**Digital ‘Through the Ages‘ is coming to Steam on March 26th, 2018**

Prague, Czech Republic, March 1st, 2018 – Czech Games Edition and its digital division CGE Digital is releasing a digital version of Through the Ages, the award winning strategy classic from Vlaada Chvátil, for Steam on March 26th 2018, for $9.99 the first week. It's the successful mobile implementation of the 3rd best board game of all time (according to boardgamegeek.com).

*“With the mobile version, we did our best to bring maximum comfort to the players, and the steam version goes even further, bringing the experience to the big screen. All the reviews and great reception of digital Through the Ages were very encouraging during the process, as it is awesome to know there are players who truly appreciate our work.”* says Vlaada Chvátil, the author and the in-house digital project leader.

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

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 Steam platform release is planned for March 15th 2018.

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.