DEVELOPER DIARIES

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DUST

ISSUE #02

COMBAT RACING IN THE WASTELAND

EARLY ACCESS

FREE FOR TESTERS



NO TWO RACES ALIKE

A new garage and menu, winter and snow, random events on the road, split screen for up to four players and every sound redone. Everything that matters since the last issue.

A LIVING WASTELAND
Events, detours and race conditions

WINTER
Frost Pass, snow, ice and a boss

TOGETHER
Up to four players on one screen

00 FROM THE TEAM

WELCOME TO THE WASTELAND

DUST is combat racing across the wasteland: cars with machine guns, rockets and mines, sand, storms and thirty rivals on the track. Issue two shows how far the game has come.

If you saw DUST at version 0.0.6, you won't recognise it at 0.0.17. The garage has moved into a hangar, the menu and race interface have been redrawn, the driver has learned to work with their hands, and the moon, thunderstorms and dust clouds now rise over the desert.

Most importantly, races no longer repeat. Every run brings new events on the road, some detours are blocked, and the race conditions are rolled before the start. Winter has arrived: the first snow map, with ice and snow that each grip differently. There are race replays now, and split screen for two, three or four players on one computer. And we rebuilt the sound from scratch.

DUST now has its own home on the web: rickhub.net/en/dust — description, screenshots, news, the launcher and every issue of this magazine.

Talk to us straight from the game: the Feedback item in the menu, or the T key during a race.

START YOUR ENGINES.
THIS RACE WILL BE DIFFERENT.

— THE DUST DEVELOPMENT TEAM

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THE GAME AT A GLANCE

Genre — arcade combat survival racing
Players — 1–4 on one screen, against bots
Platforms — Windows, Linux, Steam Deck
Languages — English, Russian
Version — 0.0.17.1, early access
Access — currently free for testers

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

EIGHT BIG CHANGES



FULL GRID Sixteen cars in Old Dam Canyon, dust flying from the wheels — and the game stays smooth.

1 **GARAGE AND MENU**
A hangar garage with a parts ribbon, weapons with levels, a brand-new menu. The career unlocks tracks level by level.

2 **NO TWO RACES ALIKE**
Random events on the road, race conditions, changing dead ends and shortcuts, rivals with a personality.

3 **WINTER**
The Frost Pass snow map: snow and ice with their own grip, blizzards, the northern lights. And a boss race.

4 **TOGETHER**
Two to four players on one computer, each with their own part of the screen, HUD and sound.

5 **WRECK EVERYTHING**
Hits tear off parts, cars roll onto their roofs, wrecks fall apart into pieces.

6 **NEW SOUND**
Every sound rebuilt from real recordings: engines, gunfire, explosions, echoes in tunnels and canyons.

7 **A NATURAL DESERT**
Beige sand, blue haze in the distance, soft light on overcast days. The moon, storms and dust clouds.

8 **RACE REPLAYS**
Watch the race again right after the finish or save it — with cinematic cameras along the track.

THE GARAGE MOVED INTO A HANGAR



GARAGE The Jackal in the hangar: blocks on the left, stats card on the right. The car stands on the floor and casts a shadow.

The garage used to be a long list laid over the car, and the car itself stood in the middle of the desert — at night or in a storm you had to guess the paint colour. Now it's an enclosed hangar with lamps: the light is the same in any weather, so what you see in the garage is what goes out on the track. The car casts a shadow on the floor and sits firmly on it.

The garage is split into blocks: Drive, Armour, Weapons, Paint and The car. Parts sit in a ribbon along the bottom, and every tile is a real picture of the part. Wheels have their own numbers: grip on asphalt, sand and mud, speed, mass. Weapons level up from one to three, each gun on each car separately.

The menu has been rebuilt too: big items, a matching icon set, a car card, key hints. The career got tougher: a new driver starts without weapons, paint costs money and tracks unlock by level. The mouse works properly in the menu: hover to select, scroll to page through.



ICONS The whole menu icon set, redrawn in a single style.



WEAPONS Machine gun, flamethrower, rockets, mines and cannon level up in three steps: from half damage to a third stronger.

03 ON FOOT

OUT OF THE CAR — AND BUSY

Leaving the cab used to be mostly about firing a pistol. Now the driver has a job to do.

HANDS-ON REPAIRS

Walk up to your car and fix it: the most damaged part goes back on, a lost wheel returns to its hub. Twice per race.

