一転して後退局面
家族用海外の不振、ロケ収入減が影響

12年ぶりに減益

大幅な増収増益

実質減収減益

2年連続の減益

オペレーション収入増

着実に増収増益

実施ニーズ増益

上場・公開メーカー8社の決算出展

株式公開メーカー8社の単独決算

売上高　資産評価　当期利益

任天堂 4,870 447.15 1,190 (62.8) 454 (46.8)

セガ社 5,040 （2.0） 425 (43.7) 230 (47.1)

タイトー 985 （4.6） 62 (6.1) 26 (47.3)

カプコン 814 (20.0) 184 (16.0) 73 (4.0)

ナムコ 721 (10.0) 66 (14.2) 21 (4.7)

コトブキ 381 (10.0) 33 (10.2) 9 (5.0)

ジェフコ 194 (35.3) 1 (45.5) 9 (45.5)

テクモ 102 (28.9) 11 (43.3) 6 (43.7)

単独売上高。カプコンは四半期の累計、テクモは5月の単月決算のため比較できない。
複合ゲームビル「チルコボリト」

コナミエンティメントが2号店開設
海外の話題

INTERNATIONAL AMUSEMENT NEWS

"Addams Family Values"

ゲームマシーン

バリーニを改称

ヒット作テーマ

申し込み8割に

宝くじ本格導入

フリッパー大会

スヌック氏退社

夏に向けて元気な実力派をお届けします！

ゴール！マリオ・サーキット

スーパーマリオカートがメタルゲームで新登場！！

ゲームマシーン

スーパーチャレンジ・シュート

ボールをたくさんのコースが変わる！

1994年7月1日 第475号

1993年CE'94(Chicago, U.S.A.)

Expo '94(Mexico City, Mexico)

Ske-Chair (San Francisco, CA)

Japanese Show (Osaka, Japan)

AMD Expo '94(San Antonio, U.S.A.)

Gaming Expo '94(Las Vegas, U.S.A.)

LM '94(London, UK)

Fun Expo '94(Las Vegas, U.S.A.)

Amusement '94(Paris, France)

Ernie's World (Ikegami, Japan)

TAIK(Taipei, Taiwan)

Park Show '94(Rome, Italy)

ALPREX(London, UK)

VAN Expo '94(Amsterdam, Holland)

IAAPA '94(Orlando, U.S.A.)

Queenland AMD (Brisbane, Australia)

Furano World of Tomorrow (France)

ELECTROS '94(Moscow, Russia)

Winter CES '95(Las Vegas, U.S.A.)
### テーブル型TVゲーム機 (TABLE VIDEOS)

<table>
<thead>
<tr>
<th>モデル</th>
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<tbody>
<tr>
<td>1</td>
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### アップライト、コックピット型TVゲーム機 (UPRIGHT/COCKPIT VIDEOS)

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<tr>
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<tr>
<td>1</td>
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<td>Virtus Fighter (セガ)</td>
<td>7.86</td>
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### 新作タイトル紹介 (NEW GAMES)

- **Solid Hunter**
- **Touhou Project**
- **Shining Force II**
- **X-Day**
- **Y's: The Kisheswan**
- **Captain Zeebee**
- **Capcom VS Super Street Fighter II**
- **Street Fighter II**
- **Street Fighter II**

### その他アーケードゲーム機 (OTHER ARCADE GAMES)

- **1-1 Day** (ナムコ)
- **X-Day** (ナムコ)
- **Captain Zeebee** (ナムコ)
- **Captain Zeebee** (ナムコ)
- **Y's: The Kisheswan** (ナムコ)
- **Street Fighter II** (ナムコ)
- **Street Fighter II** (ナムコ)

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- **Y's: The Kisheswan** (ナムコ)
- **Street Fighter II** (ナムコ)
- **Street Fighter II** (ナムコ)
The fiscal results of publicly quoted companies were all announced by the end of May. Affected by the recession, all of them experienced a further decrease in revenue/income, or a slowdown in growth. This was due in particular to the dull home video and other product markets in Europe and the USA. In the field of coin-up games, operating income levels have decreased due to the fall off in the game boom and the excessive number of arcades.

