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Better INT return hack

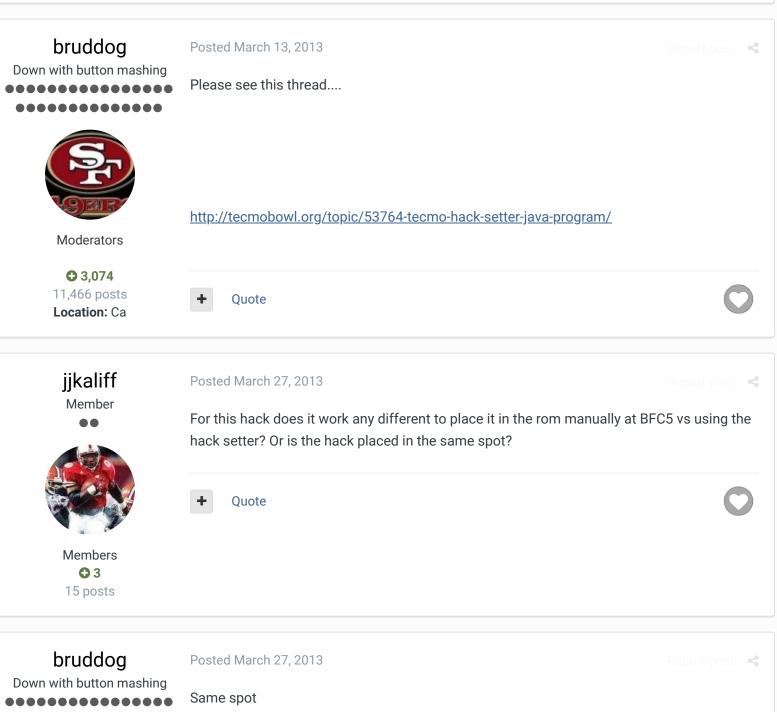
Member

By bruddog, September 29, 2011 in Hacking Documentation			
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1 2 NEXT >> Page 1 d	of 2 🔻		
bruddog Down with button mashing	Posted September 29, 2011		Report post 🛛 📽
	THe returner needs lots of speed allows for big play int returns ofte		rp defenders. This hack
NO INFO	@BFC5 F7 20 - Boost HP 50 (Helps to bre E1 00 -Set MS to players value E0 0C- Set RS to 75	eak free from int grapples)	
Moderators	E3 04 - Boost MS 4 notches		
• 3,074 11,466 posts Location: Ca	E4 -player take conrol DF -computer take control FE - loopback FF		
	+ Quote		igcirc
danted3000	Posted March 13, 2013		Report post 🛛 🔩

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









Quote

3,074
 11,466 posts
 Location: Ca

quince3800

Starter



Members • 15 151 posts

Posted May 26, 2013

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 (<u>http://tecmobowl.org/topic/10528-nes-play-design-info/#p94348</u>) that could be written into the kick coverage hex, rather than boosting the MS (or other) of the KRs (just for nostalgia about how KRing goes in the original). Does anyone know about this?

Quote

buck DARRELL GREEN



Members • 2,060 6,332 posts

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

Posted May 26, 2013

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

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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

Quote

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

quince3800 _{Starter}



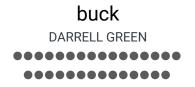
Members • 15 151 posts

Posted June 18, 2013

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

Quote





Members **2,060** 6,332 posts Location: Tecmo Super Street Tecmo Titles: Lincoln V (2015) Posted June 18, 2013 (edited)

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



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

link to change one's signature

Posted June 20, 2013

rom producer

Tecmonster

•••••



Members © 211 634 posts

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 (<u>http://tecmobowl.org/topic/10528-nes-play-design-info/#p94348</u>) that could be written into the kick coverage hex, rather than boosting the MS (or other) of the KRs (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.

Quote

quince3800

Starter



Members • 15 151 posts Posted June 22, 2013 (edited)

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 <u>VERY</u> 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: <u>http://tecmobowl.org/topic/12065-nes-snes-tsb-i-ii-iii-gen-tsb-i/?</u> <u>hl=snes+xplozv#entry109471</u>). 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

