



# Change the number of Run and Pass Plays

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By jstout, June 28, 2006 in [Hacking Documentation](#)

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jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted June 28, 2006

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[/align]

There is a single variable that controls how many rushing/passing plays a playbook has. Thus, it's possible to have 2 running plays and 6 passing plays or any combination. However, there is a separate location for Player One, Player Two, and the computer. Thus, it's possible for player One to have 6 running plays while player Two has a normal play book. Here are the locations of the playbook bytes

Player #1 x24193

Player #2 x2491B

Computer x291A2

The Playbook variables are:

00 = 8 pass, 0 run

01 = 7 pass, 1 run

02 = 6 pass, 2 run

03 = 5 pass, 3 run

04 = 4 pass, 4 run  
05 = 3 pass, 5 run  
06 = 2 pass, 6 run  
07 = 1 pass, 7 run  
08 = 0 pass, 8 run

Thus, the run slots are equal to the number of what is placed at the previous locations and the pass slots fill in the slots greater than the number of what is placed in the previous locations.

NOTE: Changing the Playbook Variable doesn't change any of the plays. Thus, you also need to change the plays to reflect your new playbook. The game can have a never ending play if a play of the opposite type is used (a run being used in pass slots or a pass being used in run slots).

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## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 28, 2006

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As an example if you put 06 in the player 1 and 2 positions. You have to make sure that slots 1 2 3 4 5 6 all have runs in them.

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## BigBen7

Starter



Members

+ 2

157 posts

Location: Avoca, PA

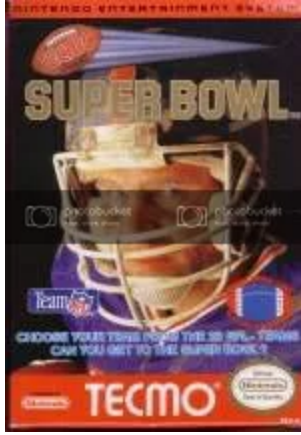
Posted June 28, 2006

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I changed it for player 1 to 02 for 6 pass and 2 runs. When you go to change the playbook, for the team you are using, you could only select as usual 4 and 4?

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## Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted June 29, 2006

Report post

Did you try running a play where run3 or run4 should be? Those plays shouldn't work well at all.

BigBen7 said:

I changed it for player 1 to 02 for 6 pass and 2 runs. When you go to change the playbook, for the team you are using, you could only select as usual 4 and 4?

If that playbook editor thing from emuware works, you need to use that.

Otherwise, refer to:

<http://www.tecmobowl.org/forum/viewtopic. ... &&start=30> and

<http://www.tecmobowl.org/forum/viewtopic.php?t=775>

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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



Posted June 29, 2006

Report post

You'll need to move additional pass plays or run plays using emuwares playbook editor into the proper spots.

+ Quote





Moderators

+ 3,074

11,466 posts

Location: Ca

## brakos81

Promising Rookie



Members



71 posts

Location: houston tx

Posted June 29, 2006

Report post

**bruddog said:**

You'll need to move additional pass plays or run plays using emuwares playbook editor into the proper spots.

Or you could just change them in the ROM under Team Data. Don't see why that wouldn't work.

Quote



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 29, 2006

Report post

That won't work.

Quote



## Knobbe

Tecmo Godfather



Posted June 29, 2006

Report post

The plays remain in the same spot on the rom.

This is what happens when you try a pass play when the slot has been modded to be a run. As you can see the pass cannot be completed and the play doesn't stop. The D runs around the ball forever.

[align=center][/align]



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

It's a two part thing. The game knows believes that the first 4 slots are run plays and the last 4 are pass. Moving a pass play into a run slot and tell the rom that the run slot is now a pass slot are two seperate actions.

brakos81 said:

bruddog said:

You'll need to move additional pass plays or run plays using emuwares playbook editor into the proper spots.

Or you could just change them in the ROM under Team Data. Don't see why that wouldn't work.

+ Quote



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

## Randy Moss

Starter



Members

+ 1

242 posts

Posted June 29, 2006

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In the case of the CPU, if you change it so the CPU has 6 passes and 2 runs, then every CPU team has to conform ... correct?

It would be nice if one could set up differently structured playbooks for different CPU teams.

+ Quote



## bruddog

Down with button mashing



Posted June 29, 2006

Report post

Indeed it would.

Randy Moss said:

In the case of the CPU, if you change it so the CPU has 6 passes and 2 runs, then every CPU team has to conform ... correct?



Moderators

+ 3,074

11,466 posts

Location: Ca

It would be nice if one could set up differently structured playbooks for different CPU teams.

+ Quote



## MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted June 29, 2006

Report post

Good point Bruddog. Never realized about the never ending play. Well so far in my testing of the rom have never had that happen. So far its good to go thx to Jstout.

+ Quote



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

## BigBen7

Starter



Members

+ 2

157 posts

Location: Avoca, PA

Posted June 30, 2006

Report post

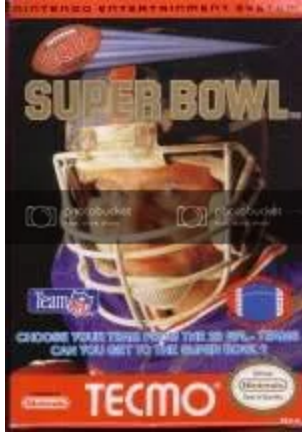
✓ Rod Woodson said:

If that playbook editor thing from emuware works, you need to use that.

Tryed it don't work. Wont let you swap runs with passes.

+ Quote





## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 30, 2006

Report post

Damn big Ben is correct. That means you'd have to do it using a hex editor.

