



FG AVOID KICK BLOCK FIX

By bruddog, April 22, 2015 in Hacking Documentation

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Down with button mashing



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Location: Ca

Posted April 22, 2015

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This fixes the bug of the game always loading the worst avoid kick block value no matter what the kickers avoid kick block skill is. Found here: <http://tecmobowl.org/topic/64764-big-buggame-is-always-loading-the-worst-avoid-kick-value/>

```
(SET 0x293E1, 0x8D)
```

```
(SET 0x293EB, 0x8D)
```

```
(SET 0x29487, 0xAC)
```

Thank you come again.

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BIG BUG...game is always loading the worst avoid kick value

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By bruddog, April 22, 2015 in ROM Editing Discussion

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The game is loading a wrong index because of bad code and its always loading the worst avoid kick block value. So basically every kicker has and getting the avoid kick block value of a 06 rated kicker which is a 20% chance of getting blocked.

In the rom below i have set the avoid kick block value for a 06 AKB kicker to FF. He should get blocked every time. But if you try any kicker you will notice that they will all get blocked very time.

0x2BEF4 was the only byte changed from the original rom to make this test rom.

[TPC_TSB_block_test.nes](#)

The fix has been posted in Hacking Documentation - <http://tecmobowl.org/topic/64767-fg-avoid-kick-block-fix/>

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bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted April 22, 2015 (edited)

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Great, yet another thing that can be fixed in some leagues while the bug of original grapples is left intact.

Edited April 22, 2015 by bgboud2

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AIM = bgboud2



sigs.php?player=bgboud2

joeygats

Tecmo Fanatic



Mods: TTL

+ 744

5,655 posts

Posted April 22, 2015

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crazy

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Rest In Peace mikeyscull - one of the best online players ever

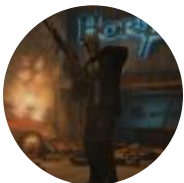


www.twitch.tv/gatstecmoboys

BAN RACISM!!!

kamphuna8

Tecmo Fanatic



Posted April 22, 2015

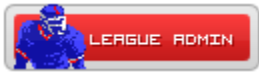
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I would leave it as is... just saying. FG blocks are fun

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PureTecmo Administrators

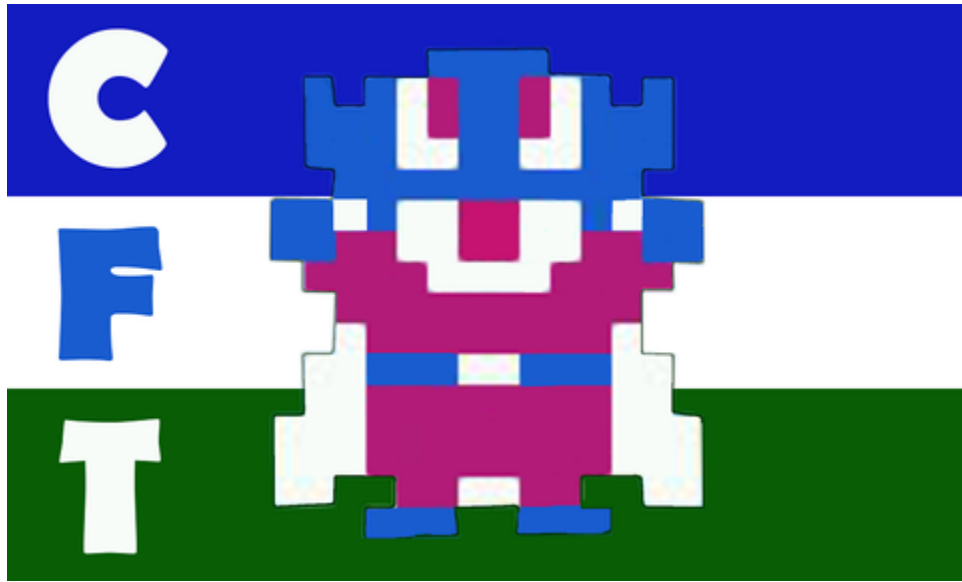


+ 3,917

14,517 posts

Location: Tacoma

Tecmo Titles: Overrated
Overstated



tecmo gods, über alles

PLAY HARD

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted April 22, 2015

Report post

Well, if xplozr can fix his current hack where AKB is replaced by Kick Power, than this problem will be eliminated.

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bruddog

Down with button mashing



Posted April 22, 2015

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I know how to do any of the hacks xplosv can do. I already have a fix for this.

+ Quote





+ Quote



+ 3,015

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Guest

Posted April 22, 2015

Report post



well now, looks like that chip lohmiller stock I bought in HSTL isn't worth the paper it's printed on.... good find tho.

Guests

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Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted April 22, 2015

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bruddog, just saw your other post on the fix for this -- nice work. Did I read somewhere else on the forums that AKB also influences accuracy to a degree?

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segathonsov

Tecmo Legend



Members

+ 2,040

2,466 posts

Location: South of the River

R.O.Y Buring Mort 2

Posted April 23, 2015

Report post

Is this code bad just on emulation or on the actual NES game as well?

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bruddog

Posted April 23, 2015

Report post

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Moderators

+ 3,074

11,466 posts

Location: Ca

On 4/23/2015 at 7:05 AM, segathonsov said:
Is this code bad just on emulation or on the actual NES game as well?

Assuming the ROM we've been playing off of for years is a correct dump of the ROM from the cart(seems pretty safe to assume it is) then YES this would happen on the actual NES game as well.

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toolie

Tecmo Legend



Mods: HSRL

+ 2,808

4,263 posts

Location: Michigan

The Boogedy Man Walked All Over Me!

Posted April 23, 2015

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This would make sense, given the number of times I've seen Leahy get his shit blocked by Ken Harvey.

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HSTL Three-Peat: Seasons 25, 26, & 27



HSRL 1970 Champion

[Play through adversity...](#)

segathonsov

Tecmo Legend



Members

+ 2,040

2,466 posts

Location: South of the River
R.O.Y Buring Mort 2

Posted April 23, 2015

Report post

Fuck al del Greco is now a Greek mike langsford

+ Quote



tecmodo

Posted April 23, 2015

Report post

Bo Knows 0.0



Members

+ 155

1,641 posts

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[Tecmo Madison XIII: Top 16](#)

[HSTL s42, s45 Champion](#)

[GTFO Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

[WTF:Classic Champion \(1992, 1998\)](#)

[WTF:Retro Champion \(1986, 1987\)](#)

Guest

Posted April 24, 2015

Report post



Out of curiosity do you know what the chance of block would be for the each rating or just some of the common ones with the correct coding?

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