



THE CLUB

Title: The Club

Developer: Bizarre Creations

Format: XB360, PS3, PC

Genre: Action Shooter

Release date: February 8th, 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

BUNKER

In the post-Cold War era, almost anything seems possible. Military munitions and equipment are bought and sold on an international black market and stolen nuclear technology and bio-warfare weaponry are occasionally available. Much of this comes from the former Soviet Union, where large stockpiles remain hidden away and where cash now speaks louder than patriotism.

There are various members of **The Club** who are very much at home in this world, deeply involved in the traffic of illegal munitions and with excellent contacts throughout the military forces of the various republics of the former Soviet Union. It was through these contacts that **The Club** came to learn of the existence of the Bunker.

Built in the 1950s, as the threat of first-strike nuclear ICBM weapons started to become a reality and extended and added to for the next four decades of the Cold War, it is an enormous underground complex built into the side of a mountain in a remote area of the Urals, far from any town or city. As part of an extensive network of such bunkers built throughout the Soviet Union, it was intended as a refuge for the country's military and political elite in the event of a nuclear war with the West. It's also the single command point from where World War Three would be directed and facilitated with a supply of food, water and power that people could survive on for years if need be.

In the chaos of the break-up of the Soviet Union, the bunker and its location were largely forgotten and now not even the current rulers of the Kremlin know of its existence. **The Club** know about it, though, and have put it to use as an interesting new arena for their game, always bearing in mind that, if the worst should ever happen, the bunker could still be used for its original purpose.

The Soviet Union may be gone, but there are still problems facing the world and there will always be elites among us with an overpowering interest in ensuring their own survival.

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.