DEVELOPER DIARIES

OCTOBER 2026

DUST

ISSUE
#01

COMBAT RACING ACROSS THE WASTELAND

EARLY ACCESS
FREE FOR TESTERS



THE DUST NEVER SETTLES

Four cars, twelve maps, three arenas and one wasteland. Meet the game — and the people making it.

FROM THE WORKSHOP
How the Jackal is built, part by part

BEFORE / AFTER
How we lit up the Colosseum tunnels

DISPATCH
What's new in version 0.0.6.20

00 FROM THE TEAM

HI, THIS IS DUST

We're making the racing game we've always wanted to play ourselves.

A race where a car weighs a ton, bumpers crumple, and victory goes not to the fastest, but to whoever makes it to the finish. The wasteland, rusted metal, a machine gun on the roof and a tow cable to yank your rival off the road.

This magazine is our diary. Once a month we'll tell you what changed in the game, show you cars and maps before they reach you, and be honest about what didn't work the first time. Updates arrive through the launcher every few days. Here we gather the important stuff and explain why we did it.

The first issue is an introduction: what DUST is, what we drive, where we fight, and how the game got to version 0.0.6.

Talk to us right from the game: there's a Feedback item in the menu, and the T key sends us a report with a screenshot during a race. We read everything — the arenas in this issue got wider precisely because of your messages.

BUCKLE UP.
THE DUST NEVER SETTLES.

— THE DUST DEVELOPMENT TEAM



GARAGE The Jackal with a turret on the roof. A sandstorm rages outside the gates.

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THE GAME AT A GLANCE

Genre — arcade vehicular combat survival racing
Players — single-player, against bots
Platforms — Windows, Linux, Steam Deck
Languages — English, Russian
Controls — gamepad or keyboard and mouse
Version — 0.0.6.20, early access
Access — currently free for testers

Get the launcher — Windows · Linux / Steam Deck
Join the community on Discord. All links are on the last page.

IT'S NOT THE FASTEST WHO WINS, IT'S THE ONE WHO MAKES IT



OLD DAM CANYON A sunset race: the Jackal in front, a rival Buggy moving in to overtake.

DUST is an arcade survival race across the wasteland in the spirit of Mad Max. Armoured cars with machine guns, rockets, flamethrowers and a tow cable fight for position, knock each other off the road, ram and explode.

The finish line isn't the only goal. You can come first — or come last with a full wallet: the game pays for your place, for knockouts, jumps, drifts and for daring near misses an inch away from a rival.

We're making it for those who love Twisted Metal, FlatOut and Crossout, who rewatched Fury Road and want to feel the weight of a car, the impact and the flying metal — without simulator complexity. Get in, hit the gas, and a minute later you're already shooting.

DUST is single-player: you against bots. It runs on Windows and Linux, including Steam Deck. We have a native Linux build — not fully optimised yet, but we're working on it. Gamepad and keyboard with mouse are equally first-class.



ARENA Crumbling Arena: the floor falls ring by ring



RACE Under the rail bridge

WHAT DUST STANDS ON

We test every decision in the game against five questions. If a new feature answers none of them, it doesn't go in.

01 METAL HAS WEIGHT

A car is not a feather. You feel every hit, and every landing. Damage is zoned: engine, wheels, fuel tank, driver, body. A shot-out wheel pulls the steering, body panels fly off, the car smokes and burns.



02 COMBAT ON THE MOVE

A tracer machine gun, homing rockets you can shake off with a swerve, a heavy cannon, a flamethrower, mines dropped behind you and nitro. Two weapon slots — and a cable to hook a rival and tear off their armour.



03 EVERYTHING BREAKS

Everything that breaks in real life breaks here: barrels, signs, fences, sheds, trees. Wrecks of destroyed cars scatter across the track and get in the way of whoever comes next.



04 A LIVING WASTELAND

People stand by the road, cows and goats wander about, stranded ships and dead skyscrapers sit on the horizon. Day, evening, night, fog, rain and sandstorm change the race itself: at night you only see what your headlights catch.



