



BULLSHARK
GAMES

HACKSAW
OPENINGS

Doctor Dust
Game IDs: 2564 / 2565

GAME DESCRIPTION

Step into the wasteland and help the Doctor scavenge for survival.

Doctor Dust is a 5x5 cascading cluster game set in a post-apocalyptic wasteland, where wins are formed by 4 or more matching symbols. A mysterious plague doctor scours the ruins, collecting components that unlock powerful **Grid Boosters**, each one reshaping the grid in its own way.

Trigger the **bonus game** for an open-ended run of spins, where every spin comes with at least one **Grid Booster** and the feature continues as long as at least 8 winning symbols are collected during a spin.

With its bleak wasteland theme, deeply interactive **Grid Boosters**, and a max win potential of **12,000 times your bet**, **Doctor Dust** delivers a rich experience across all modes.

The max win can be achieved in all game modes.

Collect the components and master the ruins.



FEATURES

COLLECTING WINNING SYMBOLS

All winning symbols are counted during the spin.

There is a collection bar next to the grid with 5 segments. Fill each segment of 8 symbols to unlock a random Grid Booster:

- **Fill 1 segment to get the 1st Grid Booster.**
- **Fill 2 segments to get the 2nd Grid Booster.**
- **Fill 3 segments to get the 3rd Grid Booster.**
- **Fill 4 segments to get the 4th Grid Booster.**

The Grid Boosters are awarded in random order, with each booster awarded only once per spin.

When 5 segments are filled (40 symbols collected) in a single spin, the bonus game is triggered.

Collecting continues beyond 40 symbols. Every additional 8 symbols adds +1 to the number in the middle of the bar, up to a maximum of 4. This number indicates how many bar segments will be pre-filled at the start of the bonus game. After having 4 in the middle, no more symbols are collected.

The symbol collection resets with each new spin in the base game.



GRID BOOSTER

Four different Grid Boosters can be unlocked by collecting winning symbols.

All Grid Boosters trigger one by one once the grid settles, with the grid cascading and settling again after each individual Grid Booster trigger.

CLONE



Clones one random row to 1 or 2 adjacent rows.

Wild symbols on the overwritten rows are not replaced, they remain in place.

Cell multipliers on the cloned row are also copied to the destination row. If the destination already has multipliers, the values are added together.

SWITCH



Randomly selects 1–3 rows and transforms every symbol in those rows to match the first symbol of each respective row.

Wild symbols in the rows remain as Wild symbols.

Cell multipliers stay attached to their cells, only the symbols change.

FEATURES (continued)

WILDS



Adds 2-5 Wild symbols to random positions on the grid.

Wild symbols may be regular Wild symbols or carry multipliers.

Possible values: 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x, 100x.

Multipliers on Wild symbols are applied as Cell Multipliers to the grid positions where they land.

If a Wild with a multiplier lands on a cell that already has a multiplier, the values are added together.

POWER LINES



Removes all symbols from one random row and one random column, then fills the emptied cells with new random symbols (no Wild symbols).

Wild symbols in the affected row or column remain in place and are not removed.

Every cell in the row and column receives a random multiplier.

Possible values: 2x, 3x, 4x, 5x, 10x, 15x, 20x, 25x, 50x, 100x.

The cell at the intersection of the row and column receives two new multiplier values, which are added together.

If a cell already has a multiplier, the new value is added to the existing one.

CELL MULTIPLIERS



Cell multipliers are attached to individual cells on the grid.

Cell multipliers are only added by the Power Line booster and Wild symbols with multipliers.

When a cell with a multiplier is part of a win, the multiplier is applied to that win.

When several cells with multipliers are part of the same win, all their values are added together and then applied to the win.

Multipliers are removed immediately after being applied to wins, at the same time as the winning symbols.

When a cell with a multiplier is cloned, the multiplier is also copied to the destination cell.

FEATURES (continued)

SURFACE SEARCH



Triggered by collecting at least 40 winning symbols in the base game.

At least one spin guaranteed with all 4 Grid Boosters.

This bonus keeps the base game's mechanics with below described differences.

The bonus game always begins with a spin that includes all 4 Grid Boosters, activated one by one in random order after the grid settles.

During the bonus game, a collection bar tracks winning symbols across 4 segments of 8 symbols each. The number of Grid Boosters for the next spin depends on how many symbols were collected in the previous spin. Each filled sector awards 1 grid booster for the next spin.

When at least 1 segment is filled during a spin, another Free Spin is awarded. When no segments are filled, the feature ends.

From the second spin onwards, symbol counting always starts from 0.

TOXIC VAULT



Triggered by collecting at least 72 winning symbols in the base game.

This bonus game uses the same mechanic as the SURFACE SEARCH bonus game with the difference described below.

The number in the middle is 4, meaning the second Free Spin is guaranteed with all 4 Grid Boosters.

WILD SYMBOL



Wild symbols are only added by the Wilds Grid Booster and cannot land during spins.

Substitutes for all symbols in the payable.

