セガ社とバンダイ
10月1日付け合併

世界的マルチメディア総合娯楽企業へ
やったもん勝ち!!
セガのアミューズメントマシンに人気集中!!
この勢いは止められない!!

VIRTUA STREET II

COLUMNS '97

THE HOUSE OF THE DEAD

SEGA ENTERTAINMENT UNIVERSE

http://www.sega.co.jp/
遠隔地でデユオ
結婚の資格合否

舘森の印象

日本の印象

人気店

Asahi Seiko
あらゆる業種のニーズを信頼と技術で対応します。

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ゲームマシン

海外ニュース

International Amusement News

New York

International Trade Show

ACU Expo (Chiba, Japan) - Feb. 19-20
Amuse Trade Show (Hong Kong, China) - Mar. 2-5
Amusexpo (Chicago, USA) - Apr. 30-May 3
Amusexpo (Tokyo, Japan) - May 1-3
Amusexpo (London, UK) - Jun. 25-27
Amusexpo (Osaka, Japan) - Jul. 9-11
Amusexpo (San Francisco, USA) - Aug. 2-4
Amusexpo (Shanghai, China) - Sep. 20-22
Amusexpo (Sydney, Australia) - Oct. 18-20
Amusexpo (Tokyo, Japan) - Nov. 15-17
Amusexpo (Vienna, Austria) - Dec. 13-15

遊技場規則作成

 adecade

30デスト

ポケットレーサー

ぷらざン

アルプンレーサー2

コンパクト

すぴん サスピン

バック アドベンチャー

スファーエイティ

バックエイティ

ドッカーンマウンテン

'87ACUアミューズメントエキスポでもモテメテ！

'87ACUアミューズメントエキスポでもモテメテ！
ナムコからの提言
一部の国内業者を対象に新製品の発表

昨年の第34回ジュネラル・アミューズメントシンポジウムでは、ショーエンの「倉田トーキョーや」が開催され、業界内外に多大な注目を集めた。新製品の発表は、今後の業界の動向を大きく左右すると予想される。

特に、今後の新製品の発表は、業界内外の注目を集める重要なイベントである。ナムコの新製品についての情報は、業界内外で注目されている。

一般に、新製品の発表は、業界内外で注目されている。ナムコの新製品については、業界内外で注目されている。

1997年1月
清水市代女流四冠王監修
速さ、強さが違う！
詰将棋も楽しめる、
将棋ゲームの決定版！！

遠い！強い！最新思考ルーチン搭載！！
プレイヤーを待たせません！！

有名棋士作成の詰将棋モード！！
実写映像によるリアルな演出！！

詰将棋の音声読み上げ
抜群の操作性！！

詰将棋問題作成棋士名
十五世名人大山康晴
内藤恒雄九段
佐藤大五郎九段
北村和男九段
伊藤 英七段
中田章滋六段

問題提供：将棋世界

SSV対応
ソフト交換可能

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株式会社ビスコ
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TEL 03-3554-0121 FAX 03-3554-0150

株式会社エイブルコーポレーション
ABLE CORPORATION, LTD.
〒171 東京都豊島区池袋4-8-1 エイブルビル
TEL.03 (3986) 2611 FAX 03 (3986) 5180
### TV Game Machine's Best Hit Games 25

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<td>Darius (E2W)</td>
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<td>2</td>
<td>Space Harrier (Taito)</td>
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<td>3</td>
<td>Robotron: 2084 (Atari)</td>
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<td>6</td>
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<td>Montezuma's Revenge (Taito)</td>
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<td>Pac &amp; Pal (Taito)</td>
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<td>Super Breakout (Atari)</td>
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<td>Space Invaders (Taito)</td>
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<td>Tempest 2000 (Atari)</td>
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<td>22</td>
<td>Montezuma's Revenge (Taito)</td>
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<td>23</td>
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### Completed Version of TV Game Machine