NITRO CANISTERS

Canisters lie by wrecks, at petrol stations and in ambushes. Carry one to your car and fill the tank.

WEAPONS FROM THE GROUND

A sawn-off and Molotov cocktails — from crates, off the ground and from downed bandits.

CARJACKING

A rival has stopped? Pull them out and drive off in their car. A 5-second penalty, once per race. It all runs on one key: F.



WASTELAND DRIVERS New portraits of all seven drivers, based on the same models you race against: same clothes, masks and goggles.

BANDITS ON EVERY TRACK

Circuits have ambushes in two places, long roads in four or five, and arenas as chosen in the menu. They shoot worse than before and no longer hit cars in mid-air.

04 A LIVING WASTELAND

NO TWO RACES ALIKE

The same track never plays the same way twice. Today Old Dam Canyon means fog and barrels on the road; tomorrow, a blocked road and a scattered start.



LOADING SCREEN Refinery Rift. Every track has its own painting, with this run's conditions shown at the bottom.

ROAD EVENTS

Before the start the game lays out trouble along the track: mines, chains of barrels, gas cylinders that take off like rockets, oil and paint, smoking tyres, spikes, barbed wire, EMP traps, checkpoints with barriers, concrete blocks. Wrecks and junk by the road stand in new places every time.

MAP EVENTS

Each map has its own: avalanche, rockfall, a collapsing overpass, forest fire, refinery fire, sandstorm, dust devil, flood. And before the finish of long roads comes one last nasty surprise — a minefield with a gap, a crater, or a car parked across the leader's lane.

RACE CONDITIONS

One to three conditions per race, shown on the loading screen:

WEATHER CHANGE · LOW FOG · STORM FRONT · REVERSE DIRECTION · RAMS ONLY · HALF HEALTH · SCATTERED START · LAST ONE OUT · WRECK = OUT

RIVALS WITH A PERSONALITY

In every race one rival hunts you specifically and another avoids fights — both are marked next to their names. In Last one out the player can be eliminated too, with a 10-second warning.

DETOURS, DEAD ENDS, SHORTCUTS



OLD DAM CANYON AT DUSK Two gully shortcuts here: open in one race, buried by a rockslide in the next.

Every open track now has 2–4 detours, some leading into tunnels and snow galleries. In each race a rockfall, locked gates or a wall of containers blocks one or two routes. One is always open — and the rivals know which.

Gully shortcuts are found in Old Dam Canyon, Ship Graveyard and Crane Yard. In one race the way is clear, in another it's buried by a rockslide.

A BRIDGE THAT FALLS

In Old Dam Canyon the middle span of the bridge can collapse after the first lap: first it creaks, then it drops. After that you go under the side spans. And in Rail Bridge Canyon there's a bridge with a missing span over a crevice: jump it or drive around.

A ROAD, NOT A TABLE

Roads on every map now have small dips, bumps and a gentle roll, and the sudden drops between roads of different heights are gone. Side roads branch off and merge back smoothly. Craters are now dug into the slope — the invisible ledge that used to flip cars is gone.



SIGNS New road signs on every map: STOP, left and right turns, 60 and 80 speed limits.

05 WINTER

FROST PASS

The first snow map: a point-to-point mountain road with two sets of hairpins, a gorge, a plateau with a radar and a frozen lake you can cut across on the ice.



FROST PASS The loading-screen painting: hairpins, an observatory and an icebreaker locked in the ice.

Winter is more than a white texture. Packed snow, loose snow, drifts, ice and black ice each have their own grip: a drift slows you down, ice really spins the car, and studded tyres hold noticeably better. Rivals read the surface and brake early before a slippery corner.

Snow piles up along the edges of the asphalt, plough banks line the road, and the lake has pale ice with drifting snow. An observatory, an icebreaker and a radar stand on the horizon, and on clear nights the northern lights glow over the mountains. The pass only comes in snowy weather: day, night, fog, a snowy sunset and a blizzard.

BOSS RACE

On long roads you can pick a boss in the race settings — the war rig or the Mammoth. The boss isn't fighting for a position: the heavy vehicle starts far ahead and gets in the way of everyone behind it, dumping cargo under your wheels and firing its guns. You can get past it or wreck it — bosses lose their wheels. As always, the winner is whoever crosses the finish line first.

