



**BIZARRE
CREATIONS**



Title: The Club
Developer: Bizarre Creations
Format: XB360, PS3, PC
Genre: Action Shooter
Release date: February 2008

[The Club mixes the best elements from action shooters with instant accessibility and is the most innovative shooter seen on the next generation of 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

WAR TORN CITY

Located deep within one of the former Soviet satellite countries and resembling a scene all too familiar to front line TV news reports, this location is well suited to the theatre of death that is *The Club*. Walls are scarred with bullet holes and covered in defiant graffiti and propaganda. The sound of military aircraft constantly passes overhead and the rattle of small-arms fire or artillery rounds drone in the distance. International peacekeeper troops struggle to maintain order, their efforts mostly reduced to guarding refugee camps and aid stations. In the United Nations itself, peacekeeping talks between the warring factions seem to be at an eternal stalemate.

It's a situation that suits *The Club* all too well.

The men who fight wars in places like this were easily recruited as employees or used as fodder for the tournament, whilst many members of *The Club* have lucrative interests in

international arms-dealing, often selling weapons to both sides in the conflict at the same time.

And, of course, places like this make ideal locations as arenas for **The Club's** tournaments.

The uninhabited, bombed-out ruins make the ideal killing arena. Local warlords can be bribed or coerced to provide security, sealing the area off from the outside world. Peacekeeper troops can suddenly be given temporary stand-down orders from their governments and too many journalists have been killed or have gone missing in these kinds of warzones for the world press to take too keen an interest in what might really be going on. After all, in a place like this, what difference do a few more bursts of gunfire make?

In the midst of war, under the noses of the international community, **The Club** play their game, turning violent death into entertainment for the benefit of the bored super-rich.

For more information on **The Club** please visit www.theclubgame.com. For information on all SEGA titles please visit www.sega-europe.com. For assets please visit www.sega-press.com.