Repair it, Restore it, Don't spend your money on it –

Spend Brent's Instead!



The dilemma of arcade collecting today...

□The beginning collector

□Where do you start and how do you find your games?

□ How are you approaching managing budget for this hobby?

The seasoned collector

eBay

Facebook

CoinOp Warehouse

The veteran collector

Network of other collectors

Facebook

Arcade Exchange

Local Groups





What's making this so tough?

Good games are getting harder and harder to find

- □For what is out there, the pricing is steady going up
- What do you contribute to the uptick in game value?
 - Increased collector interest

 - Public craving for 80's/90's nostalgia
 - Generation 'Barcade' explosion
 - Full-on restorations (more on that later)





The problem(s) we face...

■Not only do you need to acquire the games, but you need to fix and maintain the games

□Where do you find reproduction parts?

□ If you don't fix your own games, you're on track to spend even more money over the long haul

If you can't locate reproduction parts, you're on track to never finish projects or not own games that you otherwise would enjoy.





The MemeGens nailed it...

The easiest way to become a millionaire in this hobby



Is to start out as a billionaire





Let's fix that (as much as we can)...

The crux of all of this is that it takes money to keep your interest level in the hobby (and owning the games) viable.

Let's help you be as successful as you can – while spending EITHER as little as possible on repairs or by finding the right part (Ideally both)

What do you spend the most money on for repairs?

- ♦ Game board / PCB?
- Monitors?
- General fix-ups (cosmetics, artwork)?
- Time and effort (opportunity cost)?





My dirty little secrets, all out in the open...

□I would move games around just to get access to a working monitor

- □I would move games around just to get access to a working power supply
- □I would break games down just to get access to a control panel setup
- □ I would do things that are semi-dangerous (moving games alone, not discharging when I should, etc.) all in the sake of trying to 'save time'

Games are/were down much longer than they should be due to the fact that I wasn't really stepping back and tackling the bigger problem at hand.





How I helped myself out

□Stop paying for monitor repairs and enable some self-sufficiency

□ Make a test-rig that would work across a wide variety of monitors and games

□What do you think the final cost (BOM) was for this setup?

- Some reflections
 - Need to have access to JAMMA adapters for different boards
 - Need to have a need for this setup (Nintendo)
 - Need to have some additional tools in order for this to really be of use
 - CraftyMech Test Pattern Generator (TPG) -
 - Buffett CraftyMech TPG cable set <u>http://forums.arcade-museum.com/showthread.php?t=311759</u>





Building the 'BT Beast'

□ Took several iterations to find the best layout

■ Nothing here is really original thought on my part – I cabbaged some ideas from KLOV, put in a few 'nice-to-haves' and based the switching idea on the sheer fact that I'm a big Nintendo collector, but I still have Atari, Bally/Midway, Williams, etc. games.

□ I wanted to have a single board that I could do "everything" with

□ I wanted something that is "bench friendly" but also able to go on trips and help diagnose games on the fly.





The thing I absolutely cannot stand...



Insufficient Data





Bill of Materials

Baseboard and electrical Items

□ Terminal Strips are from eBay (\$8)

- □ Barrier Strips are from eBay (\$11)
- □ Electrical boxes and switches are from Lowes (\$25)
- □ Electrical + RF filter receptacle is from DigiKey (\$7)

Switching power supply - Heavy-duty 15 Amp from Arcadeshop (\$29)

JAMMA harness - "Fully loaded" from Bob Roberts (\$36)

ISO Power supply (\$20??) – Ravenswood from a Centuri Cabinet

Displays and connectors (\$12)

- **0-30 DC Voltage Meters (\$10.98)**
- □ 2-pos / 3-pos 9.93 Molex connectors for monitor power (\$1 per power cord)

Wire, connectors and Heatshrink (\$53)

□ Wires came from 16ga power cords that I cut apart (free for this project, but \$8-\$11 per 8ft to buy)

□ Spade Terminals – Utilitech #0423953 (20ct) from Lowes (\$6 @ 2)

□ Heatshrink is from eBay – Hickory Tube Works (\$12)

- Monitor Power cord
 - 16AWG 2-conductor black lamp cord (\$10.44)

Project Source 15-AMP black (\$1.97)



Some of the more interesting parts







Switches and Stuff (1)

On the primary (Input) side assumes you only intend to use this connected to 115VAC power (I.e. in the US):

- Connect #1 and #3 together, and to one leg of incoming power.
- Connect #2 and #4 together, and to the other leg of incoming power.





