



THE CLUB

Title: The Club
Developer: Bizarre Creations
Format: XB360, PS3, PC
Genre: Arcade Action Shooter
Release date: Late 2007

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.

THE GAME

A non-traditional third person shooter combining lots of different genres which is best described as a shooter/beat-em-up/racer. Difficult to get your head round? Well read on and we’ll explain more.

Firstly, when players begin their game they’ll be able to pick from a group of characters, each with different backgrounds and in *The Club* for different reasons. The structure is similar to a beat-em-up in this sense, with each character having a different story to play through.

The gameplay sees a player’s character thrown into a new location each time, from war torn cities to underground nuclear shelters and there will be a few locations that players wouldn’t expect from such a blood thirsty sport. The theme is constant though; they’re abandoned areas which have been completely taken over by *The Club*.

Once players start their game they’ll see that the pace is constantly frantic with many ways to get through a level. Importantly, a combo system is in place to help reward players for trying

out different things. There're no rewards for sneaking around and hiding, **The Club** is about going out all guns blazing and looking to string together combos. Every time a player shoots an enemy their multiplier goes up. If they shoot three enemies their score is multiplied by three, but it's time dependant and it'll be no good shooting an enemy, hiding and then charging out later, players will have to string their combos together quickly and efficiently. If there are 30 enemies on a level there's a chance of a 30x multiplier, but the higher the multiplier the faster it ticks down, rewarding only the very best players with the ultimate combos.

For more information on **The Club** and other SEGA titles please visit www.sega-europe.com.
The Club will be released across Europe during late 2007.