



XBOX 360



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THE CLUB

SEGA®

WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

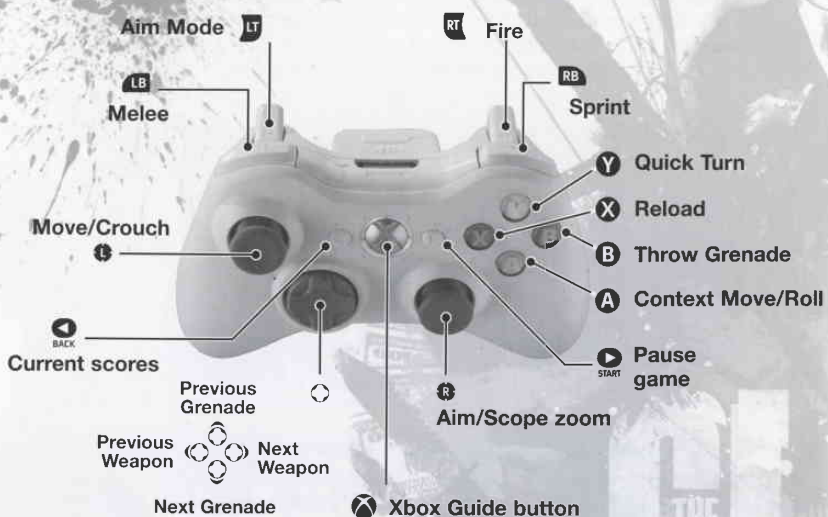
Thank you for purchasing *The Club*™. Please note that this software is designed for use with the Xbox 360 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

THE CLUB™

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CONTROLS



The following controls are used in this game. Configuration can be switched between "Default" and "Southpaw" via Options and the Pause Menu (page 4)

	MENU CONTROLS	GAME CONTROLS
D-Pad	Highlight / Change Option	(Up/Down Icons) Previous / Next Grenade (Left/Right Icons) Previous / Next Weapon
Left Stick	Highlight / Change Option	Move Character (Click: Crouch)
Right Stick	Not Used	Aim
A button	Select / Open Menu	Context Move / Roll
B button	Cancel / Exit Menu	Throw Grenade
X button	Not Used	Reload
Y button	Not Used	Quick Turn
Left Trigger	Not Used	Aim Mode
Right Trigger	Not Used	Fire
Left Bumper	Not Used	Melee
Right Bumper	Not Used	Sprint
START button	Not Used	Pause Menu
BACK button	Not Used	Current Scores (Multiplayer Only)

WHAT IS THE CLUB™

Imagine an organisation so secretive that only a handful of people across the globe know of its existence.

An organisation that recruits 'outsiders' to fight in an underground bloodsport, like ancient gladiators. The combatants have only one option, kill or be killed.

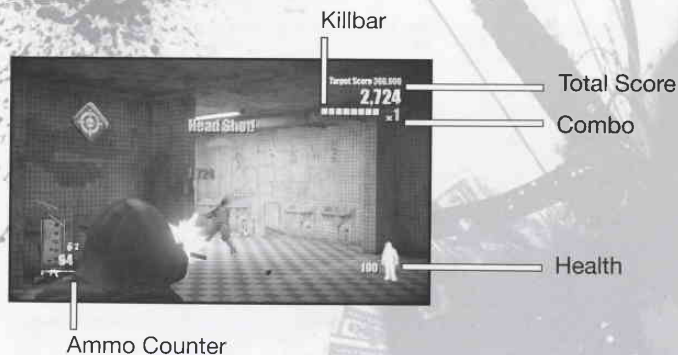
Drug lords. Mob bosses. Dotcom billionaires. Rock stars. Presidents. Hollywood superstars. CEOs of multinational giants. Aristocrats and royalty. They all rub shoulders in The Club, the most exclusive and secretive organisation in the world, sharing a taste for blood and a belief that their wealth and power places them above and beyond the reach of normal laws.

The entry fee is astronomical, and membership is for life. Once you're in The Club, you can't leave.

Your Goal

Play as one of 8 characters and fight through 8 deadly arenas and 49 levels in order to secure your freedom from 'The Club'.