BONUS BUY

Where permitted by market conditions, this game offers the following bonus buy options:



BONUSHUNT FEATURESPINS™

Each spin is **3 times more** likely to trigger a bonus game. Winning symbol collecting **starts at 4**.

Volatility: **Extreme**
Cost: **2x bet**



DUST RAID FEATURESPINS™

Winning symbol collecting **starts at 8**, guaranteeing at least one **Grid Booster**.

Volatility: **Extreme**
Cost: **50x bet**



SURFACE SEARCH

Collect at least **8 winning symbols** during a spin to earn another spin!

Volatility: **Extreme**
Cost: **100x bet**



TOXIC VAULT

Collect at least **8 winning symbols** during a spin to earn another spin! Second spin guaranteed with all four **Grid Boosters**.

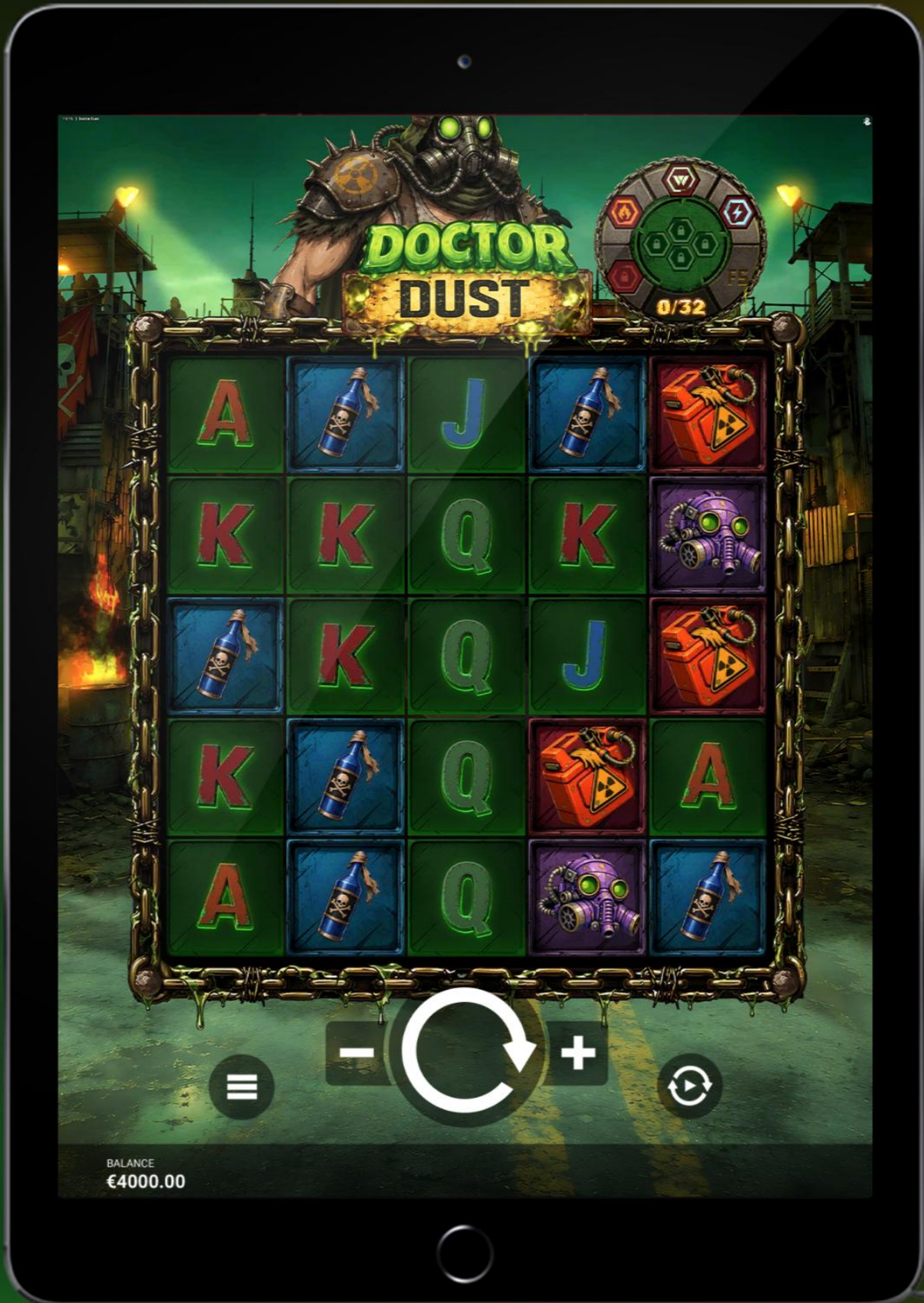
Volatility: **Extreme**
Cost: **250x bet**

