ゲームマシン

4月1日

no.515
1996年

初の業務用を披露
WMS社は「ウォーゴッド」などを出品

米国ACME社（オーランド）でアクレイム社が

タイトル「FX-1」で

コンソール用に完成したCGゲーム

パワーバックアップ

ウィリット・コリット・ネットワーク

発売日は6月23日に

ゲームマシン
AOU理事会、役員改選方式は現行どおり確認

警備庁は適正な営業の確保、確認

単独は決算回復のためのため

帰れるゲーム開発が増加

さらに下方修正

以下に示すに下

(2) 1996年4月1日 第515号

（3） 1996年4月1日 第515号
AOUエキスポで話

題のTVゲーム画面

中央: "題のTVゲーム画面は紹介したものです。"
誰も知らないもうひとつの“龍虎”。

S N Kから新たな高収益アイテムが
アミューズメントマシンに続々登場！
デザインコンセプトを一新したデラックス
ゲーム機体（スーパーセンターリーグ＋
新型大画面モニター搭載の「ネオ50II」）
など、高インカムを実現します。

NEW

スーパーセンター

NEW

ネオ50II

NEW

スーパーネオ29キャンディ

NEW

キャンディーキャンセル

オシャレでカワイい景品たちが続々登場！

SAMURAI SPIRITS

SUPER FIGHTER

ART OF FIGHTING

龍虎の拳 外伝

ネオジオ最新作「アート・オブ・ファイティング龍虎の拳 外伝」
●ネオジオで初めてモーション・キャラクターを使う、動きがリアル！アクションモデルは、既存された本物の模擬拳やスタンプも含む。
●1ラウンド決着もあり得る究極のルール "ULTIMATE K.O."！●もちろん“龍虎”ならではの力強いシステムやゲームシステムも続発！
龍田洋子

MTMアソシエイターズ

「最後の決断」

序章・その一

「私の人生、これまでの旅

そこでは、私は一人で歩き抜けてきた。

が、それはもう、終わりの日に

この道に、新しい旅がある。

それから、新たに

新たな道に向かって、歩くことになる。

自分の人生、これまでの旅

それから、新たな道に向かって、歩くことになる。

その道の先、新しい旅がある。

そこには、新たな道に向かって、歩くことになる。

新たな道に向かって、歩くことになる。

新たな道に向かって、歩くことになる。」

"最後の決断"
ファシズムという名の賭博機
ドイツのMAABで、いぜん増加中
NOTE: "Best Hit Games 25" section is in Japanese. The text includes a list of video games and their corresponding details such as model, manufacturer, rating, and descriptions.
Sega Promotes 64-Bit CG Board “Model 3”

Sega Enterprises Ltd. Tokyo, announced that it has recently developed a new coin-op CG board “Model 3”, and will ship its first software “Virtual Fighter 3” in July. Sega promoted this game strongly on its booth at the AOU Expo ‘96 (February 21-22). “Model 3” has a polygon processing capacity more than three times greater than that of CG board “Model 2” for “Virtual Fighter 2”, and the screen images improved dramatically, according to Sega. Sega’s coin-op CG board system started with the 32-bit “Model 1”, which was developed independently by Sega. Texture mapping and other new technological features were added to the “Model 2” board which was developed in joint venture with the CG technology department of General Electric (subsequently renamed Matsushita) and now Lockheed Martin as a result of merger. The new “Model 3” board is also being developed in conjunction with Lockheed Martin.

The features of Sega’s “Model 3” include a high-speed graphics function for processing one million polygons per second, full-color texture mapping with 1.6 million colors, a 32-grade transparent function (for expressing the image of glass or water surfaces), and the capacity for introducing new effects with these features, it has become possible to express minute details such as in eye movement and other facial expressions.

The CPU uses Matsushita’s 64-bit “Power PC” 605e. This enables a variety of high speed arithmetic operation and ensures that the GPU can be engaged in calculation, the graphic processor can operate fully. This leads to very smooth graphics fully in coordination with the player’s control, explains Sega’s spokesman.