GAME SCREEN



On Screen Help

Whenever you approach something you can interact with such as a door to smash through or a barrier to leap over an onscreen prompt will appear.

Pause Screen

From the pause menu you will be able to access the following options, to access the pause screen press the start button.

- Resume Game
- Restart
- Options
- Quit

STARTING THE GAME

■ Tournament

Compete against the other Club members in eight deadly tournaments spread across the globe. Each event must be played in sequence with points awarded based on your position in the tournament league table, perform well to become the Champion. You only need to survive to the end of the tournament in order to unlock the next, but come in the top three and you will earn a bullet. During any event in Tournament you will have a maximum of five attempts before its game over.

■ Sprint

Race to the exit scoring as many points as you can on the way.

■ Time Attack

Complete laps of the deadly time attack course before the timer runs out, pick up time markers and kill the enemies to boost your time.

■ Run the Gauntlet

Reach the exit before the timer runs down.

■ Siege

Defend your location against waves of oncoming enemies.

■ Survivor

Stay alive in the survivor arena until the time runs out.

Xbox LIVE

Play anyone and everyone, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected, and join the revolution.

Connecting

Before you can use Xbox LIVE connect your Xbox 360 console to a high speed internet connection and sign up to become an Xbox LIVE member. For more information about connecting and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live

Family Settings

These easy and flexible tools enable parents and caregivers to decide on which games young gamers can access based on the content rating. For more information go to www.xbox.com/familysettings

GAME MODES

TOURNAMENT

Compete against the other Club members in eight deadly tournaments spread across the globe. Each event must be played in sequence with points awarded based on your position in the tournament league table, perform well to become the Champion. You only need to survive to the end of the tournament in order to unlock the next, but come in the top three and you will earn a bullet. If you are killed during any event you will have a maximum of five retries before it's game over.



SPRINT

Race to the exit to get out alive. Achieve the points target to earn a bullet.



SIEGE

Defend your ground against waves of enemies until the timer ticks down.



TIME ATTACK

Complete laps, pick up time from markers and killing enemies.



RUN THE GAUNTLET

Reach the exit before the time runs out.



GAME MODES

SINGLE EVENT

If you're having trouble in the tournament you can practice any of the events that you have unlocked through Tournament mode, and also post your scores to the online leaderboards for the world to see.



GUNPLAY

Gunplay Mode lets you play The Club how you want to play it, without any rigid structure. This is the perfect "back from the pub" gameplay mode. Gunplay lets you play individual levels, or build a "playlist" of your favourites.



There are a selection of pre-set Gunplay playlists included.

Levels, weapons and characters become available in the Gunplay section after they have been unlocked through Tournament Mode.

LOADING AND SAVING

This game uses an autosave feature

If you change your sign in status (log out, change profile etc.) at any time once you are past the title screen then the game will soft reset and return you to the title screen (any progress made since the last save will be lost)

GAME MODES

MULTIPLAYER

You can play The Club with your friends in a variety of ways. Online is supported via Xbox LIVE (8 players), System Link (8 players), or on a single console (4 players). You can also play "Pass the pad" with up to 4 players in Gunplay Mode.



FREE FOR ALL GAMES

SCORE MATCH

The first player to hit the score target (using The Club's combo system) wins the match. If the timer runs out, the player with the highest score wins.



KILL MATCH

The first player to the kill target wins. If the timer runs out, the player with the most kills wins.



HUNTER/HUNTED

A deadly game of tag, make a kill become the hunted and then stay alive for as long as possible to keep your score increasing.



GAME MODES

TEAM GAMES

TEAM SIEGE

Defend the siege area from the enemy team for as long as you can, then swap sides and try to beat your time.



TEAM SKULLSHOTS

Locate the enemy team's Skull Shots and destroy them before they can get to yours.



TEAM CAPTURE

Guide your team's fox to the enemy base to score points, but don't forget to defend your base to prevent your enemies from doing the same.



TEAM KILL MATCH

The same rules as Kill Match, but this time with two teams of up to 4 players. First team to the kill target wins.



TEAM FOX HUNT

Hunt down the opposing team's fox whilst protecting your own, balance the risks to ensure your team is victorious.



SCORING

SCORING

Scoring is key to your progression through The Club™, so knowing the tricks of getting a great score is going to be essential.

COMBOS

Combos are the key to scoring in The Club™. Every time you make a kill your Killbar will max out, then make another kill before the Killbar disappears and you'll earn a combo. Be warned, the higher the combo the faster your bar ticks down.

SKULLSHOTS

Look out for Skullshots hidden throughout the level. They'll give you a points reward and more importantly max out your Killbar giving you that vital second to take a breath and compose yourself.

AWARDS

Linking kills to moves in the game will also gain you extra points. Try making a kill immediately after a roll or a fast turn for example.

HEAD SHOT!

Pretty self explanatory, but try stringing a few together for more points.

GREAT SHOT!

Making a kill from distance takes real skill, makes a shot great.

CRACK SHOT!

A Kill shot and from long distance: That's a crack shot.

SNAP SHOT!

A quick turn then a kill earns you this award, and lots of points.

GATECRASHER!

Crash through a door and make a quick kill.

DEATH ROLL!

Come out of a defensive roll and make an instant kill to rack up the points.

RIC-O-SLAY!

It takes real skill to make a kill from around a corner. Take out a bad guy by ricocheting a bullet in their direction for this one.

PENETRATOR KILL

Shoot through certain objects.

MULTI-KILL

When you kill more than 2 people with an explosion.

LAST BULLET!

For those who like to reload only when they need to, use the last bullet in the clip to make a kill.

BADGES

As well as Accomplishments you'll also be able to earn Badges based on Awards and Locations.

WEAPONS

PISTOLS



Callahan 357

Act like you're Dirty Harry with this super powerful magnum. Beware, there's not much ammo in a clip and it takes an age to reload!



Hammerhead

Another powerful shooter, but with a larger clip than the Callahan. A well rounded pistol.



Club Special

The basic pistol. Fine for shooting squirrels, not much use for anything else. Hey, at least there's lots of ammo lying around for this one.



Hornet SP

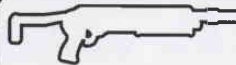
An automatic pistol; or one-handed bullet-hose. Fires real fast, just don't expect to actually hit your target. It's not too hot on accuracy.

SHOTGUNS



Punisher

Double barrelled shotgun fun! Squeeze the trigger and you'll fire two rounds at once. Lots of stopping power, offset by having to reload after every shot.



Defender

The Club's riot shotgun. Sitting half way between the Punisher and the Enforcer, it holds eight shells in a clip, and shoots with an average rate of fire.



Enforcer

Firing it's entire 20 shell clip in less than five seconds, this automatic shotgun is certainly a force to be reckoned with. At close range anyway.

WEAPONS

SUB MACHINE GUNS



Scorpion

A powerful SMG with a decent rate of fire, but be cautious as it doesn't hold many shots to a magazine.



PD9 Black Widow

A bullet-hose pretending to be a sub machine gun. Look out for it's really high rate of fire. One of the best weapons in The Club's arsenal, if you can find enough ammo.



M5 Deathstalker

A well-rounded SMG, with a lower rate of fire than the Black Widow but holding more rounds than the Scorpion. Some Deathstalkers are equipped with an optical zoom.

ASSAULT RIFLES



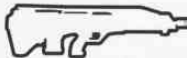
Raptor

A close range assault rifle, with a fast rate of fire. In fact, it's more like an SMG. Just don't try to shoot anyone over a long distance.



Phoenix

Half way between the Spartan and the Raptor, this rifle can also attach a zoom scope. Generally well rounded.



AGU Spartan

The workhorse assault rifle. Effective over long range, it's only let down by it's relatively slow rate of fire. Oh, and don't try to use it up close.

WEAPONS

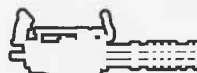
SNIPER RIFLE



Dragon Elite

The Club's sniper rifle of choice. Six rounds in a clip, with a decent level of zoom. Needless to say, it ain't so hot up close.

HEAVY WEAPONS



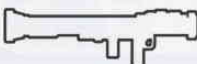
Hydra MG

If you hear a whirling noise, run! This minigun is devastating once it has spun up to speed, and is so heavy that you'll have to walk instead of run. Ouch!