GAME VISUALS

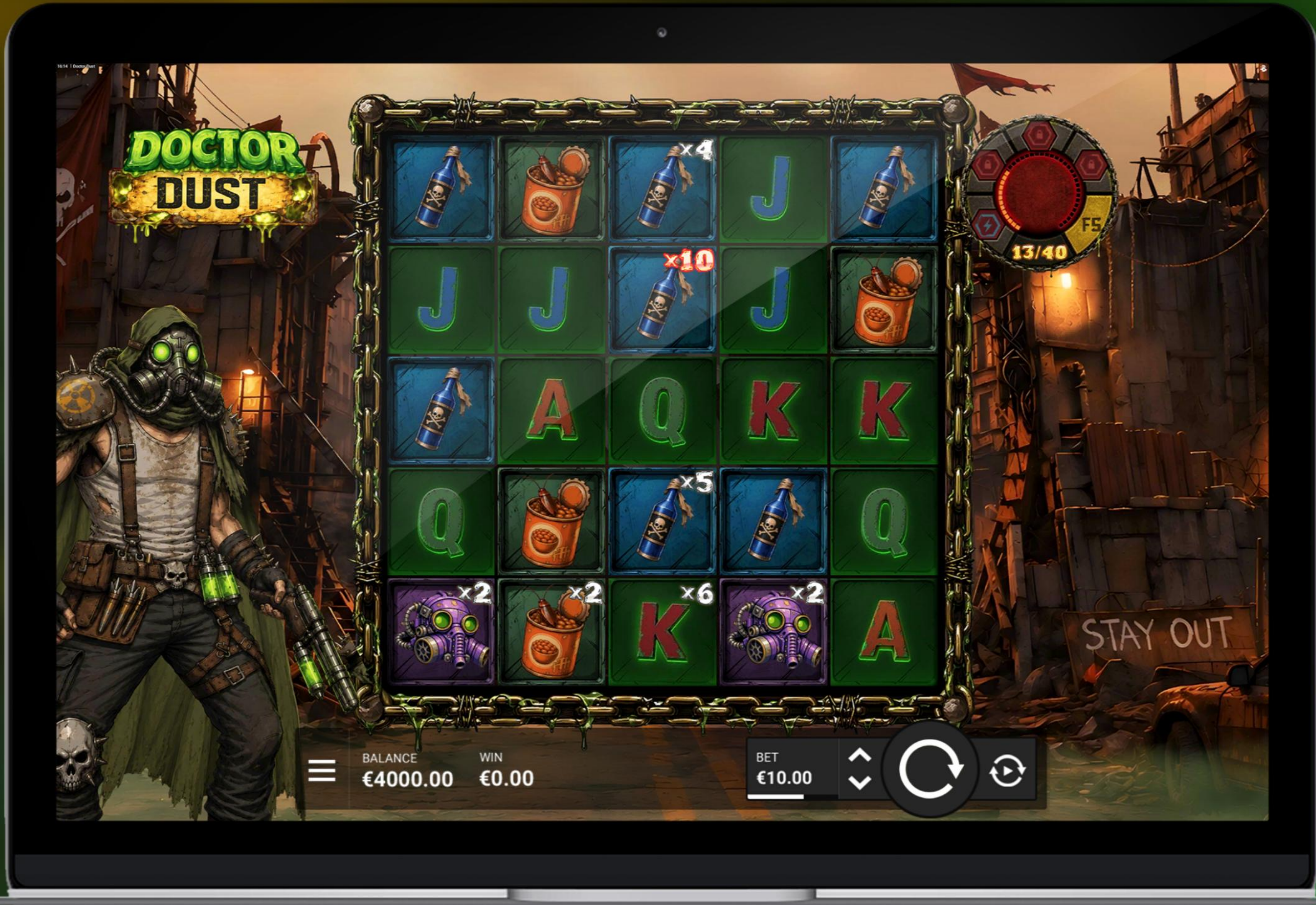
MOBILE VIEW



TABLET VIEW



DESKTOP VIEW



GAME DATA

Name: **Doctor Dust**

Volatility: **5/5**

Wintype: **Cluster**

Max win: **12,000x** (**€900,000** or equivalent in other currencies, based on €75 bet)

Default bet levels: **€0.1, €0.2, €0.4, €0.6, €0.8, €1, €1.2, €1.4, €1.6, €1.8, €2, €3, €4, €5, €6, €7, €8, €9, €10, €15, €20, €25, €30, €35, €40, €45, €50, €75**

Game IDs	2564	2565
RTP; base game	96.30%	94.26%
Hit frequency	20.65%	20.64%
RTP; BonusHunt FeatureSpins™	96.30%	94.27%
RTP; Dust Raid FeatureSpins™	96.32%	94.23%
RTP; Surface Search	96.31%	94.29%
RTP; Toxic Vault	96.33%	94.31%

Recommended ratio for desktop browsers
16:9

Technology and compatibility

HTML5
WebGL support:IE 11, Edge 12, Firefox 24, Chrome 33, Safari 8, iOS Browsers 8, Chrome Android 64, UC Android 11.8, Samsung Internet 4
Web Audio API support:Edge 12, Firefox 25, Chrome 10, Safari 6, iOS Browsers 6, Chrome Android 64, UC Android 11.8, Samsung Internet 4

Language and currency support

Our games support over 20 languages and 80 currencies. Please ask your Account Manager for the latest document with all details.



For more information, please contact us.
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