

D.U.B.A.I. PRESS FACT SHEET

An original post-apocalyptic cyberpunk universe created in Dubai.



D.U.B.A.I. is an original post-apocalyptic cyberpunk universe created by Nikolai Savelev in Dubai. It is being developed across multiple independent entertainment projects, including an AAA-scale digital game project and the standalone tactical board game “D.U.B.A.I.: Sector Control.” Both projects share the same fictional universe, visual identity, factions, threats, and world foundation, but they are separate products with separate crowdfunding campaigns and production plans. The current foundation includes extensive interconnected design, worldbuilding, gameplay, production, and transmedia documentation, together with campaign presentations, conceptual visual materials, and active development and manufacturing outreach.

D.U.B.A.I.: SECTOR CONTROL

Standalone Tactical Board Game
2–4 players | 40–90 minutes
Rotating sector board | Four factions
Functional physical prototype
Internal playtesting in progress
Campaign platform: Gamefound

D.U.B.A.I. — DIGITAL GAME PROJECT

AAA-Scale Digital Game Project
Survival MMORPG
Persistent live-service world
Structured pre-production
Playable build: not currently available
Studio-supported production model



CREATOR & IP OWNER

Nikolai Savelev is the creator and IP owner of D.U.B.A.I. He leads the project's overall vision, world structure, design architecture, interconnected documentation, campaign presentation, and transmedia direction.

Credit: Nikolai Savelev

Press: press@fracturedgrid.com | Partnerships: partnerships@fracturedgrid.com

Website: <https://dubai-transmedia.com>

The digital game and “D.U.B.A.I.: Sector Control” are separate products with separate crowdfunding campaigns. Campaign links will be added when they become public.
D.U.B.A.I. is an independent fictional entertainment property and is not affiliated with the Government of Dubai or any Dubai governmental entity.

D.U.B.A.I. — DIGITAL GAME PROJECT

AAA-scale post-apocalyptic survival MMORPG project in structured pre-production.

PROJECT SUMMARY

D.U.B.A.I. is an AAA-scale open-world survival MMORPG set in a post-apocalyptic cyberpunk future where advanced technology, overgrown megacities, and unstable territories shape every journey. Players explore dangerous regions, gather resources, build alliances, develop equipment, and navigate conflicts between powerful factions, hostile forces, and other survivors. Adaptive AI companions support exploration, combat, scanning, and tactical decision-making, while a wide range of ground and water vehicles expands movement across the world. Titan-level threats and evolving global events create large-scale challenges that require preparation and cooperation. Designed as a persistent long-term experience, the project supports expanding regions, seasonal developments, faction shifts, and ongoing narrative progression. D.U.B.A.I. is currently in structured pre-production and is intended to transition into full development through partnership with an established AAA game development studio.

