



## Applying SIM data

By Lhopital, January 13, 2009 in [ROM Editing Discussion](#)

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### Lhopital

Member



Members

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21 posts

Posted January 13, 2009

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I am a fairly new member to the site, but I have visited for the last few years. I have tried to do a lot of reading, searching, dabbling, and testing before I decided to join. My hat goes off to all the great work and progress that has been done - from the first release of RoseBowl to TSB Manager to TSBTool to the 32-team rom to in-game playbook changes.

I know a great deal of time and work goes into all the roster updates and attribute adjustments. However, in every release I have come across, there seems to be a common misapplication of SIM data. I know it is only used in simulating SKP vs SKP games, but for some of us who don't have the time to play in online leagues, season play is a top priority. I enjoy playing against a league that is as accurate as possible. With that much said, here is the breakdown of SIM data that I have discovered.

Team SIM offense - offensive production

Team SIM defense - stopping opponents offensive production

Just like in real life, a good defense with a poor offense will not do well. Don't expect a team with OFF-2 and DEF-14 to lead the league in defense. That team may do well stopping their opponent, but if the offense cannot do anything, the other team will get more chances with their offense.

The pass/rush preference works as stated:

0-rush more; 1-rush much more; 2-pass more; 3-pass much more

The playbook only affects the proportion of carries; the passing game is unaffected.

QB SIM - rushing ability, passing ability, pocket tendency

So far, this is nothing new - I know.

RB, WR, and TE - these are the numbers I think people get confused on.

The first number affects rushing average.

The third number affects receiving average.

The fourth number is a fraction of passes thrown his way. There are 5 starting skill players (2 RBs, 2WRs, 1TE); the sum of their fourth numbers should be 32. So, if a player has a 4 for this SIM rating, he should get thrown to 4/32 or 1/8 of the time.

Compare the teams from the original 1991 rom. You'll find that even the programmers made mistakes with these figures. The Colts will never throw to Pat Beach in a SIM season (his number is 2) because the sum of the 4 starters in front of him is 32. It seems that the Bills were supposed to be the model team, but when programmers were assigned to the other teams, some of them didn't quite get it right. Some teams have a sum of 32 for all 10 skill players. The difficulty is deciding what number to give a backup. If the starter should get injured, what proportion of the throws should the backup get? Some teams put a 0 for all the backups.

Defense works the same way - only with sacks and interceptions. The sum for the team should be 255 for each. If Ware on the Cowboys got 20 of the team's 50 sacks, he should have a pass rush rating of 102. A player who had 8 sacks on a team with 40 total, should be rated 51.

I don't claim to know too much, and I don't want to come across offensive. I would just like to see the same great roms that are being produced - adjust the SIM data according to this and give us a more realistic simulation of a season.

BTW - I have never actually pinpointed with 100% accuracy the purpose of that 2nd SIM number. I ran some tests to see if it was return average, but it was too random. Any thoughts? If I have made an error in my conclusion, please correct me.

 Quote ↑ 2  You and bruddog reacted to this

## buck

DARRELL GREEN



Members

 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

Posted January 13, 2009


Report post 

I've never heard about the "sum of 32" on the 4th number.

So you disagree with this logic and results: <http://tecmobowl.org/topic/73-sim-code-editing-tips-nes-tecmo/>?

EDIT:

If you total up the 4th sim number of the 10 skill players on the bills - it's 42.

 Quote 

"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

## Lhopital

Member

Posted January 14, 2009

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Members

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21 posts

You're right. All 10 players add up to 42, but the starters add up to 32. Some of the other teams total 32 for all 10 players, and the Redskins starters would add up to 32 if Gary Clark had a 10 instead of a 1 (type-o ... don't know). None of the teams have a starting sum greater than 32, so maybe this is just the limit.

We had been comparing players on different teams and found no discernable pattern. I tried a team-autonomous view by rating each player with a 2 - then all 3's, 4's, 5's and so on to find a threshold. The TE got the ball a lot with 2's; at about 6, all starters were even. At 8's, the TE got nothing. At 15, the RBs hogged the ball, WR1 got very little, and WR2 and TE got nothing. The same odd occurrence appeared when trying to rate a great defense. I concluded that higher numbers lead to more touches (catches, sacks, INTs), but with a sum limit. For defense, that limit was 255; for offense, it looked like 32. So, why the sum of 42 for BUF? Because only 5 of those 10 play at one time. All 11 defenders start, so their proportions are easy to calculate. On offense, the 5 starting skill players share chances for passes.

I know it sounds odd, but it does explain why edited roms with player 4th number ratings of 10, 8, 14, 12, 10 complain that the WR2 and TE never get the ball (all 32 points are being used by higher roster positions). Whether or not this system was an original programmer's intention, it has proven reliable on my edits for about a year, and I have yet to suffer from statistical anomalies. My hope was that this would spark someone to update the existing SIM editor or create one based partly on statistical data (averages, proportions) as well as assigned attributes.

Any feedback would be welcomed.



Quote



**jstout**

Tecmo Super Champion



Members

+ 92

537 posts

Posted January 14, 2009

Report post

Sum of 32?? You are right that the KR value is chance at receptions (fairly known as I've stated this for a long while) but its basic subtraction:

SIM\_KICK\_RETURNING\_VALUES: (x18117 from 0 to 15)

.BYTE \$00,\$14,\$19,\$21,\$26,\$2E,\$33,\$3B,\$40,\$47,\$4C,\$54,\$59,\$66,\$73,\$80

```
x175B9:
```

```
LDA $003D ; Load random # (x00 to xFF)
```

```
-----$95AB:
```

```
CMP $0400,X ; compare with receiver value
```

```
BCC $95C3 ; if receiver value is more then goto $95C3
```

```
SEC
```

```
SBC $0400,X ; subtract receiver value from random #
```

```
INX ; next receiver #
```

```
DEY ; subtract from total receivers (starting at 5)
```

```
BNE $95AB ; if more receivers goto $95AB:
```

```
-----Receivers didn't create result
```


```
LDA $003B ; load random # (x00 to xFF)
```

```

LDX #$04
JSR $9FF8 ; subroutine that determines a value from RB1 to TE
CLC
ADC $0044 ; if player 2 then we need to adjust #
TAX ; change to receiver #
-----$95C3:
STX $03BF ; Store receiver # for catch

```

Basically it checks RB1 to TE against a random number and when player's value is greater then it counts a catch. If the 5 receivers don't become larger then it randomizes a catch.

 [Quote](#)



## Lhopital

Member



Members

 2

21 posts

Posted January 14, 2009

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If the random number is from x00 to xFF, then I don't get why WR2 and TE aren't getting any of the randomized catches (given that all are set to 15). Is there something (the sum) stopping the selector from finding "more receivers" to compare their values to? I'm going to try compressing the range of values at x18117 to see if that allows for a higher ratings sum.

 [Quote](#)



## jstout

Tecmo Super Champion



Members

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537 posts

Posted January 14, 2009

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Simple, from the values a sim of 15 = x80. The random # is x00 to xFF. When all 15 and the highest possible xFF, then RB1 checks (xFF - x80) = x7F then RB2 checks (x7F - x80) = OVER (RB2 would be credited with a catch). So all the values are gone by then. So the later guys won't ever reach to be checked and will never get a catch.

 [Quote](#)



## Lhopital

Posted January 15, 2009

[Report post](#) 

Member



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Ok, now I feel silly. It DOES work like the defense (out of 255) except that you have to translate to a 15 point scale. If I take another look at the 91 Bills starters (8,2,6,10,6) that translates into (64,25,51,76,51) which is 267. IND (2,10,10,10,2) is (25,76,76,76,25) - a sum of 253 before TE Pat Beach is reached (that explains why he catches about 1 pass every 3 seasons). Does this mean that the original programmers still goofed?

If the sum was to be "x" (a # less than 255), then  $(255-x)/255$  of the time there should be a remainder of passes to be randomly distributed. Look at KC starters (0,0,6,10,0) = (0,0,51,76,0) with a sum of 127. This should mean that  $127/255$  of the passes stop at the two WR and  $(255-127)/255$  are randomly distributed, right? But the TE still gets nothing. 🤔 I suppose if I wanted to make mathematically even distribution, I would have to rate RB1 to stop the random # 1/5 of the time, RB2 1/4 of the remaining time, WR1 1/3 of what's left from that, and so on. Here's what I get: (51/255, 51/204, 51/153, 51/102, 51/51) which is my original test #s (6,6,6,6,6). It's that leftover randomness that still puzzles me.



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 15, 2009

Report post

✓ Lhopital said:

Ok, now I feel silly. It DOES work like the defense (out of 255) except that you have to translate to a 15 point scale.

Isn't it a 16 point scale (0-15) ? And 0-255 would be 256 numbers.



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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jstout

Tecmo Super Champion



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Lhopital, I did the math in excel for the randomization (when a player isn't selected) as the code shown below. Tecmo programmed it so the numbers end so RB1, RB2, WR1, WR2 are the only numbers outputed (if you change the LDX # \$04 to a LDX # \$05 then the TE is selected as well). That explains why the TE wasn't getting many catches for your tests.

\$9FF8:

```
STA $3E ; Store Random #
STX $3F ; Store Amount
LDA #$00 ; Starting A
LDX #$08 ; Times to Loop
```

```

ASL $3E ; Random * 2
@Loop1:
    ROL ; A * 2 + Carry
    CMP $3F
    BCC @Loop2
    SBC $3F ; If Amount >= Current then Current - Amount
@Loop2:
    ROL $3E ; Random * 2 + Carry
    DEX
    BNE @Loop1
    RTS


```

As C code:

```

int Random = # (0 to 255);
int Amount = 4;
int A = 0;
int X = 0;
int Carry = 0;
Random = Random * 2;
if (Random > 255) {
    Random = Random - 256;
    Carry = 1;
}
for (X = 8; X > 0; X--) {
    A = A * 2 + Carry;
    Carry = 0;
    if (A >= Amount) {
        A = A - Amount;
        Carry = 1;
    }
    Random = Random * 2 + Carry;
    if (Random > 255) {
        Random = Random - 256;
        Carry = 1;
    }
    else {
        Carry = 0;
    }
}
A = Receiver

```

 Quote



Member



Members



21 posts

You guys are great. I would have never found that on my own.