On the secondary (Output) side

- Connect #7 (Green) to one leg of your monitor power
 - $\boldsymbol{\diamond}$ consider this the Neutral
- Connect #5 and #6 (Blue and Purple) to the two throws of a SPDT switch.
 - Consider this the Line
- Connect the common terminal of the switch to the other leg of your monitor power.





Switches and Stuff (2)

- Wiring the switch is now easy peasy...
 - ✤Purple on one side (100v)
 - Blue on the other (115v)
 - Output from switch middle terminal to the electrical receptacle input (brass)







Reproduction Parts (#SPENDBRENTSMONEY)

- □ If there's one thing we are good at on our show it is locating parts for the hobby
- We take it seriously. So much so, we gave it a hashtag
- Brent doesn't mind... if he does it's already too late
- Started this on episode 5 of the show
- □ To date, I have spent right at \$14,000 (\$13,960 to be exact) of Brent's Money on new reproduction parts and artwork.
- I was shocked it wasn't more





What about building a brand new game – can you guess which one?

□PCB = \$1200

Repro Cabinet = \$600

□WG6100 Monitor \$500 (Amp Monitor \$800)*

Side Art Kit = \$250

□Marquee Translite = \$24

□Wire Harness = \$150

□ Power Supply = \$50

□Speakers (three) = \$70

Marquee Light Fixture = \$20

Tempered Smoked Glass = \$90

Repro Roller Controller = \$245

□Coin Box Complete = \$70

□T-molding = \$12

Base T-molding = \$50

□Clear Glass for Marquee = \$20

Leaf Buttons w/leaf contacts = \$15

Metal Parts Cab Kit = \$245

□Bezel = \$40

□ Metal speaker grilles = ??

Estimate Totals \$3686 (\$3986 w/amp monitor)





A few words of (expensive) advice...

■So many things are being reproduced today – and at an extremely high degree of precision and quality:

- Nintendo Coin Doors
- Complete Metal Kits
 - Warlords cocktail
 - Quantum
 - Major Havoc
- Gottlieb, Taito and Nintendo control panels
- Custom controllers
 - Roller controller for Major Havoc
- High Score / Multigame kits
 - Donkey Kong Remix
 - 💠 D2K
 - Braze High Score kits for Atari, Bally and Nintendo games
- FPGA Boards
 - Pole Position
 - 💠 Taito
 - Mylstar / Gottlieb



- Buy in where it makes sense, but look for ways to make it as cost-neutral as possible.
- □ Take advantage of the preorders on KLOV and Pinside
- Make it a marathon, not a race, and you'll continue to stay in the game.



So – Did this help?

■We showed how to spend some money to save some money to spend some money (but have something to show for it!)

□It's all about being self-sufficient and fixing your own games

□It's all about being safe while doing it

□It's all about equipping yourself with the right tools to not be afraid to make that big grail buy (that may not be working – but you can fix it!)

It's all about having fun, and that's a lot easier when you have options

Presentation and BT Beast Board BOM will be available on our website





Disclaimers Apply:

- Try not to kill yourselfwe're not liable.
 However, If you do, tweet about it
 @brokentoken so that we know what happened.
- There is no right of refusal – it's yours!
- □ If it shows up on eBay, we get 50%
- Create a cool product, sell it on KLOV and we'll put you on the show!

Time for some giveaways!



Get our stuff and help support the show! **T**-shirts for sale Take a card Get a sticker

Thank you for attending!

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AOL Keyword – BrokentokenRocks

Our BBS now support 56 Kbps!!!