05 YOUR OWN CAR

A garage, not a shop. Hood, suspension, bumpers, spoiler, armour, weapon mounts, nitro or mines. Paint comes from a palette, but the rust and dust stay: a wasteland car is never new.



03 GARAGE

JACKAL

STARTER CAR · ALL-ROUND OFF-ROADER · 4.8 M



MODEL RENDER The Jackal in its base build: tubular bull bar, scooped hood, roll cage on the roof.

Every player starts with the Jackal — so we made it a car you won't want to part with. It's an all-rounder: takes a hit well, accelerates decently and forgives mistakes on the ramps.

But the Jackal is really about the build. It has the most part slots of any car: hood, cage, suspension, bumpers, spoiler, a mouse-aimed roof turret, flamethrower, rockets, mines or nitro at the rear. The same car can become a rammer, a sniper or a minelayer.

Our artist recently rebuilt the model in high resolution with several levels of detail, so the Jackal looks just as good in a garage close-up as in a pack of eight cars.

> **“THE JACKAL IS A CAR YOU CAN BUILD FOR ANY PLAY STYLE”**
>
> — THE DUST TEAM

RAM TURRET FLAMETHROWER ROCKETS MINES / NITRO

THREE MORE IN THE GARAGE



HEAVY
JEEP

HEAVY · HEAD-ON RAM

The “tank” of our garage. Slower than the rest, but a head-on ram settles almost any argument. Flamethrower, multi-barrel cannon and a rocket turret. The spikes on the bumper aren't for decoration.



LIGHT
BUGGY

FAST · FRAGILE

A light tube frame: nimble in jumps and off-road, but it doesn't take a hit well. Its style is hit-and-run and dodging rams.



STRANGE
SPIDER

GRIPPY · JUMP

A strange car on lever suspension. Its signature move: hold the key to crouch, release to jump two or three metres over an obstacle.



SPIDER ON THE TRACK Old Dam Canyon, the rail bridge in the distance.

RIVALS

Bots drive three classes of vehicle. **Motorbike** — a fast raider that dies from a single hit. **Car** — the all-rounder. **Jeep or truck** — the heavy rammer. And in the Fuel Convoy mission there's a War Rig with a tanker and its escort: the Twin Sedan and the Spiked Coupe.

In-game garage shots: the new models of the Jeep, Buggy and Spider.

04 FROM THE WORKSHOP

THE JACKAL, NUT BY BOLT

A car in DUST isn't one model — it's a construction kit. Here's what the Jackal is made of.


BUMPER


HOOD


ARMOURED NOSE


ROLL CAGE


SUSPENSION


SPOILER


NITRO


MINES

Our artist makes every part separately — bumper, hood, cage, suspension, spoiler. The body has mounting points, and a part snaps into place right in front of you in the garage. Change the hood and the car's whole silhouette changes.

The Jackal has more than a dozen part slots: hood and engine, suspension (including an off-road one), body, front and rear modules, spoiler, rear bumper, wheels and tyres, a roof turret mount, both sides, underbody, two weapon slots, nitro or mines.

Paint is a story of its own. Every part is made with the same light-grey paint, while rust, scratches, dirt and black rubber live separately in the texture. So when you repaint your car in the garage, the panels change colour — but the rusty edges and the dust stay. A wasteland car is never new.

THE PAINT IS GREY. THE RUST IS REAL.

