



# 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.](#)

## LOCATION BACKGROUND

**OCEAN LINER:** The *RMS Aquilania*, launched in 1921 as was part of the an illustrious family of luxury ocean liners. So luxurious were the facilities aboard her that she was nicknamed in the press as ‘The Queen of the Seas’. During the prime of her life, she regularly carried movie stars, millionaires, Presidents, titled heirs and royalty back and forth across the Atlantic. Her palatial-adorned staterooms, bars, restaurants and ballrooms played host to various scandals, *cause celebres* and legendary incidents over the years.

Reportedly, three popular musicians and singers met aboard her, and collaborated on writing a musical together to pass away the time, only to then ceremonially throw the completed manuscript into the water just as the ship made port. One particular female movie star was supposed to have married a millionaire husband at the start of a voyage and filed for divorce and met her soon-to-be next (and even richer millionaire) husband before the ship had reached port. Four people were supposed to have thrown themselves overboard on one single voyage, having left Liverpool as millionaires and then found out – when news of the Wall Street Crash was telegraphed to the ship mid-Atlantic – that they would be paupers

when they arrived in New York. Three murders were committed aboard her during her years of service, one of them allegedly involving an heir to the British throne.

She served as a troop and hospital ship during the war, but then, afterwards, with the start of the post-war boom in trans-Atlantic air travel, gradually slid into genteel decay and decline. She was sold from one owner to another, at one point restored to something resembling the opulence of her heyday, but the era of the great luxury liners was over. *The Aquilania* survived the fate of many of her sister ships – broken up and sold off as scrap or tackily converted into package holiday cruise liners in an attempt to give holidaymakers the taste of the extravagant luxury of a bygone era – when a storm broke her from her moorings and crashed her into the rocks off the coastline of her home port. The ageing ‘Queen of the Sea’ survived the battering from the storm, but was deemed unsalvageable. There she’s lain ever since, impaled on the rocks, the subject of years of lawsuits between owners and insurers as her fate was put on hold indefinitely.

So it was that *The Aquilania* eventually passed into the hands of **The Club**. Now, as she was before, she will become a playground for the rich and powerful, but for a kind of entertainment that could scarcely be imagined by those that travelled on her in those far more civilised eras.

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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