"THE BOSS ISN'T A RACER. IT'S AN OBSTACLE WITH GUNS"

— THE DUST TEAM

MOON, STORMS AND DOWNPOURS



RAIN Old Dam Canyon under heavy clouds: cold light, wet darkened ground.

The sky has been rebuilt completely. Stars follow a real star map and fade towards the horizon; at night there's a moon with a halo and moonlight on the sand. Nights are also brighter now: it's clearly night, but you can make out the road, the verges and the cars. Street lamps only light up in the dark — and three times brighter.

Rain brings thunderstorms: forked lightning, a flash, and thunder delayed by distance. Now and then lightning strikes a car directly and takes half its health. Puddles on the road make the car slide.

There's more weather: light snow, heavy rain and downpours, and a proper blizzard with slanting snow and drifting powder. Weather changes smoothly, wet sand darkens, and on high maps fog settles on the road. Sometimes light snow even dusts a desert track mid-race.

A new setting, Drops on screen: raindrops run down the glass, dry off under cover and get blown away at speed. And the weather list in race setup now only shows weather that suits the chosen map.

THUNDERSTORMS

Lightning hitting a car is rare, but it takes half its health fair and square.

BLIZZARDS

Wind drives snow along the road and visibility drops.

TUNNELS

On every map — no gaps in the ceiling, and proper lamps.

EVERY HIT COUNTS



DIDN'T MAKE IT The defeat painting: this is how a race ends when you've been taken apart.

A heavy hit against a car, wall or pole now tears off body parts — bumpers, bonnets, headlights — and the harder the hit, the more flies off. Detached parts land on the ground instead of hanging in the air. A wrecked car breaks apart into pieces, and you can see it even in the replay.

Walls and poles start taking health at 30 km/h, and a car with no health left explodes. On the other hand, a glancing blow no longer stops you dead: the car spins round and keeps some of its speed. Rams deal damage even in races without weapons — half as much as in combat.

Cars really roll over and stay on their roofs. The R key puts you back on your wheels, and if it doesn't work the game tells you why. An overturned car can't shoot. Wrecks, tyres and scrap by the road can be pushed around, and nothing vanishes before your eyes.

WHY CARS USED TO FLY

We had this problem too: cars would suddenly get launched dozens of metres into the air. There were two causes. Dead trees by the roadside sometimes grew and tilted during placement until they became solid ramps. And collisions at huge speeds pushed the car upwards. Now a hit against a tree or rock barely pushes the car up, and flight without a ramp is capped.

"A JUMP — YES. A TRIP TO THE STRATOSPHERE — NO"

— THE DUST TEAM

WHO'S SHOOTING, AND FROM WHERE



ROCKETS Homing rockets now genuinely track their target.

The race interface has been redrawn. Compact tags above rivals show car class and position, your own damage is shown by body zone, with the standings and minimap alongside. A starting light now hangs above the countdown: red, yellow, green.

Machine-gun tracers are visible by day and by night, and muzzle flashes light up everything around. Damage numbers pop up over the car you hit (you can turn them off), arrows show where incoming fire is coming from, and the gamepad rumbles.

Homing rockets used to hit less often than regular ones. Now they genuinely track their target — but they don't turn instantly, so you can still dodge.

Bot gunners play fairer: their first shots at a new target miss, and they fire the machine gun in long bursts. Gamepad players get gentle turret aim assist — from off to strong.

HINTS

Nitro won't fire, R doesn't work, you've hit an EMP trap — the game explains what's happening and shows a countdown.

ONE FREE NITRO

After being wrecked or reset onto the track, if your tank is empty. A reset puts the car on the road, not into a tree.

EVERY SOUND, REDONE

We listened to the game with fresh ears and admitted it: the engine sounded like a vacuum cleaner. So the sound has been rebuilt from scratch — 121 sounds in all.

Engine. The engine used to be built from short, clipped loops — hence the "vacuum cleaner". Now it's built from long recordings of real engines: you hear the revs climb and the turbo whistle, there's a real throttle-off sound and four kinds of backfire.

Gunfire and explosions. An explosion now has four or five layers: the blast, the crack, the rumble and falling debris. Bullets hitting armour can be heard from afar, and impacts sound different on metal, stone or wood.

