



Better INT return hack

By bruddog, September 29, 2011 in [Hacking Documentation](#)

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bruddog

Down with button mashing



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Location: Ca

Posted September 29, 2011

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The returner needs lots of speed to deal with a whole team of 69rp defenders. This hack allows for big play int returns often.

@BFC5

F7 20 - Boost HP 50 (Helps to break free from int grapples)

E1 00 -Set MS to players value

E0 0C- Set RS to 75

E3 04 - Boost MS 4 notches

E4 -player take control

DF -computer take control

FE - loopback

FF



Quote

**danted3000**

Member



Posted March 13, 2013

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Where do you put the hack for it to work?? This might sound dumb but I'm not Neo from the Matrix. I'm not that good around computers I was happy to get the Emulator to work. Lol. Please get back to me I would love to learn how to add cheats and Hacks. Thanks Dante



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15 posts

bruddog

Posted March 13, 2013

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Please see this thread...



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<http://tecmobowl.org/topic/53764-tecmo-hack-setter-java-program/>

jjkaliff

Posted March 27, 2013

Report post

Member



For this hack does it work any different to place it in the rom manually at BFC5 vs using the hack setter? Or is the hack placed in the same spot?



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bruddog

Posted March 27, 2013

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Same spot



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Moderators

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11,466 posts

Location: Ca

quince3800

Starter



Members

+ 15

151 posts

Posted May 26, 2013

Report post

I'm working on making defenses better by increasing their MS, reducing their X/Y reaction time and shortening the diving animation. But, this makes returning kicks extremely difficult. I'm wondering if there's a 'reverse boost' command in the game (<http://tecmobowl.org/topic/10528-nes-play-design-info/#p94348>) that could be written into the kick coverage hex, rather than boosting the MS (or other) of the KRers (just for nostalgia about how KRing goes in the original). Does anyone know about this?

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buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 26, 2013

Report post

On 5/26/2013 at 3:44 AM, quince3800 said:

I'm working on making defenses better by increasing their MS, reducing their X/Y reaction time and shortening the diving animation. But, this makes returning kicks extremely difficult. I'm wondering if there's a 'reverse boost' command in the game (<http://tecmobowl.org/topic/10528-nes-play-design-info/#p94348>) that could be written into the kick coverage hex, rather than boosting the MS (or other) of the KRers (just for nostalgia about how KRing goes in the original). Does anyone know about this?

heck yes that can be changed. but you can't "reduce" attributes, as you can see in the link you posted - either increase or reset to default.

so, you could

- 1.remove the boosts of kickoff team
2. alter the coverage code - maybe introduce a delay or something in the kickoff team.
3. boost the kick return team
4. or do all 10 of these

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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](#)

quince3800

Starter



Members

+ 15

151 posts

Posted June 18, 2013

Report post

Is it just me or is there no kickoff coverage boost? I've been looking through the code for special teams defense (kickoff, pret, fg block and xp block--these are separate) and there's no boosting in the kickoff code--only pauses.

I know the locations for the punt coverage boosts (<http://tecmobowl.org/topic/4811-punt-coverage-team-speed/?hl=punt+boost#entry64327>), but I haven't seen anything about kickoffs. Has this been posted? Does it exist?

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 18, 2013 (edited)

Report post

if you don't see it then it probably isn't there. Of all things, I don't think I've ever messed with Kickoff/Kick-return code before, so I really can't say if there are boosts on kickoff or not. I would believe you that there are not.

PS - maybe better to split this thread into a "kick return code" thread?

Edited June 18, 2013 by buck

+ Quote



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

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Tecmonster

rom producer



Members

+ 211

634 posts

Posted June 20, 2013

Report post

✓ On 5/26/2013 at 3:44 AM, quince3800 said:

I'm working on making defenses better by increasing their MS, reducing their X/Y reaction time and shortening the diving animation. But, this makes returning kicks extremely difficult. I'm wondering if there's a 'reverse boost' command in the game (<http://tecmobowl.org/topic/10528-nes-play-design-info/#p94348>) that could be written into the kick coverage hex, rather than boosting the MS (or other) of the KRers (just for nostalgia about how KRing goes in the original). Does anyone know about this?

Location: Reno, NV

So have you found a good number for shortening the diving animation? I tested it at 01 but I think it made playing defense too easy because you could pretty much dive tackle all the time without fail. It didn't require you to take a good route to the ball carrier that would end in a successful grapple -- reduced defensive tactics. On the other hand, I think the game's default at 07 is too slow of an animation because the idiot drone defense often falls just short when diving at a fast ball carrier from behind. It also made dodging tackles around the line of scrimmage too easy in my opinion.