I changed the byte at x175CB from 04 to 05, and it seems to work fine now. Thanks.

I'm assuming that if every team is properly adjusted so that all 256 (not 255) values are used, this subroutine wouldn't be needed at all in the game.

On a different note - because SIM rating edits are so time consuming, I'd like to find some way to implement this into the JeidTSBToolRosters spreadsheet (maybe put stat entry on each position page). I found some info while searching the threads about stats used for attributes. What are some stats we could use for SIM ratings? Here's what I'm thinking so far:

Team offensive and defensive yardage ranking

QB rating; QB rush att/game; QB rush avg

RB rush yds/game

RB, WR, TE rec/game; yds/rec

Defense - TKLs (is there a stat for TKLs for loss); sacks; passes defended (INT are too infrequent)

FG%; FG long; Punt avg

Sometimes I feel like I'm working for hours trying to find a way to save a few minutes. But, if you think it's worth it, feel free to make suggestions. Or ... maybe someone with more coding experience will adopt this project 😊 (I know time is not a luxury). Otherwise, I'll stick with the little I know about formulas in Excel. 😊

I'll check back after the weekend.



Quote



jstout

Tecmo Super Champion



Members



537 posts

Posted January 15, 2009

Report post

I created this excel worksheet a while back and I did some light updates today on it. I think it works fairly well and at worst is a good starting point. Let me know what you think.

[TSBSimulations\\_New.xls](#)



Quote



buck

DARRELL GREEN



Posted January 15, 2009

Report post

✔ jstout said:

I created this excel worksheet a while back and I did some light updates today on it. I think it works fairly well and at worst is a good starting point. Let me know what you think.

I like some of the things you have going there. I'll look at it closer later on.

Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

Here's a copy of a spreadsheet that I use to get defensive sim values. It's pretty easy to use.

Just input sacks/ints and the sim values scale accordingly.

Notes:

RE through LOLB are given an extra sack to their total.

ROLB through SS are given an extra interception.

(because I don't like zero sack value for DL/LB and I don't like zero int value for LB/DB) it should be evident as to how to modify the cells to remove this "adjustment".

also, if you want to "bump" a guy to give him a higher sim value, just give him more sacks/ints and it will automatically scale him and everyone else.

[TSB defensive sim calcs.xls](#)

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

amrush

Promising Rookie



Members



97 posts

**Location:** tecmo hell

Posted January 15, 2009

Report post

I know most people are on this board for NES, and I also know that most people that tweak sim data for the NES use some kind of simtool app that someone developed years ago. Probably because of this, I'm not able to find the starting address for the sim bytes in the NES version anywhere. The same area of the rom that you guys are talking about in this thread.

I know the sim bytes for the TSB3 version start at hex address x001EE040 (ie: that's Jim Kelly for the Bills). **Can someone please tell me where the sim bytes start in the NES version?**

Thanks in advance.

amrush

+ Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!

After 8 f\*cking years I actually have an all-time rom I can play... Yay

jstout

Tecmo Super Champion



Posted January 15, 2009

Report post

amrush said:

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Members

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The sim bytes are x18163 to x186A2 (Buffalo to Atlanta). The team pointers to those sim bytes are just above those.

+ Quote



amrush

Promising Rookie



Members

0

97 posts

Location: tecmo hell

Posted January 15, 2009

Report post

Awesome. Thanks a bunch for the quick reply.

amrush

+ Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!

After 8 f\*cking years I actually have an all-time rom I can play... Yay

Lhopital

Member



Members

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21 posts

Posted January 16, 2009

Report post

NFC West starts at x199C1 and follows the same pattern.

Offensive preferences are at 27526 and x27FDB (NFC West).

However (as I recently discovered), you need to change a few bytes.

Per jstout:

Quote

Here we go, a couple bugs:

x27479 to x2747B should be x20 xB6 x9F (this goes to cxrom's written code for Team 1)

x27481 to x27483 should be x20 xB6 x9F (this goes to cxrom's written code for Team 2)

In the code to read the values is another bug:

x27FCE should be xE0 (this makes it compare team value correctly)

Now, edits to these values actually get used. Great find, guys.

I'll take a look at those spreadsheets.

+ Quote



jstout

Tecmo Super Champion



Posted January 16, 2009

Report post

For those that want to change the sim values, the individual sim values are:



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QB SIM:

Rushing Ability, Passing Ability, Pocket Tendency

RB/WR/TE SIM:

Rushing Ability, Receiving Ability, Receiving Yardage, Receiving Target

DL/LB/DB SIM:

Sack, Interception

K/P SIM:

Kicking Ability

\*Passing and Receiving Ability work together in deciding a reception, incomplection, or interception on the play.

\*Both Punt and Kick Return Sim values are incorrectly found by Tecmo's code as it doesn't get the sim for the KR or PR player (I'm able to write something though to make it work right). The value was supposed to be either Rushing Ability or Receiving Yardage.

+ Quote



## COA Elway

COAching Phenom



Moderators

+ 119

1,322 posts

Location: Cleveland

Posted January 16, 2009

Report post

Hey Jstout!

Is there any way, to not make the QB scramble when you are in COA mode or the COM. 🤪

+ Quote

1

AZcactus reacted to this



**COA mode player, since '93**

Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!

## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 16, 2009

Report post

elway7 said:

Is there any way, to not make the QB scramble when you are in COA mode or the COM.



The probability for QB scramble is embedded in each individual play.

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

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Posted January 16, 2009

Report post

jstout said:

For those that want to change the sim values, the individual sim values are:

...

\*Both Punt and Kick Return Sim values are incorrectly found by Tecmo's code as it doesn't get the sim for the KR or PR player (I'm able to write something though to make it work right). The value was supposed to be either Rushing Ability or Receiving Yardage.

Thanks for the clarifications. I think that an actual KR/PR sim hack would be useful.

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

COA Elway

COAching Phenom



Moderators

+ 119

1,322 posts

Location: Cleveland

Posted January 16, 2009

Report post

buck said:

elway7 said:

Is there any way, to not make the QB scramble when you are in COA mode or the COM. 😊

The probability for QB scramble is embedded in each individual play.

Thanx Buck! 😊

+ Quote



[COA mode player, since '93](#)

Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!

StalkingButler

Starter



Posted January 26, 2009

Report post

Regarding TE sim data, does a team's formation set have anything to do with it. I'm struggling to get Heath Miller receptions when I have PIT set to a 1RB, 3WR, 1TE offense, but when I change it to 2RB, 2WR, 1 TE, it seems to fix things with virtually the same sim rec numbers. It's frustrating, I guess Mewelde Moore will have to start over Nate Washington because of it.



Members

+ 1

124 posts

Location: Mankato,  
Minnesota

Also, the TEs for the Redskins and Chargers in the original barely see the ball either, that's the only 1RB, 3WR, 1TE formations in the original to go by. Anyone know a fix for this?

+ Quote



 [sigs.php?player=StalkingButler05](#)

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>



Lhopital

Member



Members

+ 2

21 posts

Posted January 27, 2009

Report post 

In regards to your TE question:

I haven't seen that problem arise in the original. Their production fits their ratings. Try:

1. Check the SIM numbers in the original (the 4th SIM number - receiving target value); the Chargers TE is rated a 4 and the Redskins TE is rated 1.
2. Check x175CB. If it reads 04, then throws that are randomized (after spreading the ball based on the receiving target values) don't reach the TE. Change the byte to 05.

3. Check the corresponding values of your receiving target ratings. My initial theory about the sum of 32 was a little off. The values 0-15 actually correspond to these values:

00 14 19 21 26 2E 33 3B 40 47 4C 54 59 66 73 80

... meaning that if the sum of your first 4 starters goes over 255, your TE won't get anything.

Check these values with both lineups 2-2-1 and 1-3-1. It could be that your sum with Nate Washington goes over 255 before reaching Miller but stays under 255 with Moore.

3b. On a side note, I changed those values at x18117 to multiples of 8. Now, every increment on the receiving target value corresponds to 1/32 of the throws.

00 08 10 18 20 28 30 38 40 48 50 58 60 68 70 78

The highest rating of 15 now corresponds to 78 (120 in decimal) out of FF (255).

4. Check to see how you are changing formations. I've gotten accustomed to changing formations manually, so I'm not sure which tool you are using. If done properly,

4a. If you are not using a global 2RB set, the coding from x21642 to x21661 should revert to the original. Just change the comparison statements (C9 xx) to reflect the teams you want changed.

4b. Make similar changes at x30FF8. Again, (C9 xx) is compare team # xx. This section is to assign the proper position to players in each formation.

If all else fails, send a copy of your rom for someone to look at.

Good luck

+ Quote



Lhopital

Member

Posted January 27, 2009

Report post 



Members

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Just a thought,

I was just looking through some old notes on the formation locations x21642 and x30FF8. There are 6 comparison statements in the x21642 section to change to format of the starter screen (2rb 2wr 1te, 1rb 3wr 1te, or 1rb 4wr). However, at x30FF8 there are only 5 comparison statements to label players with the correct positions (rb, wr, or te). It draws that information from x3104B. Ever noticed that SD in the original is 1-3-1 yet Bernstine is labeled as a RB?

A 2TE set can be easily added if you overwrite x31056 and x3105D as 03's instead of 02's. This basically replaces the 4WR set with 1rb 1te 2wr 1te. I used this back when Dallas claimed it was going to use Witten and Fasano in a 2TE set for most of its plays (Jones, Witten, Owens, Glenn, Fasano). Useful? I use 2rb for almost all the teams - RB by committee makes it difficult to put in a lot of FB's. 1-3-1 makes up another 2 or 3 teams.

On that note, after looking at those spreadsheets, I am wondering if there is a systematic way to set breaking points from stats to automatically set up formations. I loved the point-range system for adjusting OFF/DEF SIM values and adding 1 sack to the front 7 before calculating values is probably a good idea.



Quote



## StalkingButler

Starter



Members

+ 1

124 posts

Location: Mankato, Minnesota

Posted January 27, 2009

Report post

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If all else fails, send a copy of your rom for someone to look at.

Good luck

1. Of course I have Heath Miller rated high in sim number than the three TEs on 1RB 3WR 1TE formations on the original.
  2. Did that ahead of time.
  3. This is where my error might of occurred. I used the sum of 32 technique, and my numbers are the same with Washington and Moore, but if the 32 technique doesn't directly correspond and is quite confusing to do, I'll try your way, and change them to multiples of 8 and get back.
  4. I'm using the Supreme Tool and I have no idea what any of this material really means or why it is relevant. If you change the formations in the Tool, it seems to make them exactly like they are in the original. I don't think the mix up comes here.
- Lemme try the multiple of 8s and I'll post the results. If it doesn't work, I'm going to change sim values of the TE's/teams in 1RB, 3WR, 1TE formations on the original to prove that it's a bug then. haha

+ Quote



 [sigs.php?player=StalkingButler05](#)



Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

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Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

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## Applying SIM data

By Lhopital, January 13, 2009 in ROM Editing Discussion

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### StalkingButler

Starter



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Posted January 27, 2009

[Report post](#)

Yep, can't figure this thing out.. here's the rom if anyone wants to give it a glance and try for themselves. I'm getting frustrated here, wanted this out for the Super Bowl and the sim data is really tripping me up. I'm claiming a formation bug. I went into the original and made the Washington/San Diego/Phoenix TEs much better sim stat wise, and it didn't help them out very much stat wise, maybe 5 catches.

As far as the formations I used, I've also tried Heath with 1-4 routes of all different kinds in the playbook to little avail.

[TSB 2009 StalkingButler's Version \(TE stat problem\).zip](#)

[+ Quote](#)[sigs.php?player=StalkingButler05](#)

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

### Lhopital

Member



Posted January 29, 2009

[Report post](#)

I looked at your rom, and here's what I found:

RB1 Parker [7, 1, 4, 6]

RB2 Washington [1, 5, 4, 9]

WR1 Ward [1, 11, 7, 7]





Members

+2

21 posts

WR2 Holmes [1, 8, 11, 9]

TE1 Miller [1, 7, 6, 6]

With your SIM set the way it is, the 4th numbers add up to (6+9+7+9+6) 37 or (48+72+56+72+48) 296. You only have 255 to work with; or 32 SIM points with the adjustments at x18117. If you do a simple stat conversion for catches, you get:

3+40+81+55+48 = 227 catches for starters, and ...

Parker 3/227 x 32 = 0.42

Washington 40/227 x 32 = 5.64

Ward 81/227 x 32 = 11.42

Holmes 55/227 x 32 = 7.75

Miller 48/227 x 32 = 6.77

As another thought - I've seen a couple ideas on how to adjust the third number (controls receiving yardage). For my SIM values, I take the yds/catch and subtract 4. It's not perfect, but it helps me scale yardage output somewhat. For the steelers:

Parker 4.33 - 4 = 0.33

Washington 15.78 - 4 = 11.78

Ward 12.88 - 4 = 8.88

Holmes 14.93 - 4 = 10.93

Miller 10.71 - 4 = 6.71

If you round down (except for 0) for target values and round for rec yardage I get this:

RB1 Parker [7, 1, 1, 1]

RB2 Washington [1, 5, 12, 5]

WR1 Ward [1, 11, 9, 11]

WR2 Holmes [1, 8, 11, 7]

TE1 Miller [1, 7, 7, 6]

This gives you a target sum of 1+5+11+7+6 = 30 and the remaining 2/32 is randomized. Try it now, and see if it simulates a little more realistically.

+ Quote



Lhopital

Member



Members

+2

21 posts

Posted January 29, 2009

Report post

I think I might have tried to correct the wrong problem.

Quote

RB1 Parker [7, 1, 4, 6]

RB2 Washington [1, 5, 4, 9]

WR1 Ward [1, 11, 7, 7]

WR2 Holmes [1, 8, 11, 9]

TE1 Miller [1, 7, 6, 6]

It looks like you used the 3rd numbers to get a sum of 32. It's the 4th number that gets used as the target value. Sorry for the lengthy response. Good luck!

+ Quote



## StalkingButler

Starter



Members

+ 1

124 posts

Location: Mankato,  
Minnesota

Posted January 29, 2009

Report post

FANTASTIC! It works and I understand now. Thanks for your time.. now I gotta crack down and finish these sim numbers by Sunday.

+ Quote



[sigs.php?player=StalkingButler05](#)



Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted February 20, 2010

Report post

just found this thread and I'm still a little confused because this guy kept talking about adjustments he made to his rom and errors he made so I have no idea what the right conclusion is.

Working on an unedited rom, I know the defense total is 255. What is the total for the 4th sim number on offense? Is it actually 32, or is it something else?

+ Quote



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

- Kenny Stabler



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super  
Street  
Tecmo Titles: Lincoln V  
(2015)

Posted February 21, 2010

Report post

see:

[viewtopic.php?f=5&t=11924&start=15#p94632](#)

Basically it's 32, but if you read what Lhopital wrote above, he found that 0-15 actually pull up values from the table he lists. So you can modify the table like he says to make the numbers even.

There is another mod you might make - he mentions it in part 2. It has to do with the TE getting part of the random receiving targets if you don't fill up the 32 SIM point total.

It's cool that they made the game where some teams are pretty much set in who will get the receptions, but then there are some teams that have a lot of randomization going on with SIM receiving targets over the course of a season.

✓ **BO FB Offtackle Left said:**

Working on an unedited rom, I know the defense total is 255. What is the total for the 4th sim number on offense? Is it actually 32, or is it something else?



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted February 21, 2010

Report post

▼ buck said:

see:

<http://tecmobowl.org/forum//viewtopic.php?f...=15#p94632>

Basically it's 32, but if you read what Lhopital wrote above, he found that 0-15 actually pull up values from the table he lists. So you can modify the table like he says to make the numbers even.

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▼ BO FB Offtackle Left said:

Working on an unedited rom, I know the defense total is 255. What is the total for the 4th sim number on offense? Is it actually 32, or is it something else?

Well, the TE not getting passes drove me crazy in my other roms, but I don't want to do any hex editing for this rom. So it's good to know that as long as I total 32 that everyone should get what they are supposed to. I have no interest in randomizing catches. There's enough random shit going on in Tecmo as it is.

I still don't understand why you would bother modifying the table when you can just as easily assign values from 0-15 in Tool. From what I understand, the 4th sim value is the number of times the player is targeted, the second is actual receptions, and the third is yards. Or something close to that. PFF actually has the number of times each player was targeted, so wouldn't it make sense to base the 4th sim on that? So a player that was targeted a lot but didn't make a lot of actual receptions would have a high 4th value but low second and third values.

So for example, the Saints might look something like this? Sim 4 = TA Player \* 32/Total Targets

| Pos | Name | Rec. | Yds | TA | Sim 1 | Sim 2 | Sim 3 | Si |
|-----|------|------|-----|----|-------|-------|-------|----|
|-----|------|------|-----|----|-------|-------|-------|----|

WR M. Colston 70 1074 102 1 9 10 7

WR D. Henderson 51 804 82 1 6 8 5

WR Robert Meachem 45 725 61 1 5 7 4

WR Lance Moore 13 146 16 1 2 1 1

TE Jeremy Shockey 48 569 65 1 6 6 4

TE Dave Thomas 35 356 46 1 4 4 3  
RB Reggie Bush 47 335 63 5 4 3 4  
RB Pierre Thomas 39 302 42 6 3 3 2  
RB Mike Bell 4 12 4 3 1 1 1  
FB Heath Evans 10 70 12 2 1 1 1  
493 32

+ Quote



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

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted March 1, 2010

Report post

I just realized I counted the backups in my last post, so nevermind that. But I'm still not sure what the difference is between #2 and #4 below:

Quote

RB/WR/TE SIM:

Rushing Ability, Receiving Ability, Receiving Yardage, Receiving Target

I was thinking actual targets, but it doesn't seem like targets without considering actual receptions is something that would be reflected in stats. Unless it also affects QB comp %? That is, if you make a player have a 15 in #4 but a 1 in number 2 and 3, would that make the QB have a very low comp % because he keeps throwing to a receiver who keeps dropping the ball?

If it's not that complicated and "Receiving Target" really just translates into the number of receptions a player gets when simming, then how is that different from "Receiving Ability"?

+ Quote



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

## buck

DARRELL GREEN



Members

Posted March 3, 2010

Report post

jstout says:

"Passing and Receiving Ability work together in deciding a reception, incomplection, or interception on the play."

end quote

The difference is that "Receiving Target" determines if the WR is even targeted.

IF he *is* 'targeted', then "Receiving Ability" determines the outcome of said 'target' (reception, incomplection, interception).

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted March 4, 2010

Report post

✓ buck said:

jstout says:

"Passing and Receiving Ability work together in deciding a reception, incomplection, or interception on the play."

end quote

The difference is that "Receiving Target" determines if the WR is even targeted.

IF he *is* 'targeted', then "Receiving Ability" determines the outcome of said 'target' (reception, incomplection, interception).

Okay, so what I initially said is correct, then? To give an extreme example: if you give a player on one team a 15 in the 4th sim value and a 1 in the 2nd, and a player on another team the reverse, then the player with the 15 in the 2nd will get more receptions. If the QBs and team sim stats of these two teams are rated the same, then the QB on the first team should also have a much lower comp % because of all the targets going to that WR. Is this right?

+ Quote



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

- Kenny Stabler

## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Posted March 4, 2010

Report post

I've never experimented with an extreme case like that (or paid so much detailed attention to my simming results - as long as stuff is in the ballpark), but what you said makes sense. One thing I'm curious about - how much the 'team defense rating' (0-F) of opponents affects offensive sim stat results.

I think it's time you go get an emulator with a "speed up" option and start simming seasons.

✓ BO FB Offtackle Left said:

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"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted March 4, 2010

Report post

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yeah i did that once years ago but i think i lost that notebook. Plus I had thought I figured Rec and KR but I came to different conclusions than are on here, and my results for PR value were inconclusive. So I'd rather follow the results of people that seem to know more about this than I do, hehe.



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

- Kenny Stabler

## El Rey

Starter



Posted March 5, 2010

Report post

✓ Lhopital said:

Ok, now I feel silly. It DOES work like the defense (out of 255) except that you have to translate to a 15 point scale. If I take another look at the 91 Bills starters (8,2,6,10,6) that translates into (64,25,51,76,51) which is 267. IND (2,10,10,10,2) is (25,76,76,76,25)

Members

+ 5

107 posts

Location: Amarillo, Texas

- a sum of 253 before TE Pat Beach is reached (that explains why he catches about 1 pass every 3 seasons). Does this mean that the original programmers still goofed? If the sum was to be "x" (a # less than 255), then  $(255-x)/255$  of the time there should be a remainder of passes to be randomly distributed. Look at KC starters (0,0,6,10,0) = (0,0,51,76,0) with a sum of 127. This should mean that  $127/255$  of the passes stop at the two WR and  $(255-127)/255$  are randomly distributed, right? But the TE still gets nothing. 🤔

I suppose if I wanted to make mathematically even distribution, I would have to rate RB1 to stop the random # 1/5 of the time, RB2 1/4 of the remaining time, WR1 1/3 of what's left from that, and so on. Here's what I get: (51/255, 51/204, 51/153, 51/102, 51/51) which is my original test #s (6,6,6,6,6). It's that leftover randomness that still puzzles me.

How does (8,2,6,10,6) translate to (64,25,51,76,51)?



Quote



## TecmoBowlSwede

Posted July 6, 2013

Report post

Promising Rookie



Members

+ 1

47 posts

There must be more to the 3rd sim value than just deciding yards/reception, right?

I have simmed a couple of seasons with every player set (using TSBTool Supreme) to 0, except the Oilers starting WR's; 15 sim value for them. The yards/reception ranking is still very even, season after season. And often one of them doesn't even get in the Top 30.

...or is it just that random?



Quote



## Yak

Posted July 6, 2013

Report post

Tecmo Fanatic



Members

If memory serves, the type of pass play utilized affects the SIM stats, like when giving RB1 all four run slot options--his end-of-season numbers are going to be substantially increased because of it. Each pass play has variables in place for what receiver position the QB looks for more than the others.

+ 1,541

5,286 posts

Location: Boston, MA

For more about QB / WR priority: <http://tecmobowl.org/topic/11317-changing-qb-wr-priority/>

+ Quote



## TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted July 11, 2013

Report post

Does this mean that TSBSupreme has been calculating the SIM data wrong???

+ Quote



## Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted July 11, 2013

Report post

For my money, the "Auto Update Sim Values" button in TSBToolSupreme does a good enough job in delivering expected stats for com players. I personally don't see what all the fuss is about over calculating sim values. Unless I've completely misunderstood the concept, it has nothing to do with man-controlled teams or how the computer plays against man-controlled teams.

+ Quote



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Posted July 11, 2013 (edited)

Report post

On 7/11/2013 at 1:56 PM, Tecmonster said:

For my money, the "Auto Update Sim Values" button in TSBToolSupreme does a good enough job in delivering expected stats for com players. I personally don't see what all the fuss is about over calculating sim values. Unless I've completely misunderstood the concept, it has nothing to do with man-controlled teams or how the computer plays against man-controlled teams.

right, it's for the SKiPped COM games, when COM plays COM and you just see the scoreboard as the week goes by.



**Location:** Tecmo Super Street  
**Tecmo Titles:** Lincoln V (2015)

when playing MAN/COA/COM v COM (non-skipped), the only variable that does anything (besides player ratings and "juice") is offensive preference.

but the fuss is about making the season "end properly" (where the best teams have the best record) and where Jerry Rice gets all the receiving yards and not Harry Sydney and Reggie gets the sacks, not Andre Waters.

without proper sim values, you cannot control how those SKP games actually go. and of course there is always a lot of randomness going on, so it's impossible to "guarantee" results.

Edited July 11, 2013 by buck

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... individual freedom of mind."

[link to change one's signature](#)

## Tecmonster

rom producer



Members

+ 211

634 posts

**Location:** Reno, NV

Posted July 11, 2013

Report post

Well, I do get that -- the best teams should go to the playoffs and the stat leaderboards should make sense. I guess I should have clarified my question though: is the TSBToolSupreme's "Auto Update Sim Values..." feature so wildly inept that it shouldn't be used? I've used it for custom leagues and players I've created and it seems to do a good job simulating team and player performances. I mean, you will see some strange things from time to time, but the for the time it takes to set sim values with this feature (the one-second click of a button), the return on investment is solid, in my opinion.

+ Quote



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Posted July 11, 2013 (edited)

Report post

✓ On 7/11/2013 at 4:58 PM, Tecmonster said:



Well, I do get that -- the best teams should go to the playoffs and the stat leaderboards should make sense. I guess I should have clarified my question though: is the TSBToolSupreme's "Auto Update Sim Values..." feature so wildly inept that it shouldn't be used? I've used it for custom leagues and players I've created and it seems to do a good job simulating team and player performances. I mean, you will see some strange things from time to time, but the for the time it takes to set sim values with this feature (the one-second click of a button), the return on investment is solid, in my opinion.

**Location:** Tecmo Super Street  
**Tecmo Titles:** Lincoln V (2015)


I've never used that feature! I remember reading somewhere where BAD\_AL said it didn't work right - and I've always had fun doing it myself with spreadsheets and testing - but hey, if it works, it works. I might fool around with it.

edit - actually, the source code is out there - it should be possible to see the exact algorithm that BAD\_AL used.

Edited July 11, 2013 by buck

+ Quote

 1

Knobbe reacted to this 

"The right to speak and the right to refrain from speaking are complementary components of ... individual freedom of mind." x

[link to change one's signature](#)

## Martin

Promising Rookie



Members

+ 22

92 posts

Posted August 31, 2014

Report post 

Anyone got the locations for the other corresponding values, like the ones at x18117? For yrds/rush, etc.

+ Quote



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 31, 2015

Report post 

Rushing ability and receiving yardage load from the same array so it might be best to think of it

as

rushing yardage, reception skill, receiving yardage, target likelihood

+ Quote



# buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 31, 2015

Report post

On 10/31/2015 at 10:02 PM, bruddog said:

Rushing ability and receiving yardage load from the same array so it might be best to think of it

as

rushing yardage, reception skill, receiving yardage, target likelihood

wtf does "skill" mean?

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

# Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted November 1, 2015

Report post

what I don't understand is that reception skill and target likelihood lead to the bottom line known as receiving yardage, yet receiving yardage also has its own sim number. I guess what I'm asking is that once you enter a # for receiving yardage, how would reception skill and target likelihood matter at all?

+ Quote



# bruddog

Down with button mashing



Moderators

+ 3,074

Posted November 1, 2015

Report post

Reception skill helps determine if a pass is caught, not caught, intercepted

Target likelihood helps determine if a WR is targeted on a play.

If a player is targeted and the ball is caught the receiving yardage rating helps set the random range of yards gained on the play.

+ Quote





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SBlueman



# Applying SIM data

By Lhopital, January 13, 2009 in ROM Editing Discussion

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3

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## Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted November 1, 2015

[Report post](#)

OK, so I guess the receiving yardage sim # is more of a "yards per catch" indicator, vs. total receiving yards for the game.

[+ Quote](#)

## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted November 1, 2015

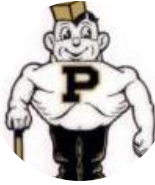
[Report post](#)

correct.

[+ Quote](#)

## Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 11, 2016 (edited)

Report post

I've been using the info in this thread, including the 32 point cumulative total for starters for the receiving target rating (slightly, technically incorrect but extremely functional), to create a spreadsheet that accurately automates sim values for each player. I'm pretty much done with the formulas but I'm unsure about the "pocket tendency" rating for QB's. I've noticed that it rarely rises above 3 for most QB's in other roms.

My question is, what does pocket tendency really do and is 0-3 the "accepted" range for this rating?

All other offensive sim ratings, except the aforementioned receiving target rating, are calculated as some fraction of 15 (sometimes very large fractions like 14/15), but I guess it's not the case for pocket tendency even though TSBTool allows for a max of 15.

Edited September 11, 2016 by Tecmonster

+ Quote



## Martin

Promising Rookie



Members

+ 22

92 posts

Posted September 12, 2016

Report post

I would recommend this when doing the target ratings:

SET(0x175CB, 0x05) - **includes TE when target is randomized**

SET(0x18117, 0x00081018202830384048505860687078) - **really makes it a "out of 32"-thing**

And the pocket sim. There's just four values (0-3) that can be loaded, starting at **0x18103**.

