



# THE CLUB

**Title:** The Club  
**Developer:** Bizarre Creations  
**Format:** XB360, PS3, PC  
**Genre:** Action Shooter  
**Release date:** February 8<sup>th</sup>, 2008

[The Club](#) mixes the best elements from action shooters with instant accessibility and is the most innovative shooter seen on high definition consoles and PCs. Featuring the relentless pace and attention to detail of racing games, with a story structure based on fighting games, players will choose from eight gladiatorial misfit characters to fight in a shadowy underground blood-sport known simply as **The Club**. Controlled by faceless, obscenely wealthy and an influential elite, each character has their own reason for risking their life to “beat” **The Club**. Some are driven by greed, some are adrenaline junkies, and some are driven by pure insane bloodlust.

## ENVIRONMENT BACKGROUND

### WAREHOUSE

It could be Chicago’s Cabrini Green; it could be San Francisco’s Hunter’s Point, or South Central LA, or the South Bronx or Brooklyn’s East New York. Where it is doesn’t really matter. All that counts is what it is. A ghetto; a slum district; an urban DMZ; somewhere that’s long been considered more or less a free fire zone by the police and the rest of the city’s more fortunate citizens.

Now **The Club** are about to make that analogy a reality.

It isn't difficult for them, not with their money and resources. Entire police departments can be ordered or bribed to stay away. Streets can be sealed off and inhabitants evacuated or scared off. Media blackouts can be imposed. Cover-up stories can be put in place to explain the gunfire and sealing-off of several square miles of American city streets, the current favourite involving a major anti-terrorist operation by the Department of Homelands Security, the details of which have to be kept secret for reasons of national security. Again, it's not difficult, not when at least one member of **The Club** is a senior figure within the US government.

If proof of **The Club**'s power and influence is ever needed, then this is it; that, behind a veil of conspiracy and secrecy, they can mount a death sport tournament in the streets of one of America's largest cities, without anyone outside The Club ever knowing anything about it.

For more information on **The Club** please visit [www.theclubgame.com](http://www.theclubgame.com). For information on all SEGA titles please visit [www.sega-europe.com](http://www.sega-europe.com). For assets please visit [www.sega-press.com](http://www.sega-press.com).