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<tr>
<td>1</td>
<td>Toki (Classtronics) (SNK)</td>
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<td>2</td>
<td>Tiger &amp; Bunny (Gottlieb) (SNK)</td>
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<td>3</td>
<td>Street Fighter II (Capcom) (SNK)</td>
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<td>4</td>
<td>Dig Dug (Taito) (SNK)</td>
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<td>5</td>
<td>Xevious (Konami) (SNK)</td>
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<td>6</td>
<td>Millenium (Taito) (SNK)</td>
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<td>7</td>
<td>Breakout (Atari) (SNK)</td>
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<td>8</td>
<td>Ms. Pac-Man (Taito) (SNK)</td>
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<td>Gauntlet (Taito) (SNK)</td>
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<td>10</td>
<td>Super Breakout (Atari) (SNK)</td>
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### Other Arcade Games

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<tr>
<td>1</td>
<td>Battlezone (Taito) (SNK)</td>
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<tr>
<td>2</td>
<td>Centipede (Atari) (SNK)</td>
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<td>3</td>
<td>Ms. Pac-Man (Taito) (SNK)</td>
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<td>4</td>
<td>Space Invaders (Taito) (SNK)</td>
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<tr>
<td>5</td>
<td>Dig Dug (Taito) (SNK)</td>
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**Translation:**

- **Japanese Arcade Game List**
  - **Sonic Wings Limited**
    - **English Translation:**
      - Sonic Wings Limited
      - **Translation:**
        - Sonic Wings Limited
  - **Cellu Club (Cellu Club)**
  - **Dunk Madness (Dunk Madness)**
  - **Basketball Game (Basketball Game)**
  - **Baseball Game (Baseball Game)**
  - **Towa KyoTo (Towa KyoTo)**

**Note:** The above translations are for the text below. The original text is in Japanese.
Sega Enterprises Ltd., Tokyo, and Bandai Co., Ltd., Tokyo, decided to merge on October 1. This was decided at meetings of the board of officers held respectively on January 21. In the afternoon of that day, it was announced at the press club within the Tokyo Stock Exchange (TSX) by Hajime Nakanishi, president of Sega, Makoto Yamashita, president of Bandai, and Isao Okawa, chairman of Sega and also chairman of CSK. CSK is the largest shareholder in Sega with 20% of the stocks, and will own 20% even after the merger of Sega and Bandai.

According to the plan, Sega and Bandai will merge on equal terms, and for the sake of procedures, Sega will absorb Bandai. The merger ratio is 1.9:1, so that Sega’s 1.78 stocks are allocated to Bandai’s 1 stock. The head office of the new company “Sega Bandai Corp.” is to be installed in the present head office building of Sega. It has three top officers with representative rights. Okawa will assume office as chairman, Nakanishi as vice chairman & CEO, and Yamashita as president & COO. The capital after the merger will be about 91,000 million and total funds about 868,800 million yen.

Concerning the aim of the merger, it is explained: “By joining the management resources of both companies, Sega and Bandai intend to increase the company’s group power, and evolve into a fully-fledged entertainment company in the global multi-media field. In real terms, a huge company with over 600,000 million in consolidated revenue will come about by combining Sega’s technology and know-how in the area of digital contents, virtual reality and computer graphics, CG for games, Bandai’s entertainment technologies concerning anime character merchandising image and music, and CSK’s information network, etc.”

At the press conference, Yamashita said, “The merger issue has been discussed by both companies’ presidents since last autumn. If we do not become like an American enterprise, it is difficult to be internationally competitive. In this regard, I thought that Sega is suitable for cooperation (in the form of merger).” Nakanishi said, “To be successful globally in the entertainment business, large scale is essential. The only such business enterprise with over 900 million yen in revenue is the Walt Disney Co.” However, due to the slump in home sales in the USA, Sega announced on December 27 that it would register 22.6 billion yen in special loss for the fiscal year ending March 1997. Also, due to the poor results for its multimedia terminal “Peripim ATMARK,” Bandai drastically revised downward the business forecast on January 14 from the original 200,000 million in final net income to 9,000 million in final net loss. No concrete explanation as to how to improve these weak points has been given by Sega and Bandai.

