



**BIZARRE
CREATIONS**



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.](#)

CHARACTER BACKGROUND

KURO

Kuro can best be described as the Ferrari F50gt of *The Club*. Nimble on his feet and quick with his aim, he will be the choice of skilled and well-practiced players. Kuro's intriguing reasons for participating in *The Club* generously scatter enough crumbs to entice players in to complete his story.

To members of *The Club*, Kuro is a notorious international assassin and terrorist. Thought of as the modern day Carlos the Jackal, he was captured by *The Club*, using their extensive contacts in the criminal underworld and global law enforcement organisations. If it hadn't been *The Club* it was only a matter of time before an international law enforcement agency

caught up with Kuro. Nonetheless, Kuro is now in the game of his life with **The Club** offering him a chance of freedom; survive the gauntlet put in front of him, and they'll set him up with a new face and identity anywhere in the world. A tempting offer given the power, money and influence **The Club** holds around the world.

However, Kuro isn't strictly who **The Club** thinks he is; he's actually a deep cover operative for the very same international law enforcement organisations that are supposed to be hunting him. The real Kuro was secretly killed in a shoot-out with Interpol agents over a year ago. There are those within the organisations hunting him who have known about **The Club**, but have been powerless to do anything about it. Kuro's death provided them with the perfect opportunity they were looking for. Working in the deepest secrecy - they knew there were those in their own ranks in the pay of **The Club** - their best operative was given a dead man's face and identity and sent out into the field for **The Club** to take. Now the bait's been taken, and the operative's orders are to do whatever it takes to make it to the end of the tournament. The longer he stays alive, the more time they've got to track the source of the tournament's heavily-encrypted live broadcasts, trace the movements of the large sums being wagered and identify the bank accounts involved etc. If their man performs as hoped, they could wrap up **The Club** for good.

Or so they think.

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