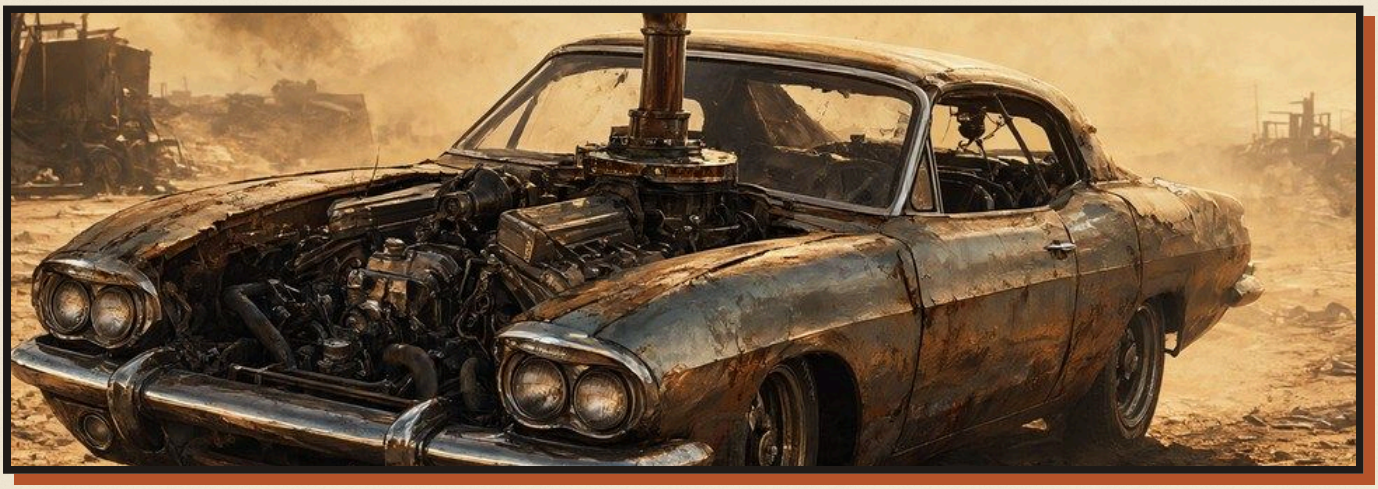
Tyres and weather. Asphalt, sand, gravel, mud, snow and ice each have their own sound. Wind and rain depend on the weather, and every place has its own ambience: desert, canyon, river, winter, ruins, quarry.

Space. Tunnels, canyons and the hangar now have echo. Passing cars and projectiles whoosh by with a Doppler effect. A crowd of bots firing no longer drowns out everything else: the game keeps track of how many sounds are playing at once.

Volume. Music, engines and explosions are now mixed together, and the loudness of the whole game is levelled: nothing blasts your ears when you go from the menu into a race.

121	4–5	3
sounds rebuilt from real recordings	layers in every explosion	kinds of echo: tunnel, canyon, hangar

> **"PUT YOUR HEADPHONES ON, DRIVE INTO A TUNNEL — AND FLOOR IT"**
>
> — THE DUST TEAM



ENGINE The engine sound is now built from long recordings of real motors.

A DESERT WITHOUT A FILTER



HOW IT WAS A dust storm as red as a fire, the whole desert drenched in orange. We fixed this in version 0.0.16.78: the storm is now beige — like dust.

We put screenshots from the game next to photos of real deserts — same viewpoint, same time of day. The ground in the game turned out two to three times more saturated than in the photos: warm weather filters stacked on top of a "cinematic" colour curve that pushed colour even further.

We made three variants and chose the most honest one: a neutral curve, no warm filters by day or in the rain, and a bluish haze in the distance. Ground saturation dropped by almost half — much closer to the photos. The sand is now beige and the far ridges fade into blue haze.

Only the evening stayed warm — low sun, warm light against a cold sky. The sunset is even a touch warmer than before.

MORE ABOUT LIGHT

Sunlight bounces off the sand and warms the shadows from below. Exposure adjusts itself, like an eye. Thin contact shadows under cars and buildings make them sit on the ground instead of floating above it. The thicker the clouds, the softer the sun's shadows: under a grey rainy sky the light is soft, like on an overcast day.

"BY DAY — DUST AND BLUE HAZE. FIRE IN THE SKY — ONLY AT SUNSET"

— THE DUST TEAM

THE DESERT UP CLOSE



BODYWORK Glossy paint, matte rust, chrome and rubber — each with its own shine.



