

Project Arcade: Build Your Own Arcade Machine

By John St. Clair

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The bestseller returns—completely updated to include the newest hardware, software, and techniques for building your own arcade

Interest in classical arcade games remains on the rise, and with a little money, older computer hardware, and a little effort, you can relive your arcade experiences by building your own arcade machine. The hands-on guide begins with a description of the various types of projects that you can undertake. It then progresses to a review of the audio and video options that are available and looks at the selection of game software and cabinet artwork. Ultimately, you'll learn essential troubleshooting tips and discover how to build arcade controllers and machines that you can enjoy at home with your PC.

- Serves as a soup-to-nuts guide for building your own arcade machine, from the sheets of wood to the finished product
- Addresses the variety of arcade controls, including joysticks, buttons, spinners, trackballs, flight yokes, and guns
- Explains how to interface arcade controls to a computer
- Shares troubleshooting tips as well as online resources for help and inspiration

Project Arcade, Second Edition helps you recapture the enjoyment of your youth that was spent playing arcade games by walking you through the exciting endeavor of building your own full arcade machine.

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Project Arcade: Build Your Own Arcade Machine By John St. Clair Bibliography

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Editorial Review

From the Back Cover

Remember wishing you could live at the arcade?

Was it *Pac-Man* at the corner convenience store? *Street Fighter* at the arcade in the mall? Recapture the fun, if not the quarters, by building your very own arcade machine! Make it complete with joysticks, buttons, trackballs, spinners, guns, sound effects, eye candy, and all your favorite games. Have your name flashing on the marquee. Customize your cabinet to have your very own dream arcade machine!

Do we have your attention now?

Follow these steps for building the cabinet, designing the control panel, finding the software, installing speakers and a monitor, and putting it all together. The arcade's back, this time at your place!

Déjà vu how-to

- Choose a cabinet plan
- Calculate your budget
- Design the control panel
- Build a spinner
- Explore flight yokes
- Pick your guns
- Connect the brain
- Hack a mouse
- Install the monitor
- Load up on software
- Add bells and whistles

CD-ROM includes

- Classic cabinet designs and instructions from the first edition
- Brand-new plans for cabinets and devices
- Shareware games and software utilities
- Arcade control panel templates
- High resolution color photos, links, tutorials, and more!

See the CD appendix for details and complete system requirements.

About the Author

John St.Clair, like most children of the '80s, spent endless youthful hours feeding his allowance into arcade machines. He grew up to be a network engineer, but remains a game fanatic who created Build Your Own Arcade Controls (BYOAC) at www.arcadecontrols.com, a gamer's paradise where arcade game builders can swap plans, experiences, tips, and ideas. John wrote the first edition of this book in 2004.

Users Review

From reader reviews:

Daniel Hendrix:

The guide untitled Project Arcade: Build Your Own Arcade Machine is the e-book that recommended to you to study. You can see the quality of the e-book content that will be shown to anyone. The language that article author use to explained their way of doing something is easily to understand. The copy writer was did a lot of study when write the book, hence the information that they share to your account is absolutely accurate. You also could possibly get the e-book of Project Arcade: Build Your Own Arcade Machine from the publisher to make you more enjoy free time.

James Johnson:

Project Arcade: Build Your Own Arcade Machine can be one of your nice books that are good idea. We all recommend that straight away because this book has good vocabulary that may increase your knowledge in vocab, easy to understand, bit entertaining but nonetheless delivering the information. The author giving his/her effort to put every word into satisfaction arrangement in writing Project Arcade: Build Your Own Arcade Machine nevertheless doesn't forget the main position, giving the reader the hottest along with based confirm resource facts that maybe you can be certainly one of it. This great information may drawn you into brand-new stage of crucial contemplating.

Lee Fuller:

Are you kind of busy person, only have 10 or even 15 minute in your moment to upgrading your mind expertise or thinking skill also analytical thinking? Then you are having problem with the book when compared with can satisfy your small amount of time to read it because pretty much everything time you only find publication that need more time to be examine. Project Arcade: Build Your Own Arcade Machine can be your answer given it can be read by a person who have those short free time problems.

Robert Jones:

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