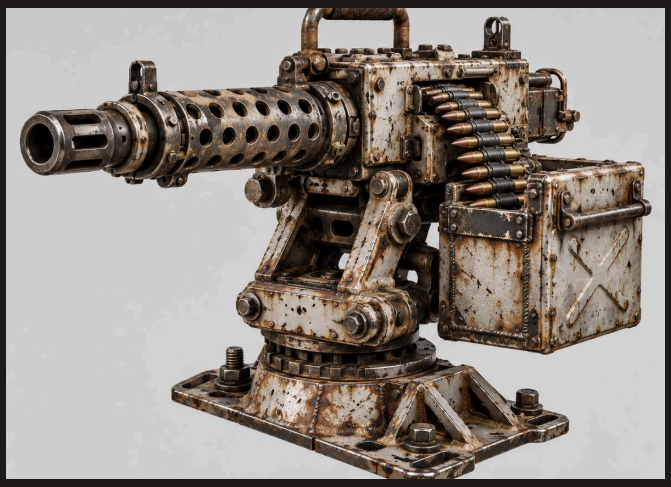
— THE DUST TEAM

NEW IN 0.0.6

The rear bumper is now its own slot: spoiler, bumper and nitro (or mines) are fitted independently. In the garage, Tab and Shift+Tab switch cars, and when you pick a rear part the car turns its tail towards you.

HOW TO HIT BACK

Two weapon slots, and every car has its own turret and mounts. Choose what you bring along.



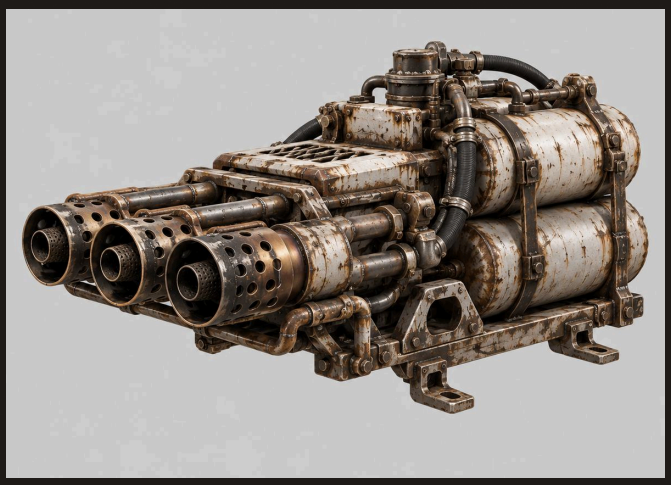
MACHINE GUN

Tracers show where your burst lands. The backbone of every race: on the Jackal the turret is mouse-aimed. Brass casings rattle onto the asphalt — every weapon now has its own.



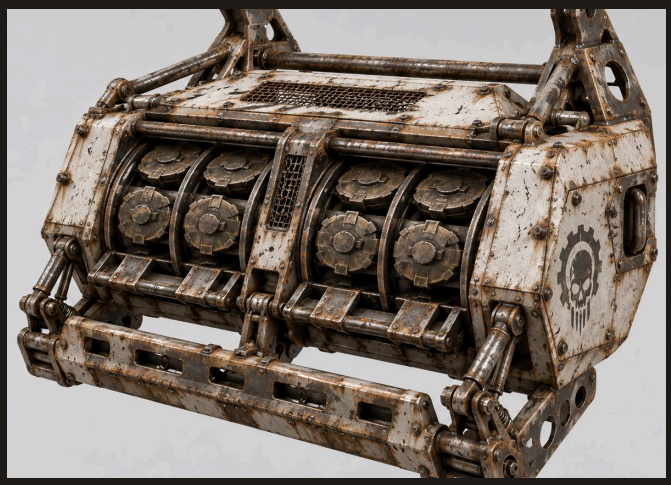
ROCKETS

Homing, but not almighty: a sharp swerve shakes a rocket off your tail. A good rocket at the right moment decides the race.



FLAMETHROWER

A close-range weapon. Getting right up to a rival is scary — but a burning enemy car is worth it.



MINES AND NITRO

One rear slot, two personalities. Mines drop under your pursuers' wheels, nitro carries you away from them. Choose in the garage.

AND ONE MORE — THE CABLE

More than a ram. Hook a rival with the cable, drag them along, tear off their armour and pull them off the line. The most “DUST” weapon of all — and the most unexpected for anyone coming from ordinary racing games. And if you don't need a gun, every car still has a bumper.