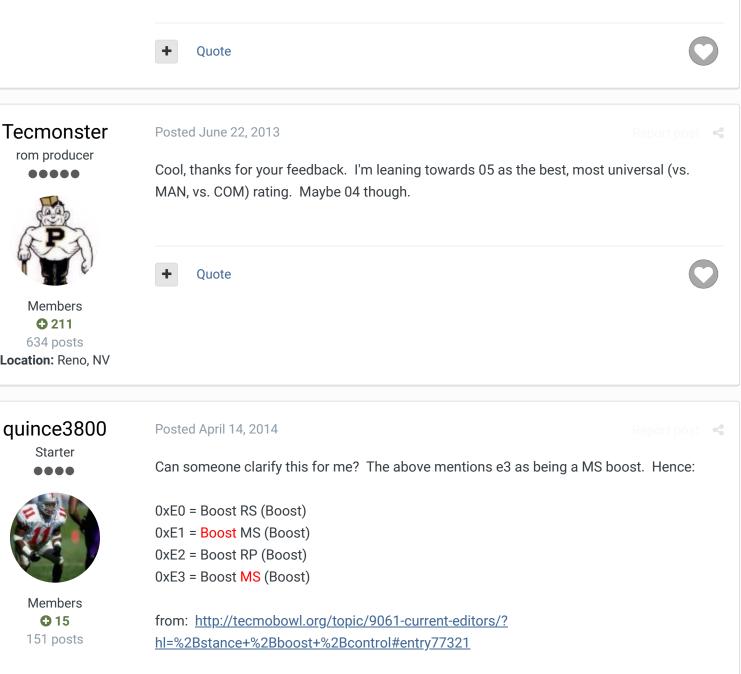


Members **C** 211 634 posts Location: Reno, NV

Starter

Members **C**15

151 posts



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?

bruddog	Posted April 18, 2014		4
Down with button mashing	E0= Set RS		
S	E1= Set MS		
V <u>9 EH F</u> Y	E2= Boost RS		
Moderators			
 3,074 11,466 posts Location: Ca 	E3= Boost MS		
	+ Quote	(2

buck DARRELL GREEN



Members 2,060 6,332 posts Location: Tecmo Super Street Tecmo Titles: Lincoln V (2015) Posted June 12, 2017

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.

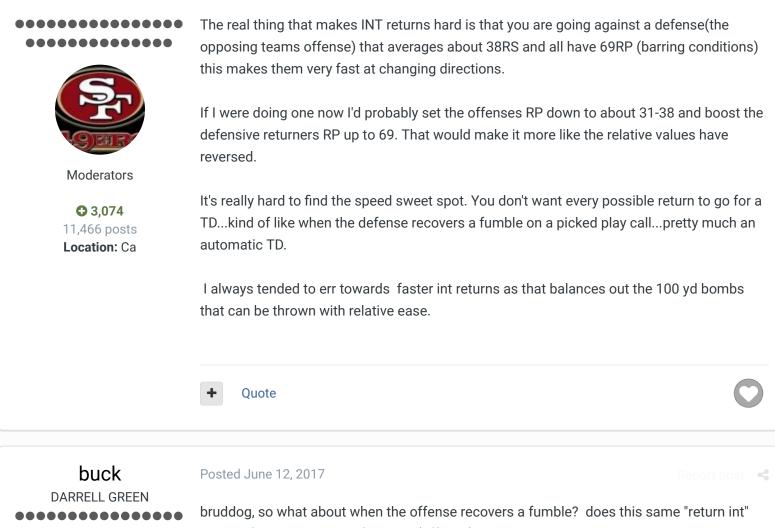
anyways, my question is: what about when the "offense" recovers fumbles or blocked kicks, etc? does the offense use this code, too? I hope not.

*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.

Quote

"The right to speak and the right to refrain from speaking are complementary components of ... \approx "

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Members € 2,060 6,332 posts

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

chunk of code get loaded for them (offense)?

Quote

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

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bruddog Down with button mashing -------



Posted June 12, 2017

@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.

 Moderators

 • 3,074
 1,466 posts
 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_BF6D, L_6_BF6D, L_6_BF7D, L_6_BF85, L_6_BF8D,
 L_6_BF9D, L_6_BF4D, L_6_BF4D, L_6_BF4D,
 L_6_BF9D, L_6_BF4D, L_6_BF4D,
 L_6_BF9D, L_6_BF4D,
 L_6_BF9D,
 L_6_BF5D,
 L_6_BF5D,
 L_6_BF4D,
 L_6_BF

Atrain400 Promising Rookie	Posted March 10, 2018 Report post @bruddog
	@ BFC5 I have: F7 20
Nembers	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?
	+ Quote

Atrain400 Promising Rookie

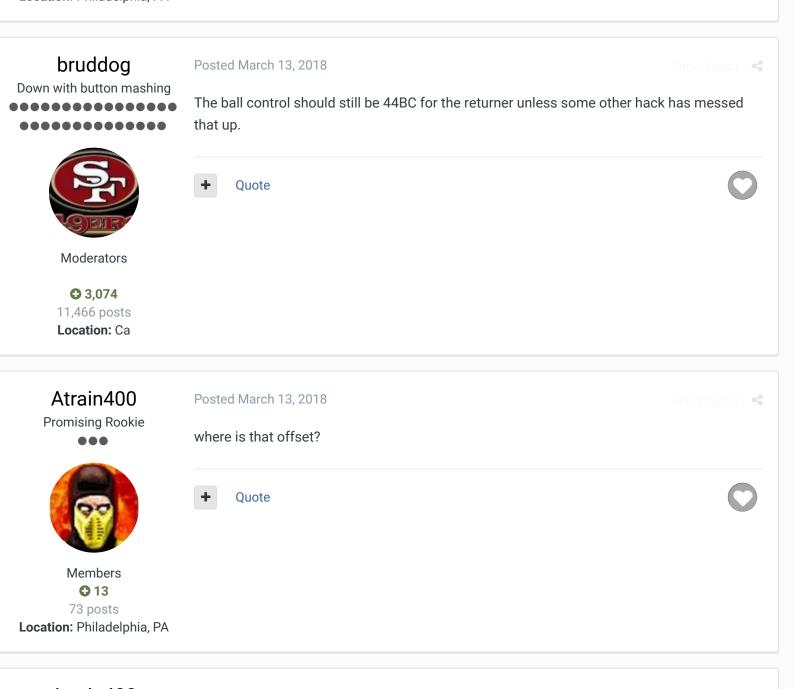
Posted March 12, 2018

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?



