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[The Club Achievements \(Xbox 360\)](#)

A complete list of the things you can achieve while playing

Bizzare's in-house developed action shooter, [The Club](#), mixes elements from classic action shooters with arcade accessibility, giving gamers the pace of racing titles and a story structure based on fighting titles. There is a selection of characters to fight in a shadowy underground blood-sport controlled by faceless, obscenely wealthy and influential elite - The Club. Each character joining The Club has his own reason for risking his life to "beat" it, such as greed, a "higher purpose," and - why not - even pure insanity. The [Xbox 360](#) version of The Club was published by Sega and released on the 7th of February 2008 in Australia, the 8th of February 2008 in Europe and the 19th of February 2008 in North America. The game did receive some pretty good reviews, even though it did not manage to become one of the most beloved ever released. We know that true gamers play all these games just for fun, as they should and not in order to achieve specific point landmarks to prove their friends they are very cool, but we also know that sometimes you just can't live without achieving everything possible with a title you really enjoy. If that's the case and you want to know exactly what to look for when it comes to the game, we have prepared a full list of achievements. Good luck!

ACHIEVEMENTS

Sharp Steel (10 points) Complete the Steel Mill on any difficulty level in Tournament. Hard Steel (20 points) Complete Steel Mill on Insane level. Splash Down (10 points) Complete Ocean Liner on any difficulty level in Tournament. Watery Grave (20 points) Complete Ocean Liner on Insane level. Out on Probation (10 points) Complete Prison on any difficulty level in Tournament. Hard Time (20 points) Complete Prison on Insane level. Waterway to Go (10 points) Complete Venice on any difficulty level in Tournament. Wet and Wild (20 points) Complete Venice on Insane level. Crate Work (10 points) Complete Warehouse on any difficulty level in Tournament. A Crate Effort (20 points) Complete Warehouse on Insane level. A Stately Achievement (10 points) Complete Manor House on any difficulty level in Tournament. Full House (20 points) Complete Manor House on Insane level. Defcon 3 (10 points) Complete Bunker on any difficulty level in Tournament. Bunker Buster (20 points) Complete Bunker on Insane level. Warlord (30 points) Complete the game on any difficulty level in Tournament. Skillzone (40 points) Complete Warzone on Insane difficulty. Join the Club (40 points) Play an event with every one of the 6 unlocked characters in either Tournament or Single Event. The Awards Show (25 points) Achieve one of every 'in game award' either in Tournament or Single Event. Show Off (20 points) Achieve every 'in game award' in one level in either Tournament or Single Event. Save our Souls (20 points) Spell the word SOS in the Warehouse in either Tournament or Single Event. Listmania (5 points) Save 5 Playlists in GunPlay. Premium Membership (20 points) Finish a Tournament on any difficulty with all 8 characters. Rack em Up (10 points) Achieve your first x10 combo in either Tournament or Single Event. Hidden Treasures (30 points) Shoot All Secret Skullshots in every level in either Tournament or Single Event. Scavenger (10 points) Shoot All Skullshots on one level in either Tournament or Single Event. Bag them Bones (30 points) Shoot All Skullshots on every level in either Tournament or Single Event. Melee the Elephant (25 points) Kill 30 enemies in a level with a melee attack in either Tournament or Single Event. Combo Killer (30 points) Reach the level objective with a maximum combo in either Tournament or Single Event. Efficiency (30 points) Kill every enemy on a level using less than 50 bullets in either Tournament or Single Event. Breakthrough (10 points) Smash 50 Doors in either Tournament or Single Event. Scores on the Board (10 points) Get in the top 100,000 on any leaderboard. Tabletopper (25 points) Get in the top 5,000 on any leaderboard in Tournament. Top Gun (25 points) Get more than 10,000 points for a single kill in either Tournament or Single Event. Sprint the

Gauntlet (20 points) Complete a Run the Gauntlet with 20 seconds left. SkullMaster (25 points) Hit 5 Skullshots in a row (without killing a bad guy in between). Welcome to The Club (10 points) Win your first ranked match. Taking part that counts (10 points) Be on the winning team in a ranked team game. Capture King (20 points) Capture the base 25 times in Ranked matches. Club on Tour (25 points) Win a ranked match in every location. First Blood (20 points) 25 'First Kills' in any Ranked Multiplayer game mode. Big Game Hunted (20 points) Survive for 120 seconds as the hunted in Hunter Hunted. Target Man (20 points) Shoot 100 Skull shot targets in Team Skullshot. Fox Hunter (20 points) Kill the Enemy Fox 25 times in Ranked Matches. Points Mean Prizes (15 points) Score 10,000 points in a Score Match. Free For All Elite (30 points) Win any free-for-all game without dying. Siege Breaker (20 points) Your team survives for more than 2 Minutes in Team Siege. Demolition Man (20 points) Get 100 Explosive Kills in Ranked Matches. One Shot (20 points) Get 100 Sniper Kills in Ranked Matches. Brawler (20 points) Get 100 Melee Kills in Ranked Matches. No, Seriously (40 points) Kill 10,001 people in multiplayer Ranked Matches. Here is a gameplay video: