

Super Contra: A Proposal

We plan to purchase a full-sized, arcade-caliber, coin operated video game entitled “Super Contra”, by Konami Co., Ltd. This arcade game is housed in a full-size cabinet, roughly 1.5’ by 1.5’ by 6’. A typical arcade game weighs about 200-300 lbs. This game is in fully-working order, with a CRT, 2 controllers (for simultaneous play), speakers, and coin receptacle.

Although it is possible to fit this game in our room, we feel that it would be better utilized if we placed it in a common area on our floor, for all to enjoy. On the fourth floor of our building, Storrs, there is gap in one of the inner walls, where there used to be a pay phone. We feel that this area will make a perfect home for the game. The unit will fit perfectly in the old “phone booth”, and power can be provided by a ceiling-mounted light socket, given the proper conversion.

The only drawbacks to this design are:

1. The noise generated by the game.
2. The obstruction provided by the players.

Although the game will be located by a study area, the noise that it generates can be kept to a minimum. The internal speakers can be muted, leaving only the sounds of those actually playing the game. Finally, in order to play the game, the participants will need to stand in the hall.