



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

The Club mixes the best elements from action shooters with arcade accessibility, the pace of racing games and a story structure based on fighting games. Players will choose from a selection of characters to fight in a shadowy underground blood-sport controlled by faceless, obscenely wealthy and influential elite – ***The Club***. Each character has their own reason for risking their life to “beat” ***The Club***. Some are driven by greed, some are driven by a higher purpose, and some are driven by pure insane bloodlust.

CHARACTER BACKGROUND

DRAGOV (The Beast): Heavily-tattooed, mountainously-built, a Siberian hunter, a trapper and a bandit, *Dragov* is unarguably the most wanted criminal in Russian history. Originally, it took three platoons of Spetsnaz Special Forces to capture him, but they couldn't keep him captive for long and he broke free, slaughtering his way out of Russia's most secretive and brutal gulag prison, fleeing on foot across hundreds of miles of frozen tundra wilderness.

Military helicopters were sent in hot pursuit, snipers aboard given strict orders to shoot to kill. But someone somewhere had heard of *Dragov's* brutal and daring escape and decided he would be worth a lot more alive than dead. A swift phone call was made directly to the powers that be at the Kremlin and almost immediately the helicopter snipers were ordered not to kill *Dragov*, but to bring him in alive. Swapping their bullets for tranquiliser darts, they tracked *Dragov* down and fired shot after shot into the fugitive figure. Finally, with a terrifying

bellow of rage, *Dragov* collapsed and spiralled into unconsciousness. Upon awaking he would discover that he had become the newest recruit to ***The Club***, with freedom promised for surviving the deadly contest.

For more information on ***The Club*** and other SEGA titles please visit www.sega-europe.com.

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