カプコンの「スト」とゲーム性訴訟に伴い
データイースト反訴
虚偽事実の掲載で営業上の信用損失があったと

コピーヤー夫妻を逮捕

風営規制に焦点

米国コナ社の新社長に平岡氏
ゲームマシン

9月中間期で大きく転換

任天堂:

セガ社:

任天堂:

セガ社:

REALISTIC 3-D FIGHTING ACTION!  KING OF THE WORLD!

世界初3次元C.G.格闘技。

Virtua Fighter
千葉・富津の「イオン富津SC」内
「プラザカプコン」
2層メリーを核に

カプコンが新規直営大型ロケ2店目

--

COIN MACHINE SHOW
RIMINI EXHIBITION CENTRE (ITALY)
17/20 MARCH 1994

The venue in Europe for the automatic vending and entertainment machinery business

WHAT'S ON SHOW?
- Amusement machines
- Arcade games
- Mini-football tables
- Kiddy rides
- Various kinds of equipment, accessories and spare parts
- Vending machines
- Furnishing and safety systems for amusement arcades

Organized by FIERA DI RIMINI with the collaboration of SAPAR AGIS
海外の話題

新型テーマパーク構想

リアルアニメーションで迫るバトル!!

大赤字が明らかに

米ウィリアムズ社とデータイースト和解

フリッパー特許訴訟で

WMS社が意欲

コピー・オン・クリオの

コピーヤー有罪

1993年12月15日 第463号
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ゲームマシン

好評発売中!!
アイテム初、新次元クライマックスに登場!!
強力な色が飛び出る、東京ミッドタウン戦
戦の意味などすでにない。本能だけの世紀末ウォーズ!!

危険ブツ接近中。

PERFECT SOLDIERS

狂気に廃絶空間へ、緊急スクランブル発動!!

FIRE BARREL

ヒルクライマー

ANGEL WHISPER

オールスターウォーリーの愛をさがせ!

ゲームマシン

株式会社エイブルコーポレーション
ABLE CORPORATION, LTD.

T.B. 東京都新宿区新宿4-6-3 エイブルビル Tel.03-3253-3961 Fax.03-3253-3963
Best Hit Games 25

Table of TV Games

1. Ridge Racer (Namco) - 9.75
2. Virtua Racing (Sega) - 9.50
4. Super Street Fighter II Turbo (Capcom) - 9.10
5. Out Runners (Sega) - 9.00
6. Gran Turismo (Namco) - 8.90
7. F1 Super Grand Prix (Sega) - 8.80
8. Virtua Tennis (Sega) - 8.70
9. Virtual Pool (Sega) - 8.60
10. Virtua Golf (Sega) - 8.50
11. Jurassic Park: The Game (Sega) - 8.40
12. Street Fighter II Turbo (Capcom) - 8.30
13. Mortal Kombat (Midway) - 8.20
14. Super Street Fighter II Turbo (Capcom) - 8.10
15. Street Fighter II Turbo (Capcom) - 8.00
16. Mortal Kombat (Midway) - 7.90
17. Virtua Tennis (Sega) - 7.80
18. Virtua Golf (Sega) - 7.70
19. Virtua Tennis (Sega) - 7.60
20. Virtual Pool (Sega) - 7.50
21. Street Fighter II Turbo (Capcom) - 7.40
22. Mortal Kombat (Midway) - 7.30
23. Street Fighter II Turbo (Capcom) - 7.20
24. Mortal Kombat (Midway) - 7.10
25. Street Fighter II Turbo (Capcom) - 7.00

Other Arcade Games

1. Hyperion in Space (Taito) - 9.10
2. Basket Stadium W (Namco) - 9.00
3. Captain Zelin (Taito) - 8.90
4. Exciting Speed Hockey (Sega) - 8.80
5. Button H地域 (Namco) - 8.70
Recession Hurts Nintendo But
Sega, Capcom Stay Strong

With no sign of an end to the recession which began all of four years ago and with the effect of the high Yen on foreign exchange markets, most top game companies have been rethinking. However, in spite of such circumstances, the current business has continued to grow. Recently, however, the situation has started to begin to turn. In the first place, operation income has decreased, reflecting the drop in demand from consumers beginning to cut back on playing coin-op games. Regarding home games, demand for software for Super NES has declined in the USA, while the European market has become very slow. As a result, even Nintendo has autism into a stock.