WHERE TO DRIVE

Seven tracks, two off-road maps, three arenas and special modes. Here's where the races happen.



OLD DAM CANYON

Three laps against five rivals: a banked sweeper, a hairpin, kickers on the straight, a rail bridge and rock pillars.



SHIP GRAVEYARD

Flat as a table: long straights, boost pads everywhere and oil where you least expect it. Rusted ships on a salt flat and a lighthouse.



DEAD CITY HIGHWAY

Cracked asphalt, wide bends, a chicane and a collapsed bridge you'll have to jump.



TIMBER PASS

One road, no laps: 14 kilometres from the valley over the pass and back down, through forest and rock.



DRY SEA RUN

Off-road: from a sea of dunes to a river. Soft sand or a line of jumps along the ridges, a ford and a drive up the river bed.



RAIL BRIDGE CANYON

Off-road: a descent into a canyon, five fords along the bottom — or a dry ledge above the river and a bridge over the gorge.

Also on the map: Refinery Rift, Windmill Dunes, Crane Yard — plus special modes: Fuel Convoy, Stunt Park and Proving Ground.

06 WEATHER FORECAST

THE WEATHER IS A RIVAL TOO



SANDSTORM Windmill Dunes: a red haze swallows the horizon — and there's someone on foot on the road.

NIGHT

You only see what your headlights catch. And headlights can be shot out — then your rival drives blind.

SANDSTORM

Visibility drops sharply and landmarks vanish — you have to remember the track.

RAIN

The road gets slick. Brake earlier and take the corners carefully.

You choose the weather before a race: day, evening, night, fog, rain or sandstorm — on any map. We wanted it to be a game condition, not a filter over the picture. A night race through Timber Pass and a daytime one are two different races.

A low desert sun is beautiful and treacherous: long shadows, blinding light in your face. In version 0.0.6 we removed the streak of sun glare that used to stretch across the whole screen at low sun — now the sunset is only beautiful.



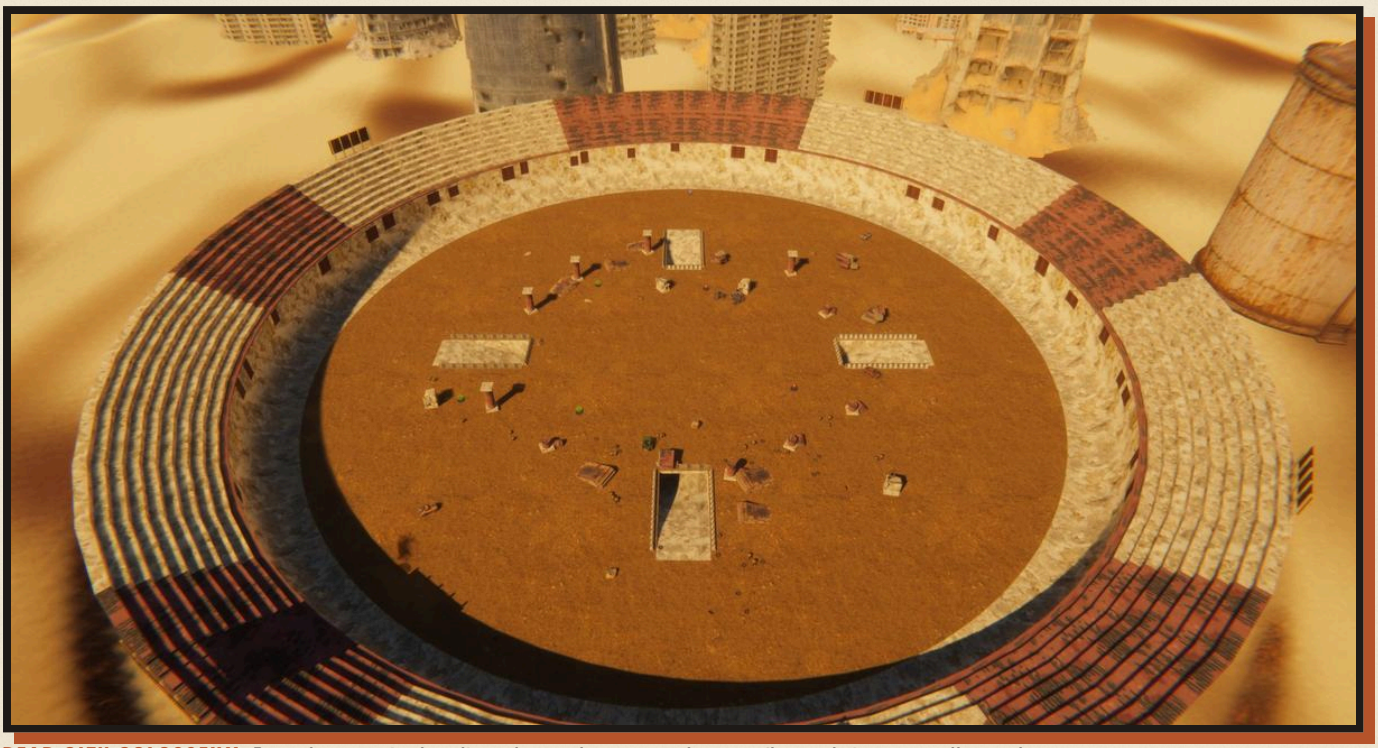
NIGHT Timber Pass: headlights pick a pine out of the darkness