+ Quote



## Tecmonster

rom producer



Members

+ 211

634 posts

Posted September 12, 2016

Report post

Thanks Martin.

+ Quote



# SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted February 20, 2017

Report post

On 9/12/2016 at 4:06 AM, Martin said:

I would recommend this when doing the target ratings:

SET(0x175CB, 0x05) - **includes TE when target is randomized**

SET(0x18117, 0x00081018202830384048505860687078) - **really makes it a "out of 32"-thing**

And the pocket sim. There's just four values (0-3) that can be loaded, starting at **0x18103**.

Just for the sake of clarity, the first command for the TE fix is also for the 32-team rom only, correct?

+ Quote Edit Options



**Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)**

**Check out my other releases: [SBlueman's Downloads](#)**

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

# buck

DARRELL GREEN



Posted February 20, 2017

Report post

On 2/20/2017 at 4:22 PM, SBlueman said:

Just for the sake of clarity, the first command for the TE fix is also for the 32-team rom only, correct?

all tsb rom

Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

malferds

Member Title



Members

+ 5

1,160 posts

**Location:** 43.601165, -90.056930

**Tecmo Titles:** Bo jackson award

JuuuuustBleeeeed!!!!

Posted February 18, 2018

Report post

anyone got a spreadsheet or auto sim rating generator thats pretty accurate? i dont feel like making my own



Quote



[malferds.png](#)

[malferdsrushingrecordsar6.png](#)

Quote

once again validating how dead on balls accurate I typically am.....

2 movies by me currently live on google video, just search for malferds i guess.

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

**Location:** San Jose, CA

Posted February 18, 2018 (edited)

Report post

check out is the spreadsheet posted by [@jstout](#) here:



jstout replied to a topic

January 15, 2009



Applying SIM data

I am a fairly new member to the site, but I have visited for the last few years....



By Lhopital, January 13, 2009 93 replies

I created this excel worksheet a while back and I did some light updates today on it. I think it works fairly well and at worst is a good starting point.

Let me know what you think. TSBSimulations\_New.xls

Edited February 18, 2018 by SBlueman



Quote Edit Options





Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)

Check out my other releases: [SBlueman's Downloads](#)

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

adsc184

Promising Rookie



Members

+ 29

96 posts

Posted March 18, 2018 (edited)

Report post

On 10/31/2015 at 10:02 PM, bruddog said:

Rushing ability and receiving yardage load from the same array so it might be best to think of it

as

rushing yardage, reception skill, receiving yardage, target likelihood

I just started messing with TSB Tool to mess with the sim stats and it seems the auto updater takes only speed into account for the last two, as it considered them to be kick and punt return ability. I had a high skill RB with awful hands (think Okoye or Bo) getting 60+ catches in a season while a speedy, sure-handed receiver on the same team (think Jerry Rice) got nothing (the 32 points were used up before it got to him due to his spot on the roster).


If you want a "quick" fix: what I did for RBs, was to use the same number for the reception skills (2nd) in the 4th number and then halved the 3rd number so they wouldn't get a huge yards per catch. These numbers actually ended up being pretty close to what you'll see for RBs in the original rom. For WRs, I averaged the 2nd and 3rd numbers to come up with their 4th. This resulted in very good WRs generally having a value of 12-13 and mediocre

receivers being about 7-8. Teams with crap receivers will randomize many catches, which makes sense because there isn't any dominant receiver the QB would be focusing on. This resulted in the best WRs in the league generally leading the league in receptions over many simmed seasons.

My trouble comes with the defense ratings. Bruce Smith in the original rom is at 127 (IIRC) for pass rush. From my understanding, the entire team cannot go above 255. This means Bruce Smith should get about half of his team's sacks. It seems that the auto updater will equally spread the pass rush numbers out based on speed. The fastest guys will have the highest value, but they won't be significantly higher than slow guys. I don't have any advice right now for quickly editing these.

Is there a way to export data from TSB Tool into a spreadsheet and then import it back? I feel like there probably is, and I could edit my stuff a lot faster in Excel.

Edited March 18, 2018 by adsc184

 Quote



## malferds

Member Title



Members

+ 5

1,160 posts

**Location:** 43.601165,  
-90.056930

**Tecmo Titles:** Bo jackson  
award

*JuuuuustBleeeeed!!!!*

Posted March 21, 2018

Report post 

i just made a nice excel doc that works all of it out... and gives you team offense and defense ratings as well. I was hoping to use one that was already created but couldnt find one.

it rates every player between 25-75. taking into account that HP can be exponential at different points. its a much more complex system than just rating one or 2 attributes as discussed above in this thread.

then rates that players sim stats based off his attributes (sometimes combined with other players around him)

then rates the players importance to the team and ultimately rates the team offense and defense taking into account how multi dimensional the offense is, best player on defense, etc.

it allows you to paste in data from TSBToolSupreme and also will spit out data to be uploaded into TSBToolSupreme.

it allows to edit and upload to TSBTS multiple teams at one time with a quick CNTRL+C and CNTRL+P. takes a couple seconds.

im just tinkering and dunno if anyone could use it, but i play with a friend and we like making our own teams and it gets tedious to keep editing and pasting into the TSBTS since we like to do an edit each time we play. And every time we edit our team even a little bit the sim stats are now automatically formulated which is cool so we can play seasons and stuff also.



# bruddog

Posted March 21, 2018

Report post

Down with button mashing



@malferds found out awhile back that the ratings aren't team offense and team defense.

Its team rush defense and team pass defense.



Moderators

+ 3,074

11,466 posts

Location: Ca

+ Quote



You and adscl84 reacted to this



# adscl84

Posted March 21, 2018

Report post

Promising Rookie



Members

+ 29

96 posts

On 3/21/2018 at 6:34 PM, bruddog said:

@malferds found out awhile back that the ratings aren't team offense and team defense.

Its team rush defense and team pass defense.

Oh wow. So I assume there is code for rush offense and pass offense then. Where can that be found?

+ Quote



# bruddog

Posted March 21, 2018

Report post

Down with button mashing



No it uses the player sim ratings for offense.



Moderators

+ 3,074

11,466 posts

Location: Ca

+ Quote



# adscl84

Posted March 22, 2018

Report post

Promising Rookie

Good to know. Thanks.



Members  
+ 29  
96 posts

+ Quote



## SBlueman

Tecmo Legend



Members  
+ 289

1,048 posts

Location: San Jose, CA

Posted March 22, 2018

Report post

On 3/21/2018 at 4:32 PM, adscl84 said:

Are you willing to share the spreadsheet? I'd like to try it out.

I second that!

On 3/21/2018 at 9:41 PM, bruddog said:

No it uses the player sim ratings for offense.

Well hot damn, I missed that memo. Anyone have a link to where this was posted?

+ Quote Edit Options



**Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)**

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

## bruddog

Down with button mashing



Posted March 22, 2018

Report post



Moderators

+ 3,074

11,466 posts

Location: Ca



Carther created a topic in ROM Editing Discussion

October 28, 2015



|                           |  |          |      |      |      |
|---------------------------|--|----------|------|------|------|
| 27                        |  | PATRIOTS | 4256 | 2702 | 1554 |
| 28                        |  | CHARGERS | 4154 | 2089 | 2065 |
| ★★★ NFL TOTAL DEFENSE ★★★ |  |          |      |      |      |
| TOTAL PASS RUSH           |  |          |      |      |      |

### How do sim results work in SKP vs SKP

I know the cpu uses team SIM ratings to help determine skip game results, but what else is used? Are player SIM ratings used? Is it mostly random, does anyone know how this works?

37 replies



Quote



1



You reacted to this

adsc184

Promising Rookie



Members

+ 29

96 posts

Posted March 22, 2018

Report post

What i find most interesting about this is that the Steelers have the best defense in the game by player rating, but have a rather mediocre run defense rating for skipped games. Meanwhile the 49ers, who do have a pretty good defense, are rated 15 for both.



Quote



1



You reacted to this

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Posted March 23, 2018

Report post

The 1990 49ers were 3rd overall, 12th vs the pass (yards) and 2nd vs the run. Meanwhile the Steelers were 7th overall, #1 vs the pass and 11th vs the run. Why they went 15 and 15 for both the pass and the run is beyond me, I guess they wanted to make sure the 49ers were in the mix all the time.



Quote

Edit

Options



Location: San Jose, CA



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**Check out my other releases: [SBlueman's Downloads](#)**

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

**bruddog**

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted March 23, 2018

Report post

The most interesting thing to me about the sim code to me is that its actually simulating a game play by play and had a hook for simulating 2 pt conversions.

Mayabe the team defensive ratings ended up being a fudge factor for the simulation to get certain teams making the playoffs more often. Since defenders can never get injured defensive teams would have an edge in that regard.

+ Quote



You and kamphuna8 reacted to this

**malferds**

Member Title



Members

+ 5

1,160 posts

Location: 43.601165,  
-90.056930

**Tecmo Titles: Bo jackson  
award**

*JuuuuuustBleeeeed!!!!*

Posted March 23, 2018

Report post

On 3/21/2018 at 4:32 PM, adsc184 said:

Are you willing to share the spreadsheet? I'd like to try it out.  
ummmm, well as brud pointed out i got some fixing to do first....

+ Quote

[malferds.png](#)

[malferdsrushingrecordsar6.png](#)

Quote

once again validating how dead on balls accurate I typically am....  
2 movies by me currently live on google video, just search for malferds i guess.

malferds

Member Title



Members

+ 5

1,160 posts

Location: 43.601165, -90.056930

Tecmo Titles: Bo jackson award

JuuuuuustBleeeeed!!!!

