



A couple questions on editing games

[Follow](#) 0By SBlueman, May 8, 2002 in [Hacking Documentation](#)[+ Add Tag](#)[Moderation Actions](#)[Start new topic](#)[Reply to this topic](#)**SBlueman**

Tecmo Legend



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Location: San Jose, CA

Posted May 8, 2002

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I have a couple things on my mind that I was wondering about when it comes to editing Tecmo Super Bowl for the NES:

1) I noticed when I was editing the the text in the game with hexposure that there is text for what appears to be a screen that can pop up and signal a penalty. The heading says "Yellow Flag!" and the penalties are holding and offsides. Is there any way to unlock this????

2)It always bugged me to edit a game from top to bottom but at the end of the year when you win the Super Bowl the roster comes up and it still says "1991 Roster". Is there any way to edit or just remove this????

3)Is there any way to mix up the plays you select so a play that usually is in the last pass slot can go in the first slot and visa versa?????

4)Is there a way to cure the addiction to Tecmo?????

5)Is there a way to edit the colors of the uniforms in the division champions, conference champions and Super Bowl champions cinema scene? It bugs me to no end when I play a simulated season say as the Buccaneers and when I win the division or the conference (Lets be real...Bucs win the SB???? no way) They come up on the screen with yellow jerseys and white helmets!

Ok....I guess that is that for now.....just things that bug me to no end when I am trying to edit a game.....maybe someone out there knows.....

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Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted May 8, 2002

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1) My guess is that Tecmo put this in with thoughts that they might implement penalties but just never coded it in. I would doubt this could be used in a game unless one had the original source code, which is currently being used to prop up the desk of the president of Tecmo.

2) the 1991 roster thing is either a graphic or text. (I never thought to look for it) If you do a word search through exposure for roster and don't come up with it, it's probably one of the many scrambled pictures on the rom.

3) Not without the original source code

4) Hangovers and/or tendinitis

5) You can edit these pictures but since this is a static setting it would always be the same regardless of who won the Super Bowl.

Quote

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

SBlueman

Posted February 18, 2008

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Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

SBlueman said:

- 1) I noticed when I was editing the the text in the game with hexposure that there is text for what appears to be a screen that can pop up and signal a penalty. The heading says "Yellow Flag!" and the penalties are holding and offsides. Is there any way to unlock this????
- 2)It always bugged me to edit a game from top to bottom but at the end of the year when you win the Super Bowl the roster comes up and it still says "1991 Roster". Is there any way to edit or just remove this????

Wow, talk about thread necrophilia...

Anyway....was wondering if anyone knew if #1 and #2 were possible.

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MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted February 18, 2008

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LOL I asked about the penalties in another thread and everyone was like why. Dumb asses LOL 😏

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...I shall strike down upon thee with great vengeance and furious anger, those who attempt to poison and destroy my brothers. And you will know my name is the law when I lay my vengeance upon thee!
CIA is back!!

jstout

Tecmo Super Champion

Posted February 18, 2008

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1991:
1 = AE A8 C6 C7
9 = CC D1 9E D3
9 = CC D1 9E D3
1 = AE A8 C6 C7
2007:
2 = 9C CD 82 83
0 = 90 91 92 93
0 = 90 91 92 93
7 = D4 D5 DA DB
Changed to 2007:
SET(0x16d9c,0x0000000000000000000000009ccd9000828392)
SET(0x16dad,0x000000000000000000000000919091d4939293da)
SET(0x16dbe,0x000000000000000000000000d5000094db000086)
I'm assuming my values for 2007 are typed correctly but it should be close regardless =)

+ Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted February 18, 2008

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That worked like a gem! Sorry I am not as technically savvy as others and thanks for being patient and leading me to water!

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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#).

BAD_AL

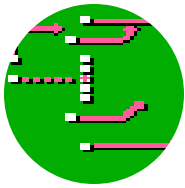
Tecmo Super Champion



Posted February 19, 2008

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That's awesome to know!!



Thanks jstout.

Members

+ 54

546 posts

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BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted February 19, 2008

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so I assume this is for the 32-team rom, and that tsbtool does not change this graphic when you change the year? I had assumed it would, because I believe TSBM does.

Any way to implement this in TSBTool? Although it is cake at this point to do it through hex. You believe I originally figured out all the letters by using the pattern editor in nesticle? That was quite a chore.

+ Quote

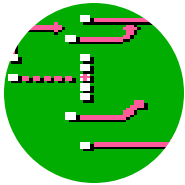


"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler

BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted February 20, 2008

Report post

BO FB Offtackle Left said:

so I assume this is for the 32-team rom, and that tsbtool does not change this graphic when you change the year? I had assumed it would, because I believe TSBM does. Any way to implement this in TSBTool?

Yes, I'm planning to include it in the next major release.

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TheRaja

TFO Chief Operating Officer



Members

+ 73

Posted January 19, 2019

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I made this reference chart for my TFO league, but figured others could use it. I also already premade years upto 2029 😊

"1991 ROSTER" YEAR LAYOUT BY DIGIT

First: 16da6 16da7 16daa 16dab

Second: 16da8 16db6 16dac 16dba

Third: 16db7 16db8 16dbb 16dbc

Fourth: 16db9 16dc7 16dbd 16dcb

KEY FOR EACH NUMBER

- 0: 90 91 92 93
- 1: AE A8 C6 C7
- 2: 9C CD 82 83
- 3: 9C CD 9E CF
- 4: B0 B1 B2 B3
- 5: C0 AC 9F CF
- 6: D0 9D D2 CF
- 7: D4 D5 DA DB
- 8: CC CD CE CF
- 9: CC D1 9E D3

PREMADE YEARS

2019:

SET(0x16da6,9CCD900082839200000000000000000091AE A8CC93C6C79E000000000000000000D1000094D3)

2020:

SET(0x16da6,9CCD9000828392000000000000000000919CCD909382839200000000000000000009100009493)

2021:

SET(0x16da6,9CCD9000828392000000000000000000919CCDAE938283C6000000000000000000A8000094C7)

2022:

SET(0x16da6,9CCD9000828392000000000000000000919CCD9C938283820000000000000000000CD00009483)

2023:

SET(0x16da6,9CCD9000828392000000000000000000919CCD9C9382839E0000000000000000000CD000094CF)

2024:

SET(0x16da6,9CCD9000828392000000000000000000919CCDB0938283B200000000000000000000000B1000094B3)

2025:

SET(0x16da6,9CCD9000828392000000000000000000919CCDC09382839F00000000000000000000000AC000094CF)

2026:

SET(0x16da6,9CCD9000828392000000000000000000919CCDD0938283D200000000000000000000009D000094CF)

2027:

SET(0x16da6,9CCD9000828392000000000000000000919CCDD4938283DA00000000000000000000000D5000094DB)

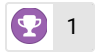
2028:

SET(0x16da6,9CCD9000828392000000000000000000919CCDCC938283CE00000000000000000000000CD000094CF)

2029:

SET(0x16da6,9CCD9000828392000000000000000000919CCDCC9382839E00000000000000000000000D1000094D3)

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