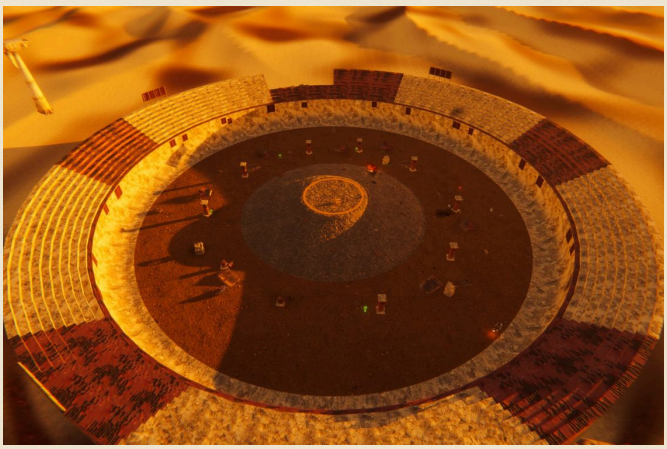
RAIN Rail Bridge Canyon: a wet road and a rival at your side

07 ARENAS

NO RACING HERE. ONLY FIGHTING



DEAD CITY COLOSSEUM From above: a ruined stadium, the stands, cover on the arena floor and city towers all around.



WINDMILL HILL An arena with a hill in the middle, from above at sunset



CRUMBLING ARENA The floor falls away ring by ring

ELIMINATION

One life per round, the last car alive wins. Best of three. When round time runs out, a storm closes in.

KING OF THE HILL

Points tick while you're alone in the centre circle. A wrecked car returns to its spawn point — and straight back into the fight.

SHRINKING

The safe zone shrinks with the storm and the floor falls from the edge to the centre. Hold the middle — and shove the others into the pit.

08 BEFORE / AFTER

LIGHT UNDER THE COLOSSEUM

The most interesting part of the Colosseum is underground. Only nobody could see it before.



BEFORE The tunnel by day: darkness and a glowing doorway at the end



AFTER Walls, columns, floor and the car ahead are all visible



BEFORE The hall under the centre of the arena



AFTER Vaulted walls and red mine markers

Four tunnels lead from the Colosseum into a mined hall under the centre of the arena. The idea is simple: hide from fire, take a shortcut, lure a rival onto the mines. But on a bright day the tunnel was almost black — the player saw a glowing exit at the end and nothing else.