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quince3800

Starter



Members

+ 15

151 posts

Posted June 22, 2013 (edited)

Report post

Peace,

I haven't tried any testing that would be geared towards MAN-MAN play. In fact, my vision is to just convert the pointers (FF) into CPU pointers (C8) and, therefore, take control away from the MAN player on defense because I'd think upping the speed by two notches would be too much of an advantage. (I could just boost the rom though for the COM, which might even things out, but not sure).

All that to say that I've been running it at 02 and that's like shooting off a gun sometimes, lol. I like the 'physical' feel that it gives to the rom, but it's also VERY difficult to evade unless the RP (generally) of the ball carrier is high (or the MS is top level). Thus, I'm thinking if you want to alter it for MAN play (b/c dive-tackling with the man is impossible), I'd say 03 would be extreme. Try 04 and if not 05. The thing for me is I want jukes not to be so easy when you're running, so 03ish would be best for the COM, but a bit higher would be needed for the MAN as I see it (separating the two on the same rom), but that would require a hack we don't know about.

Also, the reaction time time (X,Y) for the BC AA and AD AA commands seems to make a **VERY** large difference in how the defense reacts. I've been able to get rushing averages down into the '5.0ish is good' range by altering these values. (See: <http://tecmobowl.org/topic/12065-nes-snes-tsb-i-ii-iii-gen-tsb-i/?hl=snes+xplozv#entry109471>).

However, if you change the reaction time, then you'll be making everyone else on the MAN defense better, which makes the player's job then substantially easier. I don't have an idea about how to balance those things out. Take care.

Edited June 22, 2013 by quince3800

+ Quote



Tecmonster

rom producer



Members

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634 posts

Location: Reno, NV

Posted June 22, 2013

Report post

Cool, thanks for your feedback. I'm leaning towards 05 as the best, most universal (vs. MAN, vs. COM) rating. Maybe 04 though.

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quince3800

Starter



Members

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151 posts

Posted April 14, 2014

Report post

Can someone clarify this for me? The above mentions e3 as being a MS boost. Hence:

0xE0 = Boost RS (Boost)

0xE1 = **Boost** MS (Boost)

0xE2 = Boost RP (Boost)

0xE3 = Boost **MS** (Boost)

from: <http://tecmobowl.org/topic/9061-current-editors/?hl=%2Bstance+%2Bboost+%2Bcontrol#entry77321>

But, the play design post has:

xE0 = Set RS (Value)

xE1 = **Set** MS (Value) ***Note if x00 then resets to player's MS

xE2 = Boost RP (Boost)

xE3 = Boost **RS** (Boost)

I have a feeling that e3 is RS, but then what's the MS boost or can that only be set?

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bruddog

Down with button mashing



Moderators

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11,466 posts

Location: Ca

Posted April 18, 2014

Report post

E0= Set RS

E1= Set MS

E2= Boost RS

E3= Boost MS

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 12, 2017

Report post

this hack, well a derivative of it that I use, is the one I find best for TSB turnover returns. but, I simply boost RP by *5 notches. No other boosts.

anyways, my question is: what about when the "offense" recovers fumbles or blocked kicks, etc? does the offense use this code, too? I hope not.

*why 5 notches? well, the "average" RP of every player on defense (1991 TSB) is calculated at 38 RP, thus to bring them up to 69 RP (a level playing field with the "offense"), requires 5 notches, by my math.

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

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bruddog

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Posted June 12, 2017

Report post



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11,466 posts

Location: Ca

The real thing that makes INT returns hard is that you are going against a defense(the opposing teams offense) that averages about 38RS and all have 69RP (barring conditions) this makes them very fast at changing directions.

If I were doing one now I'd probably set the offenses RP down to about 31-38 and boost the defensive returners RP up to 69. That would make it more like the relative values have reversed.

It's really hard to find the speed sweet spot. You don't want every possible return to go for a TD...kind of like when the defense recovers a fumble on a picked play call...pretty much an automatic TD.

I always tended to err towards faster int returns as that balances out the 100 yd bombs that can be thrown with relative ease.

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 12, 2017

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bruddog, so what about when the offense recovers a fumble? does this same "return int" chunk of code get loaded for them (offense)?

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bruddog

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Posted June 12, 2017

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@buck

No, if the offense recovers their own fumble... then each offensive player is set to block a one specific defender(example RB1 set to block the FS) and the offensive player speed is reset to their default max speed.

On a side note.

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Location: Ca

Tecmo uses two different addresses for the defensive interception return and fumble return command pointers. But they both point to the exact same individual commands. Many reasons that this could have occurred.