The CG video board on this system board, “Virtual Fighter 3” is cur- rently being developed and it is due to ship in July. The new features of “Virtual Fighter 3” will include new characters and new stages. Up to now, Sega has already shipped more than 5,000 sets of the coin-op videos “Virtual Fighter” and “Virtual Fighter 2” in both Japan and overseas, and more than 3,000,000 sets of the home videos “Virtual Fighter” and “Virtual Fighter 2” for Sega “Sat- ellite”. Sega is confident that “Virtual Fighter 3” will surpass previous high expectations.

The revised forecast for consolidated revenue stands at $195,000 million, down 8.8% from the preceding year, while the net income was revised to $3,200 million, up 2.3%. This is due to the disposal of 16-bit home video sales in Europe and the change in the sales system from the conventional direct sales to an agency system. Accordingly, Sega will liquidate Sega Europe Group Ltd., a holding com- pany for the home video department in Europe, and also its subsidiaries, Sega Video Games Netherlands, Sega Belgium and Sega Austria, while maintaining the subsidiaries in the U.K., France and Spain.

A special loss of $26,000 million accompanies the liquidation. Sega also intends to reduce its 16-bit home video business in the U.S. as much as possible, and shift it to 32-bit home video sales. It also intends to liquidate its coin-op game sales and arcade operation businesses both in Japan and overseas are doing well, in addition to 32-bit home video sales. In Japan.

New home video game services are being developed on Sega’s CD system, and will be available during the year. Sega will also introduce new coin-op games such as “Virtual Fighter 3”.

On February 23, Sega Corp., Tokyo, revised its expected results for the fiscal year ending March 1996. The company’s consolidated revenue was revised at $76,000 million, down 16.4% from the preceding year, and the net loss was revised to $8,000 million (on November 9th the revenue was revised to $89,000 million and the net loss to $2,700 million), down 16.4% from the preceding year.

In addition, the consolidated revenue forecast was revised to $78,000 million, down 14.3% from the preceding year, and the net loss was revised to $7,600 million (on the revision in September 1995, the revenue was $90,000 million and the net loss $1,800 million). This was due to the disposal of the investment account for its European subsidiary as a special loss.

Capcom Revises Forecast Down

On February 24, Capcom Co., Ltd., Osaka, revised its fiscal results forecast for the period ending March 1996. Although non-consolidated revenue is predicted to recover due to favorable domestic sales of 32-bit home video software, net income is still expected to fall due to an increase in revenue of $800 million incurred by its American subsidiary, Capcom USA, whose business is not profitable.

The new non-consolidated revenue forecast is estimated at $35,700 million, down 25.5%, and the net income of $500 million, down 37.5% (on December 1995 the company revised the revenue to $45,000 million and the net income to $700 million). It is likely that the consolidated results for the fiscal year ending March 1999 will deteriorate even further, with revenue decreasing to $43,700 million, down 16.4% from the preceding year, and the net loss to $2,700 million (in May 1995 the company predicted revenue to be $39,000 million and the net income $100 million). Thus, it appears inevitable that, while the size of the loss will decrease significantly, Capcom must incur a loss for the second year in a row.

Sega Scales Back European Home Video Subs

Sega Enterprises Ltd. announced on February 27 that it will liquidate its European home video sales subsidiary, and also drastically revised downward the consolidated revenue forecast for the year ending March 1996.

Although the estimate of non-consolidated revenue for the year ending March 1996 remains unchanged at $43,000 million, the income forecast was revised to $3,000 million, down 64% from the preceding year. This is due to the disposal of the investment account for its European subsidiary as a special loss.

Sega Enterprises Ltd. announced on February 27 that it will liquidate its European home video sales subsidiaries, and also drastically revised downward the consolidated revenue forecast for the year ending March 1996.

Although the estimate of non-consolidated revenue for the year ending March 1996 remains unchanged at $43,000 million, the income forecast was revised to $3,000 million, down 64% from the preceding year. This is due to the disposal of the investment account for its European subsidiary as a special loss.