Titan

Fixed machine gun turret. Extremely powerful, but with poor accuracy due to its bulkiness.



Zeus RG

Everybody knows you aim at the ground when firing this rocket propelled explosive death launcher. 'Nuff Said.



HEALTH

Lookout for health pickups placed in the level, they come in three sizes, and remember that you'll receive a health bonus at the end of each event, so use them wisely!



AMMO

Ammo can be found in ammo boxes placed throughout the level, the type of ammo contained in them will be displayed on the side of the box.



WEAPONS

You can pick up weapons from fallen enemies, or from placed pickups in the level, look out for the spray painted pickup locations.

CHARACTERS



RENWICK

A tough, no-nonsense NYPD detective of more than 30 years standing, and one of the most decorated cops on the force.



DRAGOV

A mountainously-built Siberian hunter, trapper and bandit, and the most wanted criminal in Russian history.



NEMO

The Club's dirty secret, play through The Club to unlock Nemo and find out his, and The Club's, secret.



SEAGER

You name it, Seager's tried it. Extreme sports, illegal street racing, Russian roulette, bare-knuckles boxing etc. He's always pushing himself to the edge, looking for the next high, the latest and most extreme form of physical and mental test of his abilities.



CHARACTERS



ADJO

No-one The Club 'recruits' is a stranger to the means of causing violent death – but, whatever he's been responsible for in the past, Adjo is now trying to redeem himself.



KURO

Who The Club are supposed to think Kuro is: a notorious international assassin and terrorist. Who Kuro really is: a deep cover operative with a stolen identity.



FINN

A high-stakes gambler who rides his luck a lot harder than is good for him.



KILLEN

Killen is The Club's favourite son, one of the game's rare survivors and the holder of what's still the competition's highest kill score. He's a legend in the secret world of The Club, and now the money men want him back.



THE ARENAS



STEEL MILL

A huge, decaying German industrial steel mill closed down after decades of mismanagement has now found a new lease of life as the scene for a Hollywood action movie, or so the locals think based on all of the 'fake' gunfire they can hear coming from the place.



OCEAN LINER

The RMS Aquilania, formerly 'Queen of the Sea'; now impaled on rocks and unsalvageable. The Aquilania is now in the hands of The Club, and now as before she will become a playground for the wealthy, but for an entirely different kind of entertainment.



PRISON CELLS

The dilapidated former home of the country's most notorious criminals and gangsters, now owned by The Club and masquerading as a research facility, its cells and corridors now filled with a new type of criminal.



VENICE

The crumbling and unstable backstreets of Venice have been sealed off for 'renovation'. This now provides the showpiece arena right in the heart of one of the worlds most beautiful cities.

THE ARENAS



WAREHOUSE

A ghetto district long been considered a free fire zone by the police and the rest of the city's more fortunate citizens. Now The Club are about to make that analogy a reality.



MANOR HOUSE

Located deep in the wilds of rural England, the former stately home, then sanitarium has seen many tragedies behind its elegant walls. Now acquired by The Club there are many more tragedies to come.



BUNKER

A secret 1950's Soviet bunker, acquired by The Club through its contacts in the murky world of illegal arms trading. Buried deep underground this damp maze of tunnels and command rooms, The Club know this is the perfect arena for their game of death.



WARZONE

The uninhabited bombed out ruins of a former soviet republic, now ravaged by conflict, make for the ideal killing arena. In the midst of war and under the noses of the international community, The Club now play their deadly game

PRODUCT SUPPORT

PRODUCT SUPPORT

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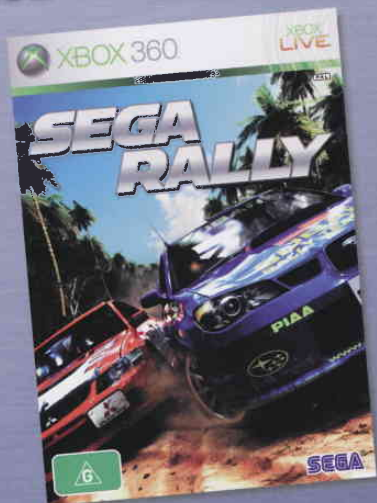
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