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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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:

Randall Briggs:

Why don't make it to become your habit? Right now, try to ready your time to do the important behave, like looking for your favorite publication and reading a book. Beside you can solve your short lived problem; you can add your knowledge by the e-book entitled Project Arcade: Build Your Own Arcade Machine. Try to face the book Project Arcade: Build Your Own Arcade Machine as your close friend. It means that it can to get your friend when you sense alone and beside regarding course make you smarter than ever before. Yeah, it is very fortuned in your case. The book makes you considerably more confidence because you can know everything by the book. So , we should make new experience in addition to knowledge with this book.

Frances Sitz:

A lot of people always spent their free time to vacation or maybe go to the outside with them friends and family or their friend. Do you know? Many a lot of people spent they free time just watching TV, as well as playing video games all day long. If you wish to try to find a new activity honestly, that is look different you can read a book. It is really fun for you personally. If you enjoy the book that you simply read you can spent all day every day to reading a guide. The book Project Arcade: Build Your Own Arcade Machine it doesn't matter what good to read. There are a lot of people that recommended this book. We were holding enjoying reading this book. Should you did not have enough space to develop this book you can buy often the e-book. You can m0ore quickly to read this book from the smart phone. The price is not too expensive but this book offers high quality.

Sandra Forester:

Reading can called imagination hangout, why? Because when you are reading a book specially book entitled Project Arcade: Build Your Own Arcade Machine your thoughts will drift away trough every dimension, wandering in every aspect that maybe unknown for but surely might be your mind friends. Imaging just about every word written in a reserve then become one type conclusion and explanation that maybe you never get before. The Project Arcade: Build Your Own Arcade Machine giving you a different experience more than blown away your head but also giving you useful info for your better life in this era. So now let us teach you the relaxing pattern this is your body and mind are going to be pleased when you are finished reading through it, like winning a game. Do you want to try this extraordinary wasting spare time activity?

Donnie Ned:

Is it anyone who having spare time then spend it whole day by means of watching television programs or just resting on the bed? Do you need something new? This Project Arcade: Build Your Own Arcade Machine can be the response, oh how comes? It's a book you know. You are thus out of date, spending your free time by reading in this completely new era is common not a nerd activity. So what these publications have than the others?

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