



**BIZARRE  
CREATIONS**

**SEGA**<sup>®</sup>

# THE CLUB

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

[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.](#)

## MODE OVERVIEW

Below are brief descriptions of three of the many modes within *The Club*:

### Survivor

A slightly unusual mode for *The Club*, as it doesn't involve straight forward point-to-point 'racing' like some of the other game modes. When playing *Survivor* players are locked into a large area and face off against a seemingly countless number of enemies, with the simple aim to survive until the countdown timer expires. Players need to be at one with their gun and work towards building a massive combo if they want any chance of climbing to the top spot of the leaderboards.

Depending on the difficulty setting, the points target will change. The harder the difficulty the tougher the enemies are to kill and the more a player must score to pass the level.

### **Team Fox Hunt**

A team based multiplayer mode. Two teams face off against each other, whilst one player on each team is the 'fox'. The objective is simple: kill the other team's 'fox', but the tactics are variable. Should players defend their 'fox', or go and hunt the other team's? Or, if a player is the 'fox', do they hide in a corner and try to escape the carnage, or pitch in with their team and help defend? A combination of skill, trial and error and good team tactics will ultimately show the way to great success.

### **Team Fox Objective**

A team based multiplayer mode. Again both teams have a fox, but this time the aim is to get the 'fox' to stand inside the opposition base. For every second the 'fox' is in the opponent's base, the team's score increases. But likewise, if the opposition 'fox' is in a player's base then their score will go up. The game is a race to see which team can achieve the points target first.

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

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