Posted March 26, 2018

Report post

I wanted a quick and easy way to edit some teams to play on the fly. I use it quite often when i wanna play a custom game with someone we can make a team is less than a couple minutes and be playing a few seconds later.

plus i like how it does the sim stats for team and player immediately.

[Tecmo 2018 chromosone bowl v5.2 SHARED.xlsx](#)

+ Quote



You reacted to this



Quote

once again validating how dead on balls accurate I typically am....

2 movies by me currently live on google video, just search for malferds i guess.

adscl84

Promising Rookie



Members

+ 29

96 posts

Posted March 27, 2018

Report post

On 3/26/2018 at 2:14 PM, malferds said:

I wanted a quick and easy way to edit some teams to play on the fly. I use it quite often when i wanna play a custom game with someone we can make a team is less than a couple minutes and be playing a few seconds later. plus i like how it does the sim stats for team and player immediately.



Tecmo 2018 chromosone bowl v5.2 ...  
Fetching info...

Thanks. I have no idea how the calculations work and it's heavily protected; but, at the very least, I see the formula that takes the data from excel and formats it for use in TSB Tool. That is the biggest help to me.

+ Quote



malferds

Member Title



Posted March 27, 2018

Report post

On 3/27/2018 at 1:17 AM, adscl84 said:

Thanks. I have no idea how the calculations work and it's heavily protected; but, at the very least, I see the formula that takes the data from excel and formats it for use in TSB Tool. That is the biggest help to me.



Members

+5

1,160 posts

Location: 43.601165,  
-90.056930

Tecmo Titles: Bo jackson  
award

JuuuuustBleeeeed!!!!

ya, its not even close to being acceptable to publish so i cant release the full thing yet.

+ Quote



Quote

once again validating how dead on balls accurate I typically am....

2 movies by me currently live on google video, just search for malferds i guess.



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SBlueman



## Applying SIM data

By Lhopital, January 13, 2009 in ROM Editing Discussion

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Page 4 of 4

**adscl84**

Promising Rookie



Members

[+ 29](#)

96 posts

Posted March 28, 2018

[Report post](#)

No worries. I was hoping to see the basic idea behind setting up the formulas because it looks pretty complex, but my main desire was to be able to copy/paste data from TSBtool into excel and back again. I've gone and devised my own system for sim ratings based on patterns I found in the original rom. I wouldn't say it's perfect, but it's good enough for me. The only thing not automated is the defense, because that isn't based on attributes anyway but rather the percentage of sacks/interceptions a player would be expected to get on their team. I'm still tweaking it, but I'll upload it here for others to mess around with when I'm finished.

[+ Quote](#)

2

You and malferds reacted to this

**adscl84**

Promising Rookie



Members

[+ 29](#)

96 posts

Posted March 29, 2018 (edited)

[Report post](#)

See the attachment. Here's how it works:

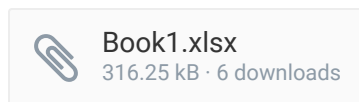
1. "Save Data" in TSB tool from your rom as a .csv file
2. Open the .csv file in Excel and copy *everything* (easiest just to click on a cell far away from the data, like O6 or something, and Ctrl-A to select all cells)
3. Select cell A1 on the "Paste\_Edit Here" sheet of my workbook and paste
4. For players on offense, change only the attributes on the "Paste\_Edit Here" page. It will automatically apply the sim value on the "Output" page
5. Copy rows 25-1003 on "Sheet 2"

6. In TSB tool, highlight everything from the "TEAM = bills..." line to the last line of the falcons roster, and paste over it  
7. Apply to rom and you're done

I didn't touch the defense ratings because they aren't based on the players' attributes. You'll have to change these manually to determine the amount of sacks/interceptions players will get relative to others on the team. Any changes made to the "Paste\_Edit Here" page update on the "Output" page, which will in turn update "Sheet 2". Also, any team ratings need to be changed in TSB tool, and it will only work on rom with 28 teams or fewer. One cool feature is that duplicate numbers on the same team will highlight red.

Lastly, for some reason all the formations are set to 2rb,2wr,1te even though I included data from the original rom. I'm not sure what's going on with that, but just keep in mind that my formulas differ for RBs, WRs, and TEs. You may have to account for this or else you can end up with cells having errors or inaccurate sim ratings if you change the formations. Fixing it is as simple as a copy/paste, though.

Like I said, it's not necessarily finished or perfect, but you'll get the idea. The formulas are very simplistic and really account for only one attribute (except for the QBs). I simmed a few seasons on the original rom and the results seemed relatively close to the original so it's good enough for me. Feedback is welcome, or you can take it and change it to suit your own needs.



Edited March 29, 2018 by adsc184

+ Quote



You reacted to this



fgqb#19nyj

Promising Rookie



Members

+ 22

77 posts

Posted May 15, 2018 (edited)

Report post

which of the four sim stat ratings affect kick and punt return average?

Edited May 15, 2018 by fgqb#19nyj

+ Quote



SBlueman

Tecmo Legend



Posted August 15, 2018 (edited)

Report post



Members

+ 289

1,048 posts

Location: San Jose, CA

On 1/15/2009 at 3:44 PM, jstout said:

I created this excel worksheet a while back and I did some light updates today on it. I think it works fairly well and at worst is a good starting point. Let me know what you think.

[TSBSimulations\\_New.xls](#)

[Fetching info...](#)

@jstout .....what is the GP & Adjuster column for on your spreadsheet? I am working on updating the sim data for an updated version and wasn't sure how to proceed since it's a cell that can be adjusted.

|               |                   |             |
|---------------|-------------------|-------------|
| Team:         | Dallas 2008-09    |             |
| Team Passes:  | 476               |             |
| Team Runs:    | 487               |             |
| Scheme Ratio: | Light Rushing     |             |
|               |                   | GP&Adjuster |
| QB1:          | AJ McCarron       | 67          |
| QB2: (Bench)  | Josh Allen        | 177         |
|               |                   | GP&Adjuster |
| RB1:          | LeSean McCoy      | 60          |
| RB2:          | Patrick DiMarco   | 22          |
| RB3: (Bench)  | Chris Ivory       | 6           |
| RB4: (Bench)  | Taiwan Jones      | 16          |
| WR1:          | Kelvin Benjamin   | 189         |
| WR2:          | Zay Jones         | 70          |
| WR3: (Bench)  | Patrick Crayton   | 66          |
| WR4: (Bench)  | Miles Austin      | 37          |
| TE1:          | Jason Witten      | 95          |
| TE2: (Bench)  | Marcellus Bennett | 16          |
|               |                   | Unused RE   |
|               |                   | Unused WF   |

Edited August 15, 2018 by SBlueman

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

**bruddog**

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 15, 2018

Report post

Looks like jstout hasn't visited the boards in about 6 months so I wouldn't hold your breath for an answer

+ Quote

**bruddog**

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 15, 2018

Report post

GP appears to be games played in that spreadsheet. This effects the final values on the sim page.

+ Quote

1

You reacted to this



**SBlueman**

Tecmo Legend



Members

+ 289

Posted August 15, 2018

Report post

Thanks for the reply [@bruddog](#). Hope all is ok with [@jstout](#). So is it correct to say that all that needs to be edited is the number of games played? I wasn't sure what 'Adjuster' meant. I'm assuming that's the formula portion of that cell.

+ Quote Edit Options



1,048 posts

Location: San Jose, CA



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

**jstout**

Tecmo Super Champion



Members

+ 92

537 posts

Posted September 10, 2018

Report post

Yeah, I'm doing fine. Bruddog is correct that its Games Played. The "Adjuster" part is if you had some scrub that say played 1 game and had a star performance then you could set this value higher to cut down the final value to a more logical score.

+ Quote



**SBlueman**

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted September 10, 2018

Report post

On 9/10/2018 at 8:21 PM, jstout said:

Yeah, I'm doing fine. Bruddog is correct that its Games Played. The "Adjuster" part is if you had some scrub that say played 1 game and had a star performance then you could set this value higher to cut down the final value to a more logical score

Good to see you back! I used the adjuster to split the stats with the Bills and Browns QBs using projected stats. Seems to work like a charm. Of course you have to go back and adjust the sim stats a bit after play testing but the baseline is pretty on point. I also had to account for some RBs getting 4 running plays in a playbook.

+ Quote Edit Options





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

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted January 19, 2019 (edited)

Report post

I added some extra features to the sim code spreadsheet posted before by [@jstout](#) here:

**J** jstout replied to a topic  
January 15, 2009



### Applying SIM data

I am a fairly new member to the site, but I have visited for the last few years....