In November 1995, the Japan Amusement Machinery Manufacturers Association (JAMMA) established an edge connector standard for coin-operated video game PC boards. In addition, it established an edge connector standard “in November 1996 as a result of the larger variety of uses. It is now aiming to release a new standard...”

“JAMMA Video Standard 2” in January 2000. The “JAMMA Standard” means that game software can be easily changed by replacing the main board. This is provided by the manufacturers for the PC boards, which are connected to the main board. Previously, the connectors differed in type and arrangement, and it is already demanded by the vast majority of coin-operated amusement facilities throughout the world. In the case of games for which this standard is sufficient, there is no need to adopt the new standard.

Compared to the conventional standard which specifies 56 pins in a line, the new “JAMMA Video Standard” specifies arrangements of four types of connectors – DC electric power, video line, audio line and switch IO. In the case of DC electric power, 3,3V has been added to the conventional 5V and 12V. As a result, electric power converters will be designed for 6 or 8 wires. In the case of video cables, up to 2 EIAJ-745M video line connectors can be used, so that one board is capable of outputting to 2 video monitors. This can be implemented with a single audio line connector, based on the standard, and can use up to 2 RCA jacks.

In the case of the switch IO, the coin counter and control panel switch signals can be dealt with, but it is expected that the information on the gaming video can be treated. In this connection, it has become clear that, while the first “JAMMA Standard” was intended for amusement video use, the new standard also covers gaming videos. Another feature of the “JAMMA Video Standard” is that, for driving games is possible. The main board size has also been increased to 390 x 350 mm.

These standards are of course limited to coin-ops, and do not limit the CPU and other circuits incorporated in the main board. When coin-ops comply with the standard, the “JAMMA” mark is labeled on the main board. This, however, is allowed only to JAMMA members and licensees.

AOU Expands ‘97 Space To Over 1,039 Units

The AOU (All Nippon Operator Union) announced on January 20 that, at AOU Amusement Expo ’97 (Feb 19-20, Makuhari Messe), 72 companies (15 companies more than at the previous expo) would exhibit their products covering 1,598 booth units (79 booth units more than at the previous expo). The closing date for applications for exhibition at the trade show (Feb 19) and promotion event (Feb 20) was December 6. After finishing the arrangement and layout of large booths, the exhibition size, etc., were announced on January 20. Compared to the previous expo, exhibition booths which increased their booth units were SNK with 100 (at the previous expo), Capcom 40 (25), and Sammy Seultry 20 (12). On the other hand, Toemco decreased its booth units from 30 last year to 20. The number of booth booths was secured by SNK, followed by Konami 80, Sega 80, Namco 80, Taito 55, Capcom 40, Namco Sigma 40 and other exhibitors.

Eight companies, including Namco and Konami, do not exhibit this time, although they exhibited last time. On the other hand, 13 companies including Atari Games, Kasugai, NMK, Taiso and Senri Kogyo will exhibit this time, although they did not exhibit last time. The number of exhibitors is up by live from last year.

JAMMA Moves Its Asia Show To Singapore

As a meeting of the board of directors on December 18, JAMMA decided that the first Asia Amusement Machine Show ’97 (Hong Kong, Nov 28-29) was a success visited by more than 10,000 general visitors, etc., and decided that the second live in Singapore will be held independently by cancelling the cooperation with JETRO. “Asia AM Show ’97” will be held on November 14-16 in Singapore. Matters such as whether the show is to be held only for the trade, but as a promotion event for players, and whether the exhibition of gaming machines such as horse racing games and slot machines (in Southeast Asian markets these gaming machines are almost totally prohibited) were not discussed. JAMMA explained that Singapore was chosen as the next venue following a questionnaire survey of exhibitors.