tiles). Recoloured darker bits to better match terrain set.
- Added an alternative darker more traditional blue ocean from Morten Blaabjerg's Hammer of the North Scenario (that still uses the same lovely golden shorelines) for those that don't like the light blue one in Eivind IV's terrain.
- Added a custom darker GUI I made for the [Test of Time Graphics for MGE mod](#).

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## 3. Requirements & Installation Instructions:

### *Requirements:*

**Civilization 2 Multiplayer Gold Edition (MGE)** also known in some parts of the world as Ultimate Civilization 2 Classic Collection. Mod has not been tested with prior versions and is not compatible with the later Test of Time edition either. Sadly Civ2 is not currently for sale on Good Old Games or Steam [so please help us vote to change that!](#)

### *Installing:*

- Download the latest 7zip file for this mod if you haven't already.
- **Please ensure you've BACKED UP your Civ2 folder before this next bit!**
- Extract the mod 7zip file into your Civilization 2 install folder saying yes to overriding files. If you don't have 7zip installed, you should as it's better than all the others. ;) <https://www.7-zip.org/>
- Start up Civilization 2 and either 'Start a New Game' or 'Load a Savegame' from the main menu. Your game world should now be looking a whole lot better now! :)
- Try out the alternative darker oceans Terrain2 file if you wish too.

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## 4. Version History:

17/07/2023 Version 1.0 - First release!

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## 5. Credits:

- Mod Graphics pack created/assembled by Blake.
- Original terrain graphics believed to be created by multiple artists such as Exile, Favoured Flight and Fairline (let me know if your name is missing).
- Most graphics from Colonialism Age of Discovery scenario created by Eivind IV.

- Mountain resources from Government Patch mod created by Jakob Kemi.
- Alt mountain resources from Alba De America scenario created by Jesus Balsinde.
- Light roads from Hellas scenario created by John Ellis.
- Alt darker ocean from Hammer of the North scenario created by Morten Blaabjerg.
- The CivFanatics [Civ2 Scenario League Community](#) - for support while creating this mod in [my development thread](#).