**L** By Lhopital, January 13, 2009 93 replies

I created this excel worksheet a while back and I did some light updates today on it. I think it works fairly well and at worst is a good starting point.  
Let me know what you think. TSBSimulations\_New.xls

Here are the following edits:

1. Added a page (named Sheet 7) where you can paste the team's info from TSBTool that will auto-populate the player's names to the "Individual" and new "Out of 32" page. Paste the text from TSBTool as unformatted text (separated by comma) for the cells to fill separately.

|    | A     | B               | C                                 | D   | E  | F  | G  | H  | I  | J  | K    | L   | M  | N   | O  |
|----|-------|-----------------|-----------------------------------|-----|----|----|----|----|----|----|------|-----|----|-----|----|
| 1  | [imp] |                 | OFFENSIVE_FORMATION = 1RB_3WR_1TE |     |    |    |    |    |    |    |      |     |    |     |    |
| 2  |       | PLAYBOOK        | P2577                             |     |    |    |    |    |    |    |      |     |    |     |    |
| 3  | QB1   | carson WENTZ    | Face=0x3e                         | #11 | 25 | 09 | 19 | 13 | 09 | 75 | 75   | 03  | [4 | 14  | 0] |
| 4  | QB2   | nick FOLES      | Face=0x18                         | #9  | 25 | 09 | 13 | 13 | 50 | 44 | 50   | 50  | [0 | 5   | 3] |
| 5  | RB1   | josh ADAMS      | Face=0x9e                         | #33 | 44 | 09 | 38 | 44 | 50 | 25 | 18   | 0   | 3  | 3]  |    |
| 6  | RB2   | nelson AGHOLOR  | Face=0x89                         | #13 | 31 | 09 | 31 | 13 | 50 | 44 | [0   | 1   | 6  | 6]  |    |
| 7  | RB3   | corey CLEMENT   | Face=0x90                         | #30 | 38 | 09 | 38 | 31 | 50 | 19 | [2   | 0   | 4  | 4]  |    |
| 8  | RB4   | w. SMALLWOOD    | Face=0xc9                         | #28 | 38 | 09 | 31 | 38 | 03 | 38 | [0   | 0   | 4  | 1]  |    |
| 9  | WR1   | alshon JEFFERY  | Face=0xc7                         | #17 | 38 | 09 | 44 | 38 | 50 | 09 | [0   | 7   | 7  | 7]  |    |
| 10 | WR2   | golden TATE     | Face=0xcd                         | #19 | 31 | 09 | 31 | 13 | 50 | 63 | [0   | 4   | 7  | 5]  |    |
| 11 | WR3   | darren SPROLES  | Face=0xa1                         | #43 | 38 | 09 | 38 | 25 | 50 | 38 | [1   | 1   | 5  | 5]  |    |
| 12 | WR4   | jordan MATTHEW  | Face=0xba                         | #80 | 31 | 09 | 31 | 13 | 50 | 44 | [0   | 2   | 6  | 3]  |    |
| 13 | TE1   | zach ERTZ       | Face=0x3f                         | #86 | 25 | 09 | 38 | 09 | 50 | 09 | [0   | 6   | 5  | 11] |    |
| 14 | TE2   | dallas GOEDERT  | Face=0x35                         | #88 | 31 | 09 | 31 | 50 | 50 | 44 | [0   | 2   | 5  | 4]  |    |
| 15 | C     | jason KELCE     | Face=0x35                         | #62 | 25 | 09 | 38 | 09 |    |    |      |     |    |     |    |
| 16 | LG    | isaac SEUMALO   | Face=0x35                         | #73 | 25 | 09 | 31 | 50 |    |    |      |     |    |     |    |
| 17 | RG    | brandon BROOKS  | Face=0xd3                         | #79 | 25 | 09 | 44 | 09 |    |    |      |     |    |     |    |
| 18 | LT    | jason PETERS    | Face=0xac                         | #71 | 25 | 09 | 31 | 50 |    |    |      |     |    |     |    |
| 19 | RT    | lane JOHNSON    | Face=0x3d                         | #65 | 25 | 09 | 50 | 63 |    |    |      |     |    |     |    |
| 20 | RE    | michael BENNETT | Face=0xae                         | #77 | 25 | 38 | 44 | 50 | 19 | 56 | [70  | 2]  |    |     |    |
| 21 | NT    | richard COX     | Face=0xcd                         | #91 | 31 | 44 | 44 | 09 | 19 | 09 | [50  | 1]  |    |     |    |
| 22 | LE    | haliq NGATA     | Face=0xb                          | #94 | 25 | 31 | 38 | 50 | 19 | 56 | [21  | 2]  |    |     |    |
| 23 | ROLB  | jordan HICKS    | Face=0xc2                         | #58 | 31 | 44 | 50 | 56 | 44 | 09 | [11  | 38] |    |     |    |
| 24 | RILB  | sidney JONES    | Face=0xb3                         | #22 | 25 | 31 | 19 | 38 | 38 | 31 | [11  | 38] |    |     |    |
| 25 | LILB  | nigel BRADHAM   | Face=0xd3                         | #53 | 25 | 38 | 44 | 09 | 19 | 44 | [11  | 2]  |    |     |    |
| 26 | LOLB  | brandon GRAHAM  | Face=0x99                         | #55 | 38 | 50 | 66 | 63 | 19 | 75 | [79  | 2]  |    |     |    |
| 27 | RCB   | ronald DARBY    | Face=0xbe                         | #21 | 31 | 38 | 50 | 38 | 44 | 50 | [1   | 56] |    |     |    |
| 28 | LCB   | rasul DOUGLAS   | Face=0xca                         | #32 | 25 | 31 | 44 | 31 | 56 | 50 | [0   | 38] |    |     |    |
| 29 | FS    | corey GRAHAM    | Face=0xbc                         | #24 | 25 | 31 | 44 | 38 | 38 | 38 | [1   | 38] |    |     |    |
| 30 | SS    | malcolm JENKINS | Face=0xbc                         | #27 | 38 | 44 | 56 | 50 | 56 | 63 | [10  | 38] |    |     |    |
| 31 | K     | jake ELLIOT     | Face=0x20                         | #4  | 56 | 81 | 81 | 31 | 56 | 56 | [10] |     |    |     |    |
| 32 | P     | cameron JOHNST  | Face=0x3f                         | #1  | 25 | 56 | 44 | 31 | 75 | 56 | [9]  |     |    |     |    |
| 33 | KR    | RB3             |                                   |     |    |    |    |    |    |    |      |     |    |     |    |
| 34 | PR    | WR3             |                                   |     |    |    |    |    |    |    |      |     |    |     |    |

### Text Import

**Import**

Character set: Unicode

Language: Default - English (USA)

From row: 1

---

**Separator options**

Fixed width

Separated by

Tab     Comma     Other

Semicolon     Space

Merge delimiters    Text delimiter: "

---

**Other options**

Quoted field as text

Detect special numbers

---

**Fields**

Column type:

|   | Standard                    | Standard                          | Sta ^ |
|---|-----------------------------|-----------------------------------|-------|
| 1 | TEAM = eagles SimData=0xc13 | OFFENSIVE_FORMATION = 1RB_3WR_1TE |       |
| 2 | PLAYBOOK R5813              | P2577                             |       |
| 3 | QB1                         | carson WENTZ                      | Fe    |
| 4 | QB2                         | nick FOLES                        | Fe    |
| 5 | RB1                         | josh ADAMS                        | Fe    |
| 6 | RB2                         | nelson AGHOLOR                    | Fe    |
| 7 | RB3                         | corey CLEMENT                     | Fe    |


2. Added a new page where you can get a ballpark baseline to use for the five starting skill positions on offense. The stats from this page will populate from the "Individual" page.

|     | A | B              | C       | D       | E       | F   |
|-----|---|----------------|---------|---------|---------|-----|
|     |   |                | Catches | Percent | % of 32 | SIM |
| RB1 |   | josh ADAMS     | 7       | 2.48    | 0.78    | 1   |
| RB2 |   | nelson AGHOLOR | 64      | 22.70   | 7.09    | 7   |
| WR1 |   | alshon JEFFERY | 65      | 23.05   | 7.20    | 7   |
| WR2 |   | golden TATE    | 30      | 10.64   | 3.32    | 3   |
| TE  |   | zach ERTZ      | 116     | 41.13   | 12.85   | 14  |
|     |   |                | 282     | 32      |         | 32  |



All the formulas populate on their own. The "SIM" column is simply a place you can adjust the results and have the total end up being 32. This is my first time dipping into spreadsheets for the game so feel free to improve on it if you can and want to.

I'm an Open Office user so it's a .ods file. Hopefully someone finds it useful!

 [TSBSimulations\\_Eagles.ods](#)  
Fetching info...

Edited January 19, 2019 by SBlueman

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adsc184

Promising Rookie



Members

 29

96 posts

Posted January 31, 2019

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I've done some more work on my spreadsheet lately. Using least squares regression models, I determined which attribute(s) had the strongest correlations to each sim value. I then fudged the formulas a bit to ensure a wider range of values, which was necessary for the sim values that may not have had a strong correlation with any attribute(s). This one will now set defensive sim values based on their attributes and also adjusts for position (e.g. ILBs generally have much lower sim sack values than OLBs). It currently adjusts sim catch values for the five starters to always add up to 32 for all teams, but I may change it to do that only if the calculated total would exceed 32 (e.g. team has many great WR, such as HOU). It also does this for the sack and interception totals (they'll auto-adjust to equal 255).

I wouldn't call it perfect, but given how easy it makes it to apply sim data, it works quite well in that the end of year stat leaders are generally who you would expect. See the post above for how to apply the data to a rom.

[Book1\(2\).xlsx](#)



# BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted October 11, 2019

Report post

On 3/21/2018 at 6:34 PM, bruddog said:

@malferds found out awhile back that the ratings aren't team offense and team defense.

Its team rush defense and team pass defense.

Just seeing this for the first time. No wonder the results are always so messed up. Fuck.