We did three things. Your eyes now "adjust" to the dark, like a person walking into an unlit room. Lamps in the tunnels light up the floor. And open shade is filled with light bounced off the sand — just like in a real desert. The same changes made shadows softer on other maps too: Refinery Rift and the canyons.

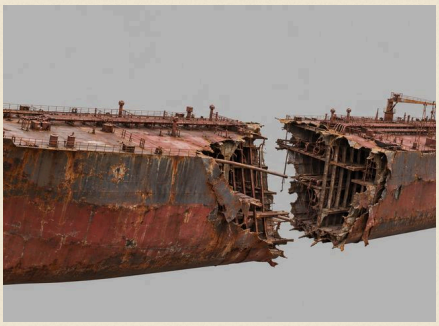
WHAT WENT WRONG

The tunnels were meant as cover and a shortcut, but turned into a black hole: by day you couldn't make out the walls or your rival inside. And the arena itself felt cramped with eight cars in the fight — players told us so. So along with the light we widened the Colosseum and Windmill Hill by about a fifth, made the tunnels roomier and moved the ramps away from the columns so nobody crashes into them mid-jump.

09 ON THE HORIZON

WASTELAND TO THE EDGE

At 150 km/h you don't remember a race by its corners — you remember what stood in the distance.



TANKER Broken in two — at the Ship Graveyard



LIGHTHOUSE The salt flat's landmark



HOTEL Its neon sign went dark long ago



HIGH-RISE The dead city behind the Colosseum



OVERPASS Collapsed — on Dead City Highway



AIRLINER Half buried in sand



WIND TURBINE A broken blade — Windmill Dunes



ROCK ARCH The red sandstone of the canyons



REFINERY Columns by the Rift

Our artist made more than thirty of these “backdrops”: buildings, rocks, bridges, ships. They stand far from the track and you can't drive to them — but they're how you know where you are. A lighthouse means the turn to the ships is coming up. Skyscrapers mean the city is ahead.

Backdrops are visible from across the map, so their silhouettes have to read against the sky both at noon and at sunset. Closer to the road stand the “live” objects — gas stations, start/finish gates, water towers, barrels and car wrecks. Unlike the backdrops, those you can flatten.

WHO'S BEHIND THE WHEEL



DRIVERS Our artist's models: every driver has a profile and a portrait.

In DUST there are people behind the wheel — and they're more than a picture in the cab. A hard enough hit can knock a driver out of the car, and you can step out yourself: press E when the car is stopped. On foot you can run, jump, shoot a pistol and get back in — on any map.

Spectators line the roads, locals wander around the gas pumps, cows and goats graze in the fields. In version 0.0.6 the animals got their own voices, and people's screams depend on what surface they're running on.

Bandits got more dangerous: they shoot more accurately, come in different models and hunt drivers who step out of their cars. So think twice before you get out.



LOCALS A cow and a goat. Drive around them.

> **"GETTING THROWN OUT OF THE CAB IS NOW RARE. IT TAKES A TRULY HARD HIT"**
>
> — THE DUST TEAM

11 CHRONICLE

HOW DUST GOT TO 0.0.6

THE CAR DRIVES
The first car on the proving ground: throttle, steering, a ramp, a chase camera. The first machine gun and rockets.

COMBAT BECOMES COMBAT
Zoned damage, exploding barrels, boost pads and oil on the track. The first weather: from day to sandstorm.

THE WASTELAND COMES ALIVE
Dunes, salt flat, scrapyard, canyon. People by the road, destructible buildings and signs.

THE FIRST PLAYERS
An auto-updating launcher and reports straight from the game. We still fix bugs from them today.

CARS FROM OUR ARTIST
Jeep, Buggy and Spider. Parts on mounting points, paint with rust. Money, reputation, career.

ARENAS AND STUNTS
Colosseum, Windmill Hill, Crumbling Arena and the Stunt Park. Getting out of the car on any map.