SAND The wind draws ripples and grass sways in the gusts.

Cars. The body used to be a single layer of paint. Now paint, rust, chrome and rubber each reflect light in their own way: in the sun the surviving paint gleams like metallic with the sky reflected in it, while rusty patches stay matte. Up close you can see dents, rivets and tyre tread more clearly. Cars gather dust from the bottom up, and in the rain they pick up mud and a wet sheen.

Ground. New textures: dune sand, dry clay, gravel. Sun-bleached verges along the roads, sand drifted at the foot of rocks, bare rock showing through on steep slopes. Grass fades out smoothly in the distance instead of popping away.

Dust. A cloud rises behind the car higher than its roof, hangs for a few seconds and drifts off on the wind — you can spot the rival ahead by their column of dust. In the rain the wheels throw clods of mud and leave ruts in the sand. Far mountains sink into haze, and clouds cast shadows on the ground.

Smoothness. The chase camera follows smoothly with no jitter at speed, and races with a full grid run noticeably faster. Car handling is now the same at any graphics setting.

GRAPHICS TO SUIT YOUR HARDWARE

Maximum, Medium, Low and Custom presets, with a hint on every option: what changes on screen and how heavy it is for the graphics card. Every option is available in the pause menu too, so you can tune the picture mid-race.

ONE COUCH, FOUR DRIVERS



TOGETHER The main menu painting. Now four of you can head out into the same race.

DUST can now be played by two, three or four people on one computer — on circuits and sprints. The keyboard splits in two: WASD and the arrow keys. Every gamepad adds another player.

The main menu has a new Split screen page: how many players, how to split the screen, who uses which controls. Each player joins with a button on their own device and picks a car from the garage and a colour — a colour already taken can't be chosen.

Every view gets its own race HUD: position, lap, speed, durability, nitro, minimap and weapons. Each player hears the sounds around their own car; the music is shared. The finish board waits for everyone.

You choose the opponents: with bots it's a career race with prizes; players only is practice without prizes. A player who has finished stops past the line and waits for the others.

2 PLAYERS

One keyboard shared between two, or keyboard plus gamepad.

3–4 PLAYERS

Every extra gamepad is another driver. The screen splits into four.

WATCH YOUR RACE AGAIN



VICTORY The victory screen painting. A finish like this can now be rewatched from any camera.

Right after the finish you can watch the whole race — together with the results board. Tick Save race recording before the start to keep it and rewatch it later from the Recordings page.

Replay views: behind, side, cinematic cameras along the track, and a free camera — fly wherever you like with keyboard, mouse or gamepad.

RACE CAMERAS

The C key switches views: high, higher, close and bumper. There are also cockpit and bonnet views.

MANNERS

- A rival who has finished pulls aside and stays out of the way of those still racing. Their portraits line up in the top left.
- Finishing positions follow the exact order of crossing the line, even with a wave start.
- A car stuck for 6 seconds puts itself back on the road.
- Bots follow a racing line: faster and cleaner through corners, fewer offs, and they recover after a hit.
- Cars pick up speed downhill and no longer spin out by themselves after a jump.

"FINISHED SEVENTH? THEN YOU'RE SEVENTH. NO GIFTS FROM THE WAVE START"

— THE DUST TEAM

14 WORK IN PROGRESS

A NEW MAP AND A NEW LOOK



SPLASH SCREEN The new painting that greets you when the game starts.

QUARRY: THREE HUNDRED METRES DOWN

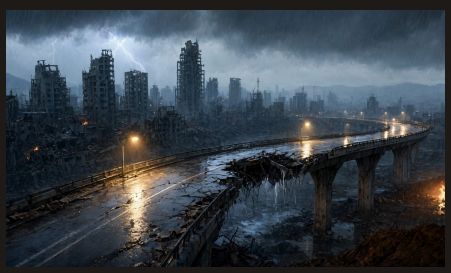
A new map that heads straight down: a real open-pit quarry about 310 metres deep. The road spirals down, its width varying from 4 to 12 metres, with ragged edges and loose rock on the surface. Rock ribs between the levels mean you can't cut the corners. From pockets in the walls, timber portals lead into tunnels. Fall off a ledge — and you explode.

At the bottom: wet mud, big puddles and the finish gate. For now Quarry is open to testers only; next come laps around the flooded floor, random rockfalls and sheer drops instead of walls.

