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Editing Overtime

By bruddog, May 3, 2017 in ROM Editing Discussion

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bruddog

Down with button mashing

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11,466 posts
Location: Ca

Posted May 3, 2017   Report post ⤴

Try this @fgqb#19nyj

📎 TSB_no_reg_season_overtime.nes
     384.02 kB · 7 downloads

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⬆ 1

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fgqb#19nyj

Promising Rookie
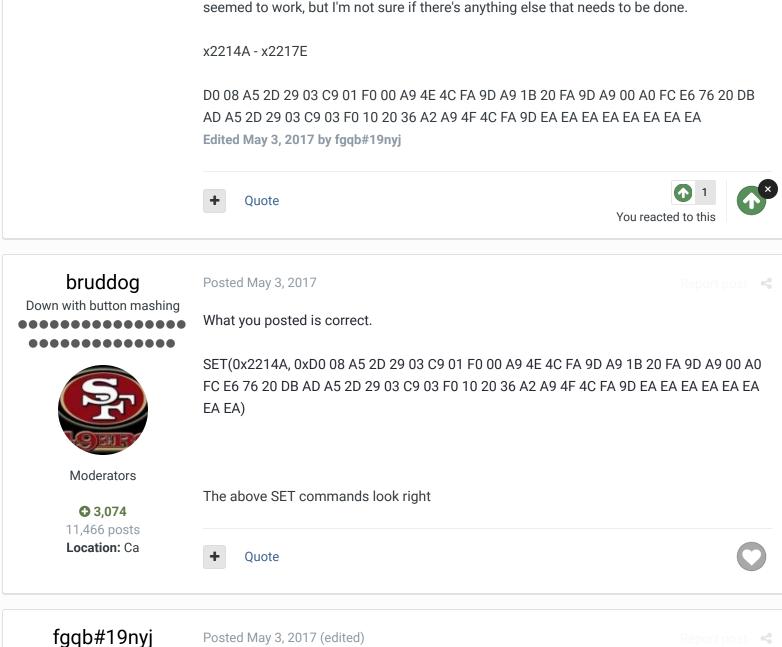
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Posted May 3, 2017 (edited)   Report post ⤴

Thanks, man...really. I tried a preseason game, too, and they both worked. Can I patch this into an existing rom, or do I have to copy and paste the set commands from it if I want to use them? If it's the latter, could you please send me the set commands or tell me where I can find them myself? I would appreciate any input. I noticed that auto skip games don't end at regulation. Is that something you couldn't fix? It's no really biggie, though. I'm just trying to set the era as it was back then; 1970 - 1973 seasons. 🙂 By the way, do you know how I can reposition the field goal posts so that they'll be at the front of the end zones? It's pretty much the only thing that I need to incorporate into these roms so that they'll be more era based. Again, any help would be appreciated.

Edit: The patch file didn't work. I just checked the rom. Is this the hex code for no overtime in regular season games? I play tested a rom after I pasted the set commands and it

seemed to work, but I'm not sure if there's anything else that needs to be done.

x2214A - x2217E

D0 08 A5 2D 29 03 C9 01 F0 00 A9 4E 4C FA 9D A9 1B 20 FA 9D A9 00 A0 FC E6 76 20 DB AD A5 2D 29 03 C9 03 F0 10 20 36 A2 A9 4F 4C FA 9D EA EA EA EA EA EA EA EA

Edited May 3, 2017 by fgqb#19nyj

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11,466 posts
Location: Ca

Posted May 3, 2017   Report post ⬩

What you posted is correct.

SET(0x2214A, 0xD0 08 A5 2D 29 03 C9 01 F0 00 A9 4E 4C FA 9D A9 1B 20 FA 9D A9 00 A0 FC E6 76 20 DB AD A5 2D 29 03 C9 03 F0 10 20 36 A2 A9 4F 4C FA 9D EA EA EA EA EA EA EA EA)