THE JACKAL AND THE GARAGE
A new starter car. A garage instead of a shop, a new menu.

LINUX AND STEAM DECK
A launcher for both systems, graphics auto-tuned to your hardware. Two off-road maps with rivers and fords.

SOUND
Professional recordings: engines, metal, gunfire, wind. An expanded playlist of rock and electronic music.

VERSION 0.0.6.20
Fair damage and smarter bots. More on that to the right.

12 WASTELAND DISPATCH

WHAT'S NEW IN 0.0.6.20

- **FAIR DAMAGE.** The driver only gets thrown out by a truly hard hit. A single collision takes no more than a quarter of your health, and landing on decks and floors costs nothing — jump with confidence.
- **SMARTER BOTS.** They spot obstacles ahead and steer around them, take ramps, and get back on the track by themselves. When their guns run dry, they go for ammo.
- **WIDER ARENAS.** The Colosseum and Windmill Hill are about a fifth roomier — you asked for it, especially with eight cars in a fight.
- **LIGHT.** The tunnels under the Colosseum are no longer pitch black, shadows are softer, and the blinding glare at low sun is gone.
- **SOUND AND DETAILS.** Metallic clangs on hits, animal voices, unique casings for every weapon. Car wrecks sink into the ground instead of vanishing.
- **GARAGE.** A separate rear bumper slot, switching cars with Tab.



COLOSSEUM Now wider.

13 CAMPFIRE VOTE

YOUR MOVE

Which car should we take apart, nut by bolt, in issue #2?



A Jeep



B Buggy



C Spider

Vote on our Discord or Telegram, or through the **Feedback** item in the game's main menu. Send your questions for the team there too — we'll answer the best ones in the "Radio Q&A" section.

IN THE NEXT ISSUE

- **Sound of the wasteland.** Our sound designer on where the wind lives and why the exhaust pops.
- **Garage.** The car you vote for.
- **Wreck it all.** How destruction works.
- **Shot of the issue.** Send your screenshot to Discord or Telegram — the best one goes in the magazine.



CRANE YARD Sunset over the mountains. See you on the track.

HONESTLY: KNOWN ISSUES

- **Linux.** DUST has a native Linux build, but it isn't fully optimised yet: frame drops are possible on weaker hardware and on Steam Deck. We're working on it.
- **Early access.** The game updates every few days — things may break. Press T in the game to send us a report with a screenshot. Every report makes the game better — and counts towards your tester activity.

YOU ASKED — WE DID IT

"The arena is cramped with eight of us." The Colosseum and Windmill Hill are now about a fifth wider, the tunnels roomier, and the ramps moved away from the columns. Keep writing — we read every message.

// HOW TO GET TO THE WASTELAND

DOWNLOAD DUST

EARLY ACCESS

Right now DUST is **free for testers**. Later the game will become paid — and **the most active testers will get a key for free**. Play, send reports (T key), leave feedback and hang out with us on Discord and Telegram.

Download the launcher and press Install — from then on it delivers every update by itself, downloading only the parts that changed. Your saves and settings stay untouched.

WINDOWS 10 / 11

An archive with DustLauncher.exe — unpack and run.

45.15.158.21/download/DustLauncher-Windows.zip

LINUX / STEAM DECK

Native build. On Steam Deck, use desktop mode, then add the game to Steam.

45.15.158.21/download/DustLauncher-Linux.tar.gz

Graphics quality is tuned to your hardware on first launch. The launcher and game are available in English and Russian. The native Linux build isn't fully optimised yet — we're being upfront about it and keep working on it.

// COMMUNITY

STAY CLOSE

DISCORD

chat and bug reports

discord.gg/ZDJZFxQeMV

TELEGRAM

weekly news

t.me/CodeRickTg

BOOSTY

support the game

boosty.to/coderick

YOUTUBE

gameplay videos

youtube.com/@CodeRickTub