WASTELAND ARTWORK

The loading screen is no longer black: every track has its own full-screen painting. Our artist redrew the portraits of all seven drivers and every menu icon in a single style, as white silhouettes. The launcher has a new picture too.







LOADING SCREENS Windmill Hill under the moon, Dead City Highway, Ship Graveyard.

15 CHRONICLE

FROM 0.0.6 TO 0.0.17

FAIR COLLISIONS
Hits push cars apart, start and finish loopholes closed, allies don't shoot each other.

HANGAR GARAGE
Blocks, parts ribbon, weapon levels, wheels with their own numbers.

NEW MENU AND ON FOOT
The whole menu rebuilt. Repairs, canisters, weapons from the ground, carjacking. Bandits on every track.

SKY, DUST, INTERFACE
Moon, storms, haze, dust clouds, graphics presets. A new race interface and rollovers.

PAINT AND IMPACTS
Gloss, rust and chrome, a living desert, parts tearing off, four camera views.

WINTER
Frost Pass, snow and ice, the boss race.

NO TWO RACES ALIKE
Events, conditions, detours, dead ends and shortcuts, rivals with a personality.

TOGETHER AND REPLAYS
Split screen for 2–4 players, race replays, tester sign-in in the launcher.

VERSION 0.0.17.1
All-new sound, natural colours, rockets, bots. Details on the right.

16 WASTELAND ROUNDUP

WHAT'S NEW IN 0.0.17.1

- **SOUND.** All 121 sounds redone: engine from real recordings, echo, Doppler, even loudness.
- **COLOURS.** A beige desert, blue haze in the distance, soft shadows on overcast days.
- **ROCKETS.** Homing rockets really home in, but you can dodge them. Damage numbers over the target.
- **BOTS.** They follow a racing line and recover after a hit.
- **HANDLING.** The same physics at any setting, landing assist.
- **FINISH.** Positions follow the exact order of crossing the line.
- **QUARRY.** Second draft for testers: a ring of cliffs, rock ribs, mud at the bottom.
- **ODDS AND ENDS.** No snow inside Frost Pass tunnels, the flamethrower works after respawn, the Mammoth carries barrels.

TRY IT YOURSELF

DUST is in early access, and this is the best time to join: the game is free for testers, and we read every message ourselves and fix whatever gets in your way.

1. GET THE LAUNCHER

Windows, Linux or Steam Deck — links and QR codes on the next page. The launcher fetches the game and every update by itself.

2. BRING A FRIEND

No second computer needed: up to four players on one screen, the keyboard splits in two, gamepads add two more seats.

3. DRIVE FIVE RACES

Canyon, highway, mountain pass — none will repeat: events, weather and detours are new every time.

4. TELL US WHAT YOU THINK

The Feedback menu item, the T key in a race, Telegram or Discord. Send us a screenshot — the best one goes into the magazine.

FIRST IN, FREE KEY

DUST will become a paid game later. Testers who play now and send reports and feedback **will get a key to the game for free**.

HONESTLY: KNOWN ISSUES

- **Linux.** The native build isn't fully optimised yet: frame drops are possible on weaker hardware and on Steam Deck. Start with the Low preset.
- **Split screen.** Several views mean more load on the graphics card.
- **Drafts.** Quarry is testers-only for now, Frost Pass will still get distant landmarks and sounds, and the boss model is temporary.
- **Early access.** Things may break — the T key sends us a report.

IN THE NEXT ISSUE

- **Garage, bolt by bolt.** We take one car apart, from the wheels to the turret.
- **Quarry.** How you build a map that drops three hundred metres.
- **Shot of the issue.** Your screenshot on a page of the magazine.

Ask the team anything on Telegram or Discord — we'll answer the best questions in “Over the radio”.

// HOW TO GET TO THE WASTELAND

DOWNLOAD DUST

EARLY ACCESS

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

GAME WEBSITE

Description, screenshots, news, the launcher and every issue of the magazine.

rickhub.net/en/dust

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

WINDOWS 10 / 11

A zip with the launcher — unpack and run.

rickhub.net/dl/DUST-Launcher.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

// COMMUNITY

TELEGRAM

weekly news

t.me/CodeRickTg

DISCORD

chat and bugs

discord.gg/ZDJZFxQeMV

BOOSTY

support the game

boosty.to/coderick

YOUTUBE

gameplay videos

youtube.com/@CodeRickTub