The above SET commands look right

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fgqb#19nyj
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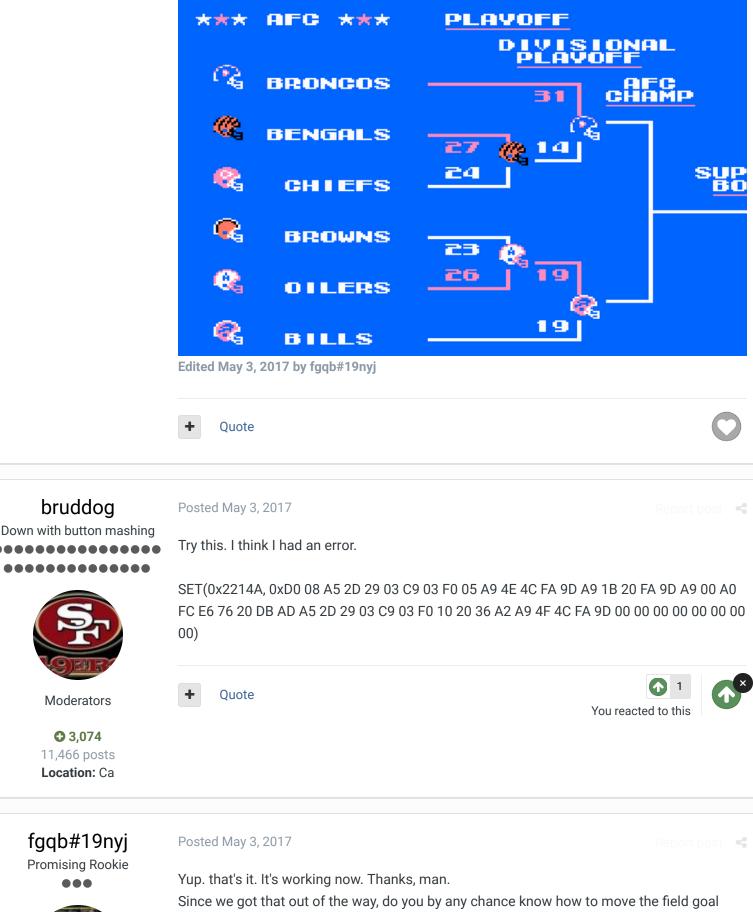Posted May 3, 2017 (edited)   Report post ⬩

Hey, Bruddog. I just got done play testing a playoff game and a tie was awarded to one of the teams instead of continuing into overtime. Do you know that this would happen or am I forgetting to do something here?

★★★ AFC ★★★ PLAYOFF

DIVISIONAL PLAYOFF

BRONCOS

AFC CHAMP

31

BENGALS

27   14

CHIEFS

24

BROWNS

23

OILERS

26   19

BILLS

19

19

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bruddog

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Moderators

✚ **3,074**

11,466 posts

Location: Ca

Posted May 3, 2017

Try this. I think I had an error.

SET(0x2214A, 0xD0 08 A5 2D 29 03 C9 03 F0 05 A9 4E 4C FA 9D A9 1B 20 FA 9D A9 00 A0 FC E6 76 20 DB AD A5 2D 29 03 C9 03 F0 10 20 36 A2 A9 4F 4C FA 9D 00 00 00 00 00 00 00 00)

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fgqb#19nyj

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Members

✚ 22

Posted May 3, 2017

Yup. that's it. It's working now. Thanks, man.
Since we got that out of the way, do you by any chance know how to move the field goal posts to the front of the endzones, too?

+ Quote

⬆ 1

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77 posts

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buck
DARRELL GREEN
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members
⊕ 2,060
6,332 posts
Location: Tecmo Super
Street
Tecmo Titles: Lincoln V
(2015)

Posted May 3, 2017Report post

so, what does this hack do? no overtimes in regular season, just ties, for man and skp?

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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

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bruddog
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11,466 posts
Location: Ca

Posted May 3, 2017   Report post

No overtime in season mode and I think preseason

I didn't fix skp mode but its not to hard to fix

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---

fgqb#19nyj
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Posted May 4, 2017   Report post

How do I fix autoskipped games so they don't play overtime games, too?

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fgqb#19nyj

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Thanks for all the help, Bruddog.

(editing rom to have no overtime in regular season, pre season and pro bowl)
set command:0x2214A-0x2217E

D0 08 A5 2D 29 03 C9 03 F0 05 A9 4E 4C FA 9D A9 1B 20 FA 9D A9 00 A0 FC E6 76 20 DB AD A5

2D 29 03 C9 03 F0 10 20 36 A2 A9 4F 4C FA 9D 00 00 00 00 00 00 00 00

Edited May 21, 2017 by fgqb#19nyj

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