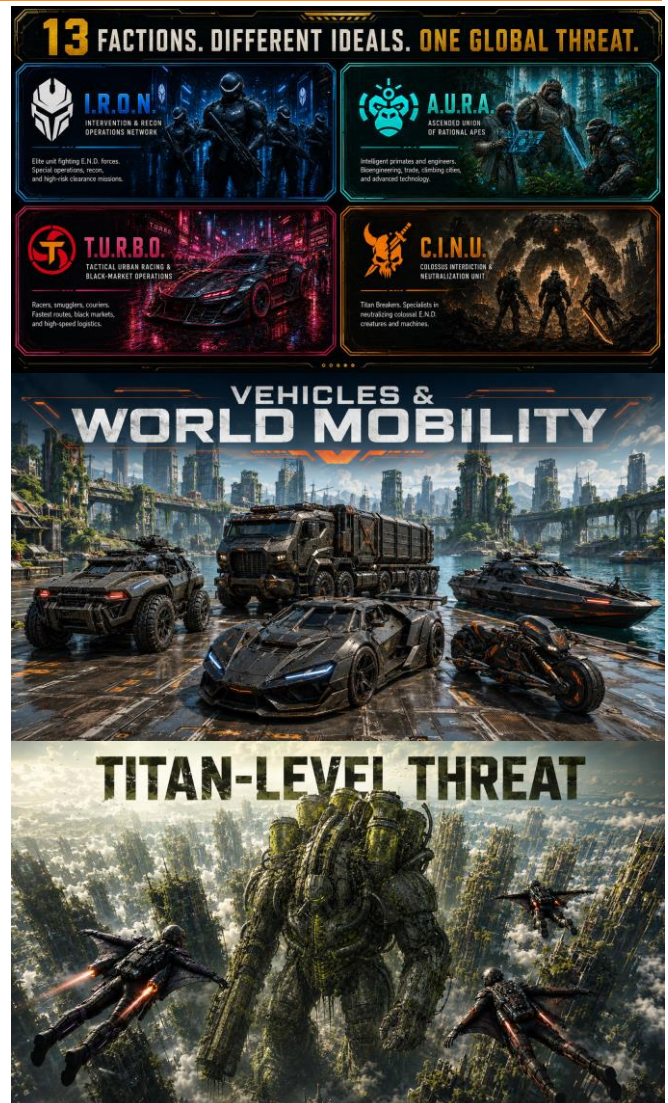
QUICK FACTS

Title	D.U.B.A.I.
Full Name	Digital Unified Bastion of Advanced Intelligence
Type	AAA-Scale Digital Game Project
Genre	Survival MMORPG
Setting	Post-Apocalyptic Cyberpunk
Business Model	Free-to-Play
Structure	Persistent Live-Service World
Development Stage	Structured Pre-Production
Playable Build	Not currently available
Development Model	Studio-supported AAA production
Creator & IP Owner	Nikolai Savelev
Press Contact	press@fracturedgrid.com

CURRENT DEVELOPMENT STATUS

D.U.B.A.I. currently exists as a structured game vision supported by extensive interconnected design, systems, worldbuilding, narrative, production, and transmedia documentation. Public campaign materials use conceptual visualization to communicate the intended world, tone, gameplay direction, systems, and production goals. Unless explicitly identified otherwise, these materials are not gameplay screenshots, engine captures, or footage from an existing playable build.

Production readiness: An established professional AAA game studio has expressed readiness to proceed with vertical-slice production once the required budget is secured, subject to final scope confirmation and formal agreement.



Conceptual visualization. Not a gameplay screenshot.

D.U.B.A.I.: SECTOR CONTROL

Standalone tactical board game of faction operations, rotating sectors, escalating threats, and regional control.

PRODUCT SUMMARY

D.U.B.A.I.: Sector Control is a standalone tactical board game set in the post-apocalyptic cyberpunk universe of D.U.B.A.I. Players command one of four rival factions—A.U.R.A., I.R.O.N., F.A.N.G., or E.C.H.O.—each represented by three unique operatives: Recon, Tech, and Assault, for 12 operatives in total. Across a rotating sector board, players deploy operatives, establish Control Assets, complete Mission Contracts, gather resources, and compete for Influence over strategically vital districts. Every round changes the active sector and creates new opportunities while shared threats continue to escalate. Infection can destabilize local areas, the E.N.D. Threat can disrupt plans and assets, and a Titan Crisis can reshape the priorities of every faction. Victory goes to the faction that converts successful operations, regional control, and strategic positioning into the highest total Influence.

QUICK FACTS

Title	D.U.B.A.I.: Sector Control
Type	Standalone Tactical Board Game
Players	2–4
Target Play Time	40–90 minutes
Setting	Post-Apocalyptic Cyberpunk
Board Size	67 × 67 cm
Factions	A.U.R.A., I.R.O.N., F.A.N.G., E.C.H.O.
Operatives	12 unique operatives
Roles	Recon, Tech, Assault
Primary Mechanisms	Worker Placement, Area Influence, Mission Resolution, Variable Faction Powers, Rotating Board
Prototype Status	Functional physical prototype; internal playtesting
Rulebook Status	In development
Campaign Platform	Gamefound
Creator & IP Owner	Nikolai Savelev

CURRENT PROTOTYPE STATUS

A functional physical prototype has been assembled and is currently being used for internal playtesting. Its components are intended for gameplay validation and do not represent final production quality. The prototype uses test-print components and temporary production substitutes where necessary. No public Tabletop Simulator implementation or physical review copies are currently available.

Campaign link: to be added when the Gamefound page becomes public.

SELECTED VISUALS



Table Presence / Sector Board



Core Box



12 Unique Operatives

Conceptual visualization. Not a manufactured product photograph.