**The award winning board game ‘Through the Ages‘ is now available for mobile devices**

Prague, Czech Republic, September 13th, 2017 – Through the Ages will be released for both Android and iOS platforms on September 14th. This is a digital implementation of the award-winning board game designed by Vlaada Chvátil and currently the 2nd best-rated board game of all time on [BoardGameGeek.com](https://boardgamegeek.com/boardgame/182028/through-ages-new-story-civilization), the greatest board games database.

The price will be $9.99. There are no in-app purchases.

What is this game about:

Up to four players are attempting to build the best civilization through careful resource management, discovering new technologies, electing the right leaders, building wonders and maintaining a strong military. Weakness in any area can be exploited by your opponents. The game takes place throughout the ages beginning in the age of antiquity and ending in the modern age.

When deciding the exact release date, someone said September 14th. And Vlaada Chvátil said, "Hey, that's my birthday!" From that moment, it was clear the date is fixed, and the whole team worked hard to make it happen.

The Through the Ages digital app is an implementation of the legendary civilization building  board game of the same name, by Vlaada Chvátil.

The digital game for mobile devices was released in September 2017, after having been highly anticipated and polished to perfection. It was received very well and still has high ratings by players, reviewers and mobile gaming media and has already been receiving awards.

The board game, Through the Ages: A Story of Civilization (2006), was updated with a new edition in 2015 (Through the Ages: A New Story of Civilization) that is now rated the third best strategy board game of all time on boardgamegeek.com.

Czech Games Edition, founded in 2007, has published many well known, and award-winning games such as Codenames, Space Alert and Tzolk’in: The Mayan Calendar.

Petr Murmak, CEO of Czech Games Edition, said the company chose to develop the implementation of CGE games in-house, to ensure they are of the highest quality. Vlaada Chvatil, the author of Through the Ages, is working closely with the developers to recreate the experience on digital platforms.