Given below are the non-consolidated results of various companies for the fiscal year ended March 1994 (April 1993 to March 1994), in addition, consolidated results. Although most companies have already announced their consolidated results, some including Konami, are going to announce at the end of June. So, “Game Machine” intends to report the results of all companies during July.

Sega Enterprises Ltd., Tokyo, which has become the leader in both the coin-up and home video sectors, posted ¥334,033 million in revenue, up 2.6% from the previous year. In the fiscal year ended March 1994, its net income was ¥23,223 million, down 17.1% from the previous year.

A breakdown of revenue by sector was as follows: coin-up games accounted for ¥22,609 million, up 28.7% from the previous year, home video ¥374,486 million, down 1.4%, and others ¥1,099 million, down 25.7%. An overall breakdown was coin-up games ¥11,900 million, up 23.3%, operation expenses ¥63,754 million, up 4.8%, others ¥24,754 million, up 5.5%.

A percentage breakdown was as follows: coin-up games 14.7%, home video 66.4%, operation expenses 5.7%, and others 2.1%, while the corresponding export ratio was 11.1% for coin-up, 29.7% for home videos, and 8.3% for others. The overall export ratio dropped 0.8 points to 42.2%.

Capcom forecasts ¥68,000 million in revenue and ¥7,000 million in net income for the fiscal year to end March 1995.

Namco Limited, Tokyo, posted ¥2,209 million in revenue, up 10.3%, and ¥2,202 million in net income, up 4.7%, for the fiscal year ended March 1994. A breakdown of revenue by sector was as follows: coin-up games accounted for ¥22,609 million, up 28.7% from the previous year, home videos ¥11,900 million, up 23.3%, and others ¥1,099 million, down 25.7%.

An overall breakdown was coin-up games ¥11,900 million, up 23.3%, operation expenses ¥51,690 million, up 3.9%, and others ¥2,769 million, up 3.9%. The overall export ratio rose 0.2 points to 64.2% in the fiscal year.

Namco forecasts ¥80,000 million in revenue and ¥2,550 million in net income for the fiscal year to end March 1995.

Konami Co., Ltd., Tokyo, posted ¥73,255 million in revenue and ¥8,484 million in net income. Since the sales of arcade machines had been declining, the company decided to shift to home video, and this year’s income is expected to rise.

Sega Enterprise Ltd., Tokyo, also posted ¥334,033 million in revenue, down 17.1% from the previous year, in revenue. The company announced its results for the year ending March 1994. In the fiscal year ended March 1994, its net income was ¥23,223 million, down 17.1% from the previous year.

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Konami Co., Ltd., Tokyo, posted ¥73,255 million in revenue and ¥8,484 million in net income. Since the sales of arcade machines had been declining, the company decided to shift to home video, and this year’s income is expected to rise.

Taito Corp., Tokyo, posted ¥93,585 million in revenue, up 0.4% from the previous year and ¥7,969 million in net income, down 7.2%, for the fiscal year ended March 1994.

A breakdown of revenue shows itself to be income from arcade and karaoke accounted for ¥102,495 million, up 0.4% over the same period a year ago, coin-up games ¥18,609 million, up 0.2%, karaoke equipment ¥7,127 million, down 11.4%, home videos ¥2,020 million, down 2.8%, and others ¥468 million, up 43.7%.

A percentage breakdown shows operation income at 66.8%, extreme games 19.9%, karaoke 8.2%, home videos 4.6%, and others 0.9%, while the corresponding export ratio was 2.0% for coin-up, 1.5% for home videos, respectively. The overall export ratio dropped 1.7 points to 3.1% in the fiscal year.

Taito forecasts ¥95,000 million in revenue and ¥3,200 million in net income for the fiscal year to end March 1995.

Capcom Co., Ltd., Osaka, reported ¥34,416 million in revenue, up 20.2% over the previous year, ¥7,200 million in net income, up 34.5%, in the fiscal year ended March 1994.

A breakdown of revenue by sector was as follows: coin-up games accounted for ¥21,762 million, up 13.7% over the previous year, home videos ¥55,024 million up 25.1%, operation expenses ¥3,800 million, up 46.9%, and others, ¥1,790 million, down 15.2%.