セントギガに出資

TVゲームの新サービス分野に

E&S社のCGを応用

三次元の音楽表現

・ナムコがAM機械開発で携帯に

アイワークス社と契約

・ネットワークシステムに独占供給権

八景島に遊園地
気一段と上向くか 国市場に新ゲーム

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実用新案出願中

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### ベストフライプレイ

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Nintendo Plans Satellite Broadcasting Services

Nintendo Co., Ltd., Kyoto, announced on March 18 that it has in- vested $2 million in Satellite Audio Broadcasting Co. (SaBC), Tokyo, and taken prepara-
tions for providing various services through the ‘Super Famicom’ with satellite broadcasting. Game-related services offered through linking “Super Famicom” with satellite broadcast services will be offered from April 1, 1994, and Nintendo has set about the development of these services.

In fact, General Manager for Satellite Broadcasting, St. GIGA, is a joint-venture company which has concentrated on sub-
scription music broadcasting. However, as a result of its failure to secure increased fees, its management has fallen into financial difficulties with $1,380 million in debt. As a result, St. GIGA asked for assistance including a financial investment. In March, Nintendo did invest in the company with the result that Nintendo has become the largest shareholder owning 75% of all of its shares.

From April 1994 St. GIGA will begin to offer information services using unused frequencies, in addition to the music service. Nintendo has also decided to participate in the plan and start a satellite broadcast information service. A dedicated decoder and adapter linking the BS tuner and “Super Famicom’, and also a dedi-
cated cartridge attached to the “Super Famicom’ is necessary. Nintendo and St. GIGA have now begun joint de-
velopment of these accessories.

Three types of cartridge will be developed. One is for St. GIGA for music broadcasting together with im-
ports and later information. Another one is for “satellite games” and is equipped with functions such as im-
munizing against viruses throughout the game and displaying the results. The final one is for “satellite education” use.

However, the greatest potential in satellite broadcasting lies in the supply of game software, but Nintendo decided to connect on this. It is probably because a concrete plan is not in place in that area yet.

St. GIGA expects that reception through the television monitor only 50,000 consumers will increase dramatically from April 1994 when the above-mentioned set will start. Nintendo has also ex-
pressed a view that St. GIGA’s management structure can be improved provided good software is produced.

Konami HQ: Only Tokyo

As of April 1, Konami Co., Ltd., has abolished the business system and integrated the head office functions into the Tokyo head office. Although the regional head office in Kobe, all business functions remain in Tokyo.

According to Konami, (1) Kobe Head Office, which has been mainly engaged in game software develop-
ment, is renamed “Kobe Development Center”. (2) Tokyo Head Office is re-
named “Head Office” and (3) the software development center in Tokyo is renamed “Tokyo Development Center”.

Recently, the company has also revealed that, in order to expand its development capability in the Tokyo area, it has decided to construct “To-
kyo Technical Center” in Zama City, Kanagawa Prefecture. It is intended for software development and alified research, and will also serve as a re-
center for producing cost-effective games.

“Tokyo Technical Center” will be a 2-story building with a total floor area of 12,000 sq. m standing on 6,500 sq. m of land. With about 6,000 million yen of investment, its construction will begin in June 1993 and be completed in June 1994.

Sega: Cheaper Home Consoles

Sega Enterprises Ltd., Tokyo, announced new models for its home video system on March 30. These are the Mega Drive 2 and "Mega CD", which are more compact and lower priced versions of “Mega Drive” and “Mega CD”, and their domestic ships-
dment will begin on April 23. This is possible due to the favorable growth in overseas markets seen in the U.S.A. and Europe. Sega will also introduce the new models to overseas mar-
ket.

“Mega Drive 2” is priced at ¥97,800, which is 38% cheaper than “Mega Drive” (¥120,000). Sega also claims that the new models are 40% smaller and 50% lighter. Finally, Sega has concluded that the new models are 50% smaller and 50% lighter.

"Virtua Formula" Goes On Location

Sega Enterprises Ltd., Tokyo, has installed the Virtual Reality "Virtua For-
mula", which was unveiled at the 46th Tokyo Motor Show, at its arcade game center in Asakusa, Tokyo, and com-
mitted in operation on March 2.

“Virtual Formula” is a video race game using Sega’s CG system. Players on board “Model 1” is equipped with a single seat, 40-inch TV screen as a racing car and a 74-inch screen for 4 players, and also a 60-inch monitor on which the racing positions of the 4 players are projected. Needless to say, 4 players can play simulta-
neously. It is also equipped with an air pressure system for moving the cockpit. As this system, it is operated at 5000 yen/night.

E&S, Namco To Co-Develop CG Video Game

Evans & Sutherland Computer Corp. (E & S), Salt Lake City, UT, U.S.A., a manufacturer of hardware and software for super-realistic computer graphics, and Namco Limited, Tokyo, have reached an agreement whereby Namco will incor-
porate E&S advanced CG technology in developing a next-generation amusement game. It was announced to both companies on March 25.

Founded in 1968, E&S has deliv-
ered more than 600 visual systems to the civil aviation and defense indus-
tries, every branch of the U.S. federal government, other allied military forces, and NASA, where they provide multi-
time CG and display systems for flight simulation, combat training, and data presentation.

Namco has its own CG department which has been developing CG sys-
tem for video games. Now by

by using up with E&S, Namco expects E&S’ advanced 3-D computer graphi-
cs technology to be used in a common base for game development. E&S has so far concentrated on military applications. However, due to unprecedented advances in military technology, the company has been forced to look for civilian applications and has in fact tied up with Namco which is known for excellent amuse-
ment game development.

"Virtua Formula” is going to be played on Sega’s "Virtual Reality" system.

In both of these models, the cir-
cuit has been redesigned and conven-
tional parallel PCB boards have been inte-
tegrated into one board, thus realizing the reduced size and price.

With the new models, production of conventional models will be discontinued. In Japan, 3 mil-
lion units of “Mega Drive” have been shipped between October 1988 and March 1993, while 200,000 units of “Mega CD” have been shipped be-

In the first year, Sega intends to ship only 1 million units of “Mega Drive 2” and 600,000 units of “Mega CD 2”.

With Namco revealing a plan to ship a CD-ROM player for “Super Famicom” at the price of ¥27,000 in the coming summer, Sega has felt it is necessary to take countermeasures.

Different from the Mega CD, Sega’s "Virtual Reality" system is a front-loading system, while “Mega CD 2” features a rear- loading system replacing the CD-ROM from the top.