Quote

Members • 13 73 posts Location: Philadelphia, PA

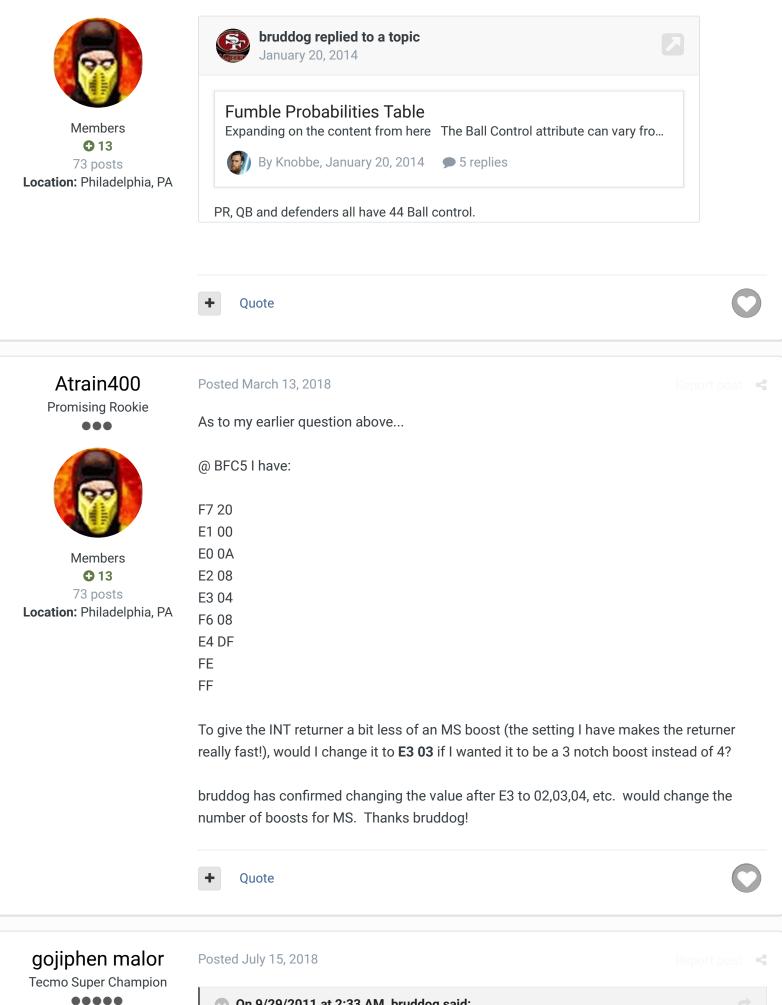


Atrain400 Promising Rookie

Posted March 13, 2018

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

It is documented here:



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



Members **669** 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 conrol 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**03**E4DFFEFF) The goal is to have better INT returns, but without the defender becoming immortal like he just gobbled up a Super Mario Star Iol. Any help would be appreciated! Thanks!



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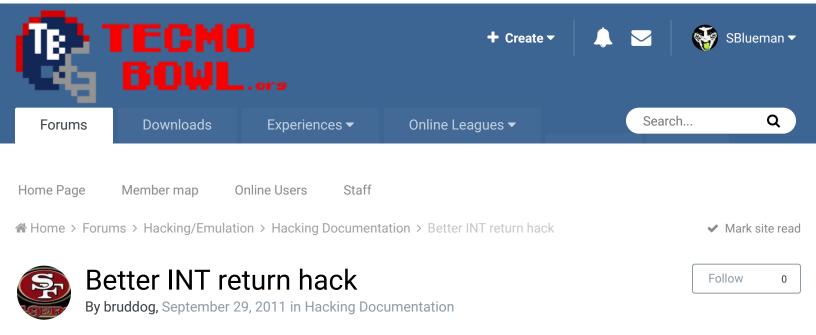
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bruddog	Posted July 15, 2018	Report post 🛛 🔩	
Down with button mashing	Sure if you are playing man vs com primarily than I suppose making the defender have a 50 HP boost might be excessive for man vs COM play. The main reason for it was so that they'd break free from the grapples more often.		



Moderators

3,074
 11,466 posts
 Location: Ca

you wanted it to to be 25 HP it would be F7 10.

F7 is a player script byte code to boost HP. Each 0x04 boost the players HP one notch. So if

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



Tecmo Super Champion



Posted July 15, 2018

Report post 🛛 📢

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

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.

Members	F7 is a player script byte code to boost HP. Each 0x04 boost the players HP one notch. So if you wanted it to 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.
	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!
	+ Quote
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