



My name is Carlos Pineiro. I have been working with Tech for almost 40 years, holding degrees in Electrical Engineering and Technology. I started very young by writing programs for fun, then moved up late 80s to late 90s repairing pagers and cell phones at my father's beeper store. Graduating from Engineering school in 1999, I went to work for a company reverse engineering the lock-out region chip on DVD players to allow units to place discs from ALL parts of the world. Next, I went to work at a new big box arcade company owned by Sega of America and a movie studio partnership. My job was to keep the machines in working order (including pinball repair), make repair reports for manufacturers, and work on game circuit boards. At the venue we had a uniform standard game cabinet we used for the "Classic" games. My task was to create circuits that allowed these old games to work with these cabinets, e.g., converting Space Invaders Black / White output circuit to work on color monitor and board level repairs. During my time there I collected many great arcade boards.

I left Sega in late 2001. Fast forward about 15 years and I still had a large collection of game boards in my storage. I collected them way back then dreaming that one day I would open my own arcade. I figured I was never going to do it anymore since, with the quality of home consoles, it wasn't a good biz anymore. I didn't just want to trash these boards, so I searched for local arcade repair shops and discovered Mr. Robert Childs' "Arcade Game Sales" Shop. Went over and offered Mr. Childs a deal to buy all my boards that were going to be trashed. He bought them. His repair shop was FANSTATIC! It brought back a lot of memories. We spoke for a bit about arcades and repairs. So, I found him and his shop on Facebook, added them on to my profile.

About 2 years later I see a post by Mr. Childs about an RGB to Composite Video convertor used for disputed games by Billy Mitchell. The post was long, but the tech part was sound. Working on making circuits for classic games boards at the Sega venue, I offered my take on the post. Next morning my reply had many comments and even requested by people to make contact. Called some back and went to Arcade games sales and I offered to help with investigation. This is where I was introduced to Billy Mitchell. And I started to work. After weeks of testing on and on and on, I finally found patterns which could not be created by the claimed machine boards used by Billy. And I was able to produce the look using a MAME setup I made in my home. I wrote my final conclusion which was that the games on Billy's tapes could NOT have been produced by a genuine unmodified Donkey Kong board.

I have read Tanner Fokkens' report, and I fully endorse that all technical data is accurate and well-presented for the non-Technical to understand. It covers the hard technical subjects well.



-----

Carlos Pineiro, Miami, FL

cashe@CARLOSystems