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

- Kenny Stabler

# Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted October 17, 2019

Report post

On 1/16/2009 at 4:55 PM, jstout said:

For those that want to change the sim values, the individual sim values are:

QB SIM:

Rushing Ability, Passing Ability, Pocket Tendency

RB/WR/TE SIM:

Rushing Ability, Receiving Ability, Receiving Yardage, Receiving Target

DL/LB/DB SIM:

Sack, Interception

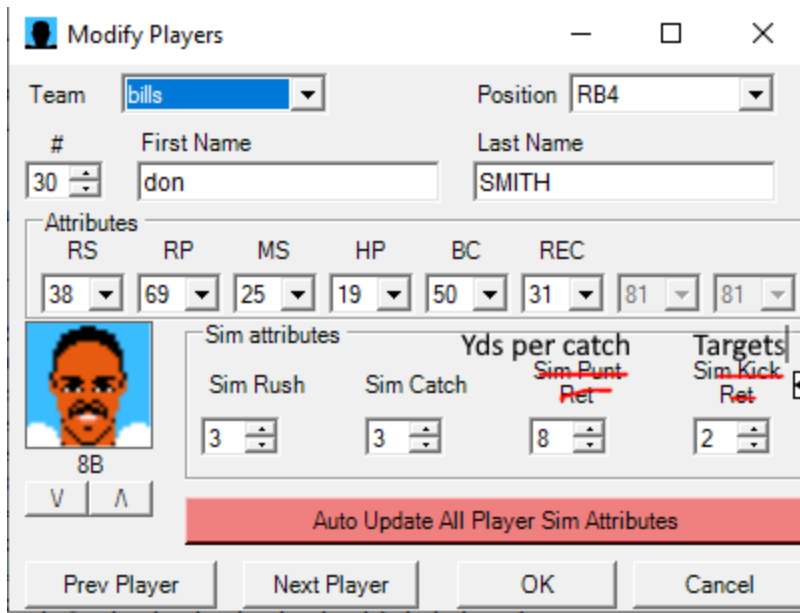
K/P SIM:

Kicking Ability

\*Passing and Receiving Ability work together in deciding a reception, incompleton, or interception on the play.

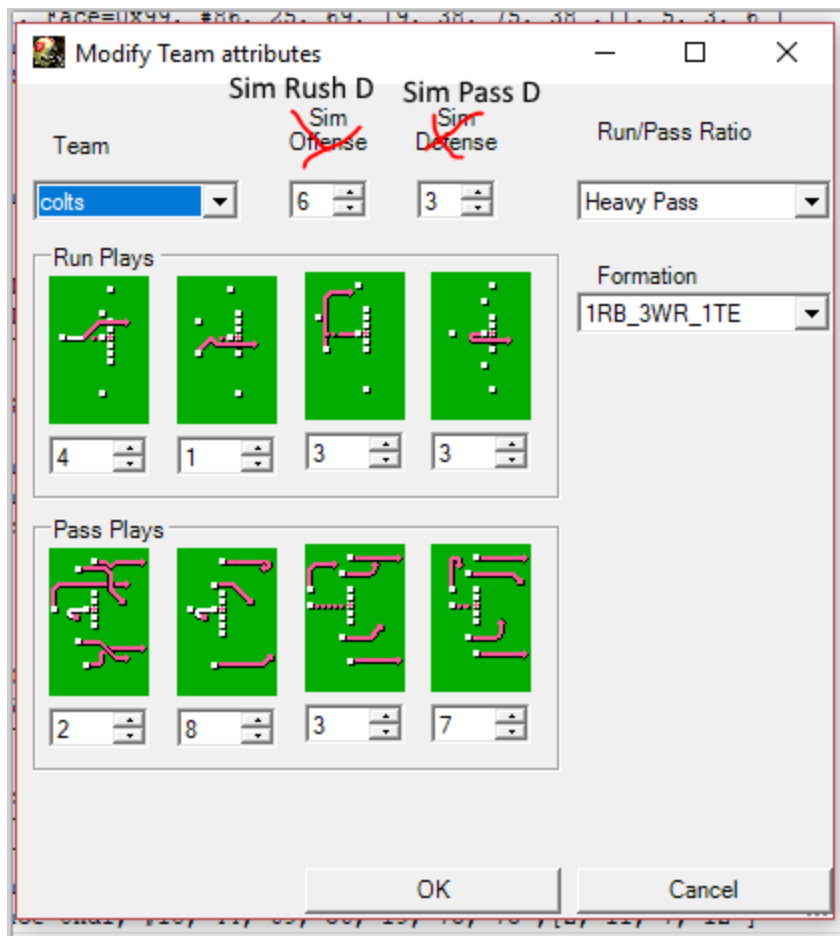
\*Both Punt and Kick Return Sim values are incorrectly found by Tecmo's code as it doesn't get the sim for the KR or PR player (I'm able to write something though to make it work right). The value was supposed to be either Rushing Ability or Receiving Yardage.

TSB Supreme is incorrectly documented in terms of offensive skill position sim attributes This is a rough edit by me and please don't feel obligated to use my labels as i just needed something that fit in an image



@bruddog If KR/PR numbers aren't being pulled from here, where are they coming from?

Also here is essentially what the team stats should be. Not sure if anyone ever bothered to tell @BAD\_AL about any of this.



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

## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 17, 2019

Report post

@Knobbe

The Sim rushing value of the kick returner is used for kick returns  
The Sim rushing value of the punt returner is used for punt returns

+ Quote



## Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted October 17, 2019

Report post

On 10/17/2019 at 9:26 AM, bruddog said:

@Knobbe

The Sim rushing value of the kick returner is used for kick returns  
The Sim rushing value of the punt returner is used for punt returns

Is it also used for Receiving Yardage and Receiving Target, respectively?

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

## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 17, 2019

Report post

On 10/17/2019 at 9:38 AM, Knobbe said:

Is it also used for Receiving Yardage and Receiving Target, respectively?

There are two bytes for each skill player.

Nibble 1 = Sim Rushing Yards Value (Used for Sim kick returns if player is at KR spot, Used for Sim punt returns if player at PR spot)

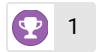
Nibble 2 = Sim Receiving Catch Chance Value

Nibble 3 = Sim Yards Per Catch Value

Nibble 4 = Sim Target Chance Value

The Sim rushing,sim yards per catch,sim kr and sim pr all pull from the same lookup table.

+ Quote



Knobbe reacted to this



## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted October 20, 2019

Report post

On 10/17/2019 at 9:26 AM, bruddog said:

@Knobbe

The Sim rushing value of the kick returner is used for kick returns

The Sim rushing value of the punt returner is used for punt returns

I never really thought about this before, I generally just ignored sim values for returners because it's such a minor part of the game, but I can easily utilize this. I put most returners in the RB3 or RB4 spot, so inflating the rushing value of elite returners will have little effect on the offense. Good to know.

+ Quote



Knobbe reacted to this



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

- Kenny Stabler





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

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted November 2, 2019

Report post

I wasn't going to get that deep into it. But it's a simple matter to see, oh I gave that team a 44ms RT, so I'll give the returner a 15 in Sim Rushing. Stuff like that.

On 10/21/2019 at 5:05 PM, Knobbe said:

One big factor in return averages is the schedule because set returners are pitted against also determine the outcome of a kick/punt return

Via @bruddog

(kr/pr skill + condition adjust + random) - (opponent run defense + random)

You come up with a value which then determines which bucket of return lengths you will get

Here is an example of some logic for that.

```

;set_return_value_to_worst_range:
LDA #000                                ; SET VALUE = MIN VALUE = WORST FR RANGE
STA final_sim_return_value
;

;check_for_0_to_14_yard_range:
; SET PUNT RETURN YARDAGE OUTCOME
; MORE EXTENSIVE RANDOM NUMBER UPDATE ()
; LOAD RANDOMIZE SIM PUNT RETURN - RANDOMIZED SIM RUN D
; > 52
;
;check_for_0_to_19_yard_range

;set_punt_return_range_0_to_14:
LXI #070                                ; PUNT RETURN YARDAGE 0-14
MVI SET_SIM_PUNT_RETURN_YARDAGE        ; SET MAX PUNT RETURN YARDS = 14
; BRANCH->SET PUNT RETURN YARDAGE

;check_for_0_to_19_yard_range:
CMP #007                                ; CHECK FOR PUNT RETURN YARDAGE 0-19
; > 103
;

;set_punt_return_range_0_to_19:
LXI #014                                ; SET MAX PUNT RETURN YARDS = 19
MVI SET_SIM_PUNT_RETURN_YARDAGE        ; BRANCH->SET PUNT RETURN YARDAGE

;check_for_0_to_24_yard_range:
CMP #00A                                ; CHECK FOR PUNT RETURN YARDAGE 0- 24
; > 154
;

;set_punt_return_range_0_to_24:
LXI #019                                ; SET MAX PUNT RETURN YARDS = 24
MVI SET_SIM_PUNT_RETURN_YARDAGE        ; BRANCH->SET PUNT RETURN YARDAGE

;check_for_0_to_29_yard_range:
CMP #00D                                ; CHECK FOR PUNT RETURN YARDAGE 0- 29
; > 205
;

;set_punt_return_range_0_to_29:
LXI #01E                                ; SET MAX PUNT RETURN YARDS = 29
MVI SET_SIM_PUNT_RETURN_YARDAGE        ; BRANCH->SET PUNT RETURN YARDAGE


;check_for_0_to_34_yard_range:
; CHECK FOR PUNT RETURN YARDAGE 0-34
LDA RANDOM_1                            ; RANDOM < 32 (12.5%)
CMP #020                                ;
;
;return_td:
; YES->

;set_punt_return_range_0_to_34:
LXI #023                                ; SET MAX PUNT RETURN YARDS = 34
MVI SET_SIM_PUNT_RETURN_YARDAGE        ; BRANCH->SET PUNT RETURN YARDAGE

;return_td:
LXI $LENGTH_OF_FIELD_YARDS_SIM        ; PUNT RETURN YARDAGE 0-99
; SET MAX PUNT RETURN YARDS = 99

```

On kick returns if i had things turned all the way up I could notice a guy always being towards the top consistently 20+ yards per return. I'm not sure if it's anecdotal but it seems like more RBs are towards the top of the current season i'm looking at and they tend to have higher rushing numbers than wrs)  
On punt returns the averages are so bunched together it we're talking about the top guys at 10-11 yards per return. Not a lot of juice in the squeeze there.

 Quote



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



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