L_4_B618: Defensive Interception return

.WORD L_6_BF5D, L_6_BF65, L_6_BF6D, L_6_BF75, L_6_BF7D, L_6_BF85, L_6_BF8D, L_6_BF95, L_6_BF9D, L_6_BFA5, L_6_BFAD, L_6_BFB5

L_4_B6C0: Defensive Fumble return

.WORD L_6_BF5D, L_6_BF65, L_6_BF6D, L_6_BF75, L_6_BF7D, L_6_BF85, L_6_BF8D, L_6_BF95, L_6_BF9D, L_6_BFA5, L_6_BFAD, L_6_BFB5

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Atrain400

Promising Rookie



Members

+ 13

73 posts

Location: Philadelphia, PA

Posted March 10, 2018

Report post

@bruddog

@ BFC5 I have:

F7 20

E1 00

E0 0A

E2 08

E3 04

F6 08

E4 DF

FE

FF

To give the INT returner a bit less of an MS boost (the setting I have makes the returner really fast!), would I change it to **E3 03** if I wanted it to be a 3 notch boost instead of 4?

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Atrain400

Promising Rookie



Posted March 12, 2018

Report post

Anyone notice that the int returner fumbles much more as well? I like that this can happen, it just is happening quite frequently. Anyone know what ball control setting is for the int returner with this hack?



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Members

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73 posts

Location: Philadelphia, PA

bruddog

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Posted March 13, 2018

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The ball control should still be 44BC for the returner unless some other hack has messed that up.



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Location: Ca

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Atrain400

Promising Rookie



Posted March 13, 2018

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where is that offset?



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Location: Philadelphia, PA

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Atrain400

Promising Rookie



Posted March 13, 2018

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nevermind I found it x286E7. Thanks for the clarification bruddog.

It is documented here:



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Location: Philadelphia, PA



bruddog replied to a topic

January 20, 2014



Fumble Probabilities Table

Expanding on the content from here The Ball Control attribute can vary fro...



By Knobbe, January 20, 2014 5 replies

PR, QB and defenders all have 44 Ball control.



Quote



Atrain400

Promising Rookie



Members

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73 posts

Location: Philadelphia, PA

Posted March 13, 2018

Report post

As to my earlier question above...

@ BFC5 I have:

F7 20

E1 00

E0 0A

E2 08

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F6 08

E4 DF

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FF

To give the INT returner a bit less of an MS boost (the setting I have makes the returner really fast!), would I change it to **E3 03** if I wanted it to be a 3 notch boost instead of 4?

bruddog has confirmed changing the value after E3 to 02,03,04, etc. would change the number of boosts for MS. Thanks bruddog!



Quote



gojiphen malor

Tecmo Super Champion



Posted July 15, 2018

Report post



On 9/29/2011 at 2:33 AM, bruddog said:





Members

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838 posts

Location: Monster Island

The returner needs lots of speed to deal with a whole team of 69rp defenders. This hack allows for big play int returns often.

@BFC5

F7 20 - Boost HP 50 (Helps to break free from int grapples)

E1 00 -Set MS to players value

E0 0C- Set RS to 75

E3 04 - Boost MS 4 notches

E4 -player take control

DF -computer take control

FE - loopback

FF

@bruddog

I'm looking to lower the HP on INT returns with this hack a little.

I am trying to decipher the values **F7 20**, and how they equal a +50 HP boost.

What would say a +25 HP value look like?

Here is where I am at now with a +3 MS boost instead of the +4

SET(0xBFC5,0x**F720**E100E00CE3**03E4**DFFEFF)

The goal is to have better INT returns, but without the defender becoming immortal like he just gobbled up a Super Mario Star lol.

Any help would be appreciated!

Thanks!



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Better INT return hack

By bruddog, September 29, 2011 in [Hacking Documentation](#)

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bruddog

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Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 15, 2018

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Sure if you are playing man vs com primarily than I suppose making the defender have a 50 HP boost might be excessive for man vs COM play. The main reason for it was so that they'd break free from the grapples more often.

F7 is a player script byte code to boost HP. Each 0x04 boost the players HP one notch. So if you wanted it to be 25 HP it would be F7 10.

The reason I made them so fast is that you are facing a whole team of excellent LT's essentially since the entire defense will have 69 rushing power on int returns since all offensive players have 69RP.



Quote



gojiphen malor

Tecmo Super Champion



Posted July 15, 2018

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On 7/15/2018 at 12:26 PM, bruddog said:

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838 posts

Location: Monster Island

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The reason I made them so fast is that you are facing a whole team of excellent LT's essentially since the entire defense will have 69 rushing power on int returns since all offensive players have 69RP.

Thank you much!

I do love this hack. Thank you for helping fine tune it a bit for more MAN vs. COM.

With the player ratings I'm using for the LIII rom, it was almost a automatic pick 6 or fumble return for a TD.

Thanks again for helping us out. Your knowledge has kept this old game fresh for us for a while now!

Much appreciated, Bruddog!

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