+ Quote



## Ranatoro

Tecmo Legend



Members

+ 12

1,563 posts

Location: Brooklyn, NY

Posted July 12, 2006

Report post

i would be neat if someone put this playbook editing stuff into a TSB Manager so we dont need a computer science degree to figure this out.  
that is all

+ Quote



## bruddog

Down with button mashing



Posted July 12, 2006

Report post

The basic play swapping feature is in an editor. To do anything more advanced you would need a new editor or have to do it by hand.

+ Quote





Moderators

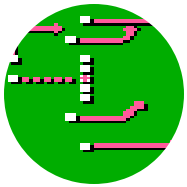
+ 3,074

11,466 posts

Location: Ca

**BAD\_AL**

Tecmo Super Champion



Members

+ 54

546 posts

Posted July 12, 2006

Report post

You could ask necrobeast to do it.

+ Quote

**SilviaTarmack**

Tecmo Legend



Members

+ 12

4,689 posts

Posted July 19, 2006

Report post

so does this work or not?

+ Quote

take your clothes off!

**Knobbe**

Tecmo Godfather



Founder



Posted July 19, 2006

Report post

It works if you do it right.

**SilviaTarmack said:**  
so does this work or not?

+ Quote

Elsewhere



+ 3,242

17,586 posts

**Tecmo Titles: 1**

Founder of T-Borg

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

**BigBen7**

Starter



Members

+ 2

157 posts

Location: Avoca, PA

Posted July 19, 2006

Report post

✓ **Ranatoro said:**

i would be neat if someone put this playbook editing stuff into a TSB Manager so we dont need a computer science degree to figure this out.  
that is all

That would be the best!!!! Just think giving say the Oilers 6 passes and 2 runs, the Giants, 6 runs and 2 passes. I hope someone out there can do this. 😄

+ Quote



**BAD\_AL**

Tecmo Super Champion



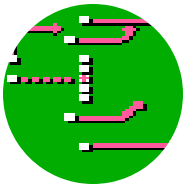
Posted July 20, 2006

Report post

Wouldn't 6 passing plays imply that 2 of those plays were potential 'never ending plays'?

+ Quote





Members

+ 54

546 posts

## MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted July 20, 2006

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hasnt happened yet with all the testing i have done and its been alot.

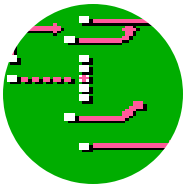
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...I shall strike down upon thee with great vengeance and furious anger, those who attempt to poison and destroy my brothers. And you will know my name is the law when I lay my vengeance upon thee!  
CIA is back!!

## BAD\_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted July 21, 2006

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What about this?


I thought this happened when you get an incomplete pass on a pass play in a run slot.

✓ Rod Woodson said:

The plays remain in the same spot on the rom.

This is what happens when you try a pass play when the slot has been modded to be a run.

As you can see the pass cannot be completed and the play doesn't stop. The D runs around the ball forever.

[align=center][/align]

**It's a two part thing. The game knows believes that the first 4 slots are run plays and the last 4 are pass. Moving a pass play into a run slot and tell the rom that the run slot is now a pass slot are two seperate actions.**

Or you could just change them in the ROM under Team Data. Don't see why that wouldn't work.

+ Quote



## bruddog

Down with button mashing

Posted July 21, 2006

Report post

Only if you don't update the bytes accordingly.



+ Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

### bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 21, 2006

Report post

You really can't do any thing cool for a man vs com rom because you would have to set up every team as having 3 runs 5 passes or whatever.

That or player 1 would always have to be the 5 passes 3 runs person and player 2 would always have to be the 3 runs 5 passes person.

+ Quote



### SilviaTarmack

Tecmo Legend



Members

+ 12

4,689 posts

Posted July 25, 2006

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I actually recall witnessing a never ending play like this on the NES console, me and my bud looked at each other and were like "WTF?"... so we reset the game.

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take your clothes off!



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# Change the number of Run and Pass Plays

[Follow](#) 2By jstout, June 28, 2006 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**GRG**

Veteran



Members

+ 40

394 posts

Location: MN

Posted July 25, 2006

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Just to avoid confusion

You can not set seperate playbooks for each team.

You can only set seperate playbooks for player 1, player 2 or the cpu. This seems like it'd be a pain because you'd have to constantly be swapping plays based on which teams you choose.

So IMO this is only useful for a pass happy or run happy leauge such as the AFL.

[+ Quote](#)**bruddog**

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 25, 2006

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It's useful if you have some kind of front end program that would let the player choose their number of pass/run plays before generating the rom or that would be applied to the rom.

Then you set up the rom's playbook choices to accomodate all possibilities.

Also useful for pass heavy leagues like TAFL where you ALWAYS want like 6 passes.

[+ Quote](#)

# MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted July 25, 2006

Report post

agreed Brudogg!

+ Quote

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

# buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 14, 2009

Report post

I've been fooling around with this and happened to discover something. I set all slots to be pass (00) because I had intended on mixing run and pass within the same slots. If a run slot is "set to be a pass slot", but contains a run play, the MAN-controlled RB can pass the ball back to the QB - by pressing "B" before you cross the line of scrimmage. Also, if you're running a QB run and press "B", he'll pump-fake (probably throwing it to himself or something.)

This abnormality probably happens when any run play is used in a "pass slot", but I haven't went too far and checked all the possibilities.

To try it out, just go to x24193 (for player 1) and set it to "00". On any run play, you can toss it back to the QB by pressing "B", before you cross the LOS.

Byars to QB Eagles, baby! 😊

+ Quote

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

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# GRG

Veteran



Members

+ 40

394 posts

Posted October 1, 2017

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Bump  
Can this be added to hacking directory

+ Quote



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