



Change AVERAGE fumble and onside recovery time

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Posted July 14, 2013

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Down with button mashing



x2add9 - the default value is 3B.



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FF= instant recoveries

00= ball bounces until it goes out of bounds

Still looking more into how they work

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buck, Justice Weller Colde and quince3800 reacted to this

**Knobbe**

Posted July 24, 2013

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Tecmo Godfather



Does this mean that if your player is on the right pixels to recover the football they will not if the proper amount of time has not passed?



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

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Correct. Set it to 00 and watch. Everyone single player can be on top of the ball but no one will be able to recover it.

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Neerm

Tecmo Legend



WTF

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Would it be possible to change this value based on a certain kicker attribute? That would allow more skilled kickers to have the ball bounce longer for a higher chance for an onside recovery. (Kicking accuracy?)

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Posted July 25, 2013

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Yes it would be possible but since its in the same space as all these other hacks not something that would be high on my list to try and fit in.
Are there really certain kickers that much better at onsides kicks? Seems like mostly luck. I'm more inclined to figure out something that would allow player 2 to recover a reasonable number of onsides kicks.

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2

Yak and Knobbe reacted to this



buckbuck

Promising Rookie



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is there a way to make onside recoveries easier or more likely earlier in the game to reflect the fact that unexpected onsides are always more successful.

Maybe have the percentage higher before the 4th quarter and lower in the 4th quarter??

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Posted December 9, 2013

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Yes, something like that would be possible.

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