The only favorable results were those of Sega, Capcom and SNK (SNK's stock is not yet available to the public), all of which have enjoyed positive production results. All other companies have been severely squeezed. The following are the result of announced mid-year results (April – September 1993): financial results of the eight companies whose stocks are publicly listed.

Nintendo

In its half-year report, Nintendo Co., Ltd., Kyoto, reported revenue of $260,175 million, down 6.2% from the same year a year ago, and net income of $1,437 million, up 51.1%.

A breakdown of revenue reveals that operation income accounted for $317,146 million, down 0.5% from the same year ago, video games $8,436 million, down 9.4%, home video games $2,219 million, down 43.5%, home video sales $2,147 million, up 7.5%, and other income $12.3 million. The export ratio dropped from 6.5% to 5.2%.

Taito announced its forecast for the fiscal year ending in March 1994 to revenue of $900,000 million and net income of $400,000 million.

Sega

Sega Enterprises Ltd., Tokyo, reported revenue of $595.4 million, up 19.9% over the same period a year ago, and net income of $15.95 billion, up 15.5%.

A breakdown of revenue shows that coin-op games accounted for $271,402 million, up 8.2%, home video sales $140,475 million, up 23.7%, operation income $23,332 million, up 10.7%, and other income $1,084 million. The export ratio increased from 32% to the same year ago, reflecting very favorable reviews of some of the company's games.

Sega revised its forecasts for the entire fiscal year slightly downwards to revenue of $385,000 million and net income of $36,700 million.

Taito

Taito Corp., Tokyo, reported mid-year revenue of $37,731 million, down 0.4% from the same year a year ago, and net income of $1,837 million, up 15.7%.

A breakdown of revenue shows that operation income accounted for $317,146 million, down 0.5% from the same year ago, coin-op games $8,436 million, down 9.4%, home video games $2,219 million, down 43.5%, home video sales $2,147 million, up 7.5%, and other income $12.3 million. The export ratio dropped from 6.5% to 5.2%.

Taito announced its forecast for the fiscal year ending in March 1994 to revenue of $900,000 million and net income of $400,000 million.

Capcom

Capcom Co., Ltd., Osaka, announced mid-year revenue of $44,139 million, down 12.1% over the same period a year ago, and net income of $4,013 million, down 7.9%.

A breakdown of revenue reveals that coin-op games accounted for $44,139 million, down 12.1% from the same period a year ago, home video games $3,701 million, down 5.4%, and other income $1,262 million. The export ratio dropped from 37.9% to 32.8%.

According to Capcom, although sales of coin-op games decreased significantly along with the counters continuing to be taken against counterfeit boards, exports of home video software increased sharply. A breakdown of the forecast for the fiscal year ending in March 1994 reveals a revenue of $900,000 million and net income of $400,000 million.

Namco

Namco Limited, Tokyo, announced mid-year revenue of $31,458 million, down 1.1% from the same period a year ago, and net income of $7,837 million, down 35.9%.

A breakdown of revenue shows that operation income accounted for $19,709 million, down 3.1% from the same period a year ago, coin-op games $9,931 million, down 2.4%, home video $5,745 million, up 17.3%, and other income $37 million. The export ratio rose from 32% to the same period a year ago to 40.9%.

Namco revised its expected results for the fiscal year ending in March 1994 by a lower revenue of $74,000 million and net income of $2,550 million.

Kounai

Kounai's Tamura's settlement of accounts was made for the 7-month term up to September 1993. A breakdown of the figures reveals a revenue of $27,402 million, up 9.4%, operation income $23,332 million, up 10.7%, and other income $1,084 million. The export ratio increased from 32% to the same year ago, reflecting very favorable reviews of some of the company's games.

Kounai revised its forecasts for the entire fiscal year slightly downwards to revenue of $385,000 million and net income of $36,700 million.

Tecno

Tecno Limited, Tokyo, reported mid-year revenue of $4,176 million, down 38.8% from the same period a year ago, and net income of $190 million, down 55.7%. A breakdown of revenue reveals that coin-op games accounted for $349 million, down 39.4% from the same period a year ago, other companies coin-op games $1,073 million, down 18.7%, home video games $1,843 million, down 5.5%, and other income $920 million, down 24.9%, and other income $46 million. The export ratio dropped from 27.9% in the same period a year ago in 40.8% reflecting a sharp drop in overseas home video sales.

Tecno made no changes to its final year forecast revenues of $7,400 million and net income of $400 million.