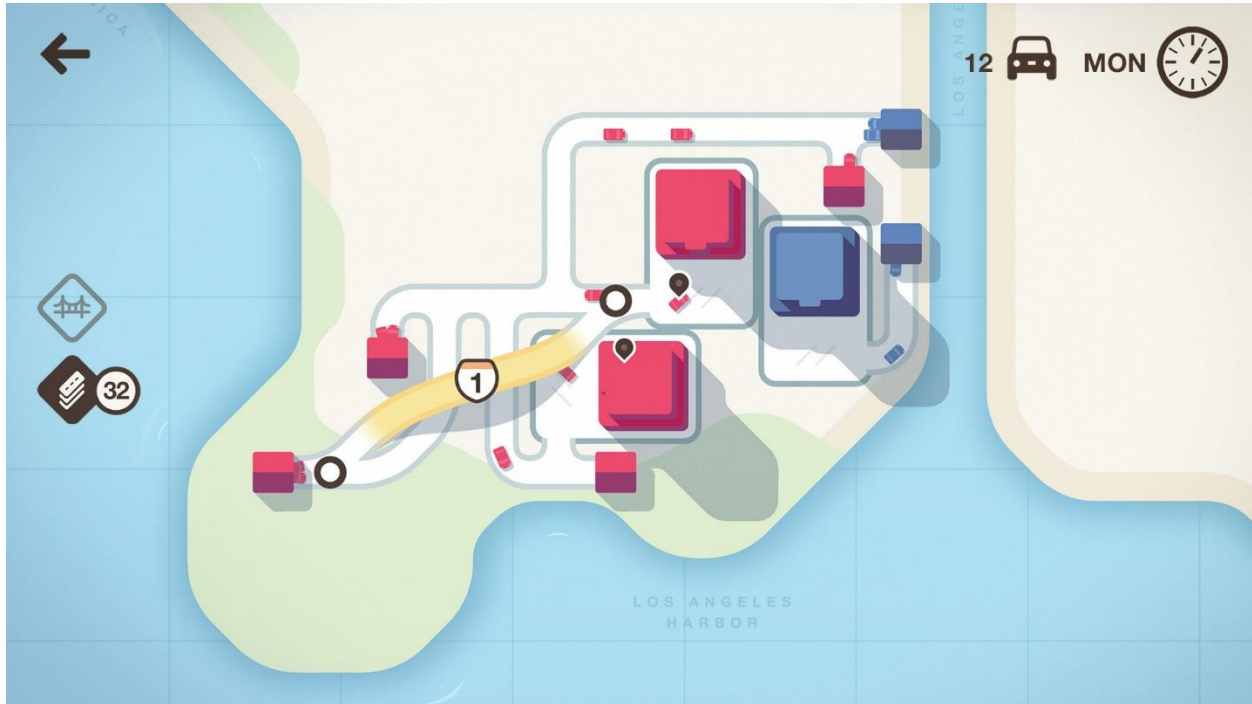


It's my way *and* the highway - commuters buckle up in Mini Motorways, a game about drawing roads to drive growing cities



From the makers of Mini Metro, the award-winning game that made subway planning an artform, comes a game for the creative urban road planner - out Sep 19 on Apple Arcade

Wellington, 17 Sep 2019: Dinosaur Polo Club today announced its new title Mini Motorways will be available on Apple Arcade when it launches on Sep 19 around the world.

Made by the same Kiwi team that single-handedly raised a generation of expert subway planners in Mini Metro, Mini Motorways is a game about drawing the roads that drive a growing city. Build a road network, one road at a time, to create a bustling metropolis. Redesign cities all around the world to keep the traffic flowing, and carefully manage upgrades to meet the changing demands.

“For our next game we wanted to explore how we could bring Mini Metro’s minimalist approach to another familiar transportation challenge,” explains Robert Curry, Co-Director of Dinosaur Polo Club. “Traffic congestion is something that many people experience daily, and road

network design is a complex and ever-changing problem as cities continue to grow. Mini Motorways puts this challenge in the hands of the player, letting them use their creativity to build a better road network.”

For further information, please visit [Mini Motorways!](#) Assets to support this story, including trailer and screenshots, can be downloaded from the [press area](#).

For further information or interview requests, please contact press@dinopoloclub.com.

About Dinosaur Polo Club



[Dinosaur Polo Club](#) is an independent game development studio, based in beautiful Wellington, Aotearoa New Zealand. The studio was founded in 2013 by twins Robert and Peter Curry, and is best known for their award-winning debut Mini Metro. Created in collaboration with Disasterpeace and Jamie Churchman, Mini Metro explores relaxed and minimalist subway design. With an inclusive and supportive culture that believes in giving back to its creative community, the studio has grown to accommodate ten dinos as it works on new titles.