



How do sim results work in SKP vs SKP

By Carther, October 28, 2015 in ROM Editing Discussion

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Carther

Starter



Members

+ 45

182 posts

Location: Saginaw, Michigan

Posted October 28, 2015

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I know the cpu uses team SIM ratings to help determine skip game results, but what else is used? Are player SIM ratings used? Is it mostly random, does anyone know how this works?

[+ Quote](#)

"It has come to my attention that a mustache is part of a black man's heritage, the rest of you have no heritage so shave them off!" Bo Schembechler

DFM

Tecmo Legend



Administrators



+ 3,015

4,500 posts

Tecmo Titles: 2
Burning Mort I & II

Posted October 29, 2015

[Report post](#)<http://tecmobowl.org/topic/12519-tsb-sim-locations-and-values/>[+ Quote](#)

Carther

Starter



Members

+ 45

182 posts

Location: Saginaw, Michigan

Posted October 29, 2015

Report post

Thanks Dave, I have seen that and I know that those are used to determine player stats etc during the skip games.

I guess I should clarify.

How is the score of the skip games determined. Do player ratings have anything to do with it or does the overall team sim ratings only affect it?

I have searched for information on this but have not found any.



Quote



"It has come to my attention that a mustache is part of a black man's heritage, the rest of you have no heritage so shave them off!" Bo Schembechler

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 29, 2015 (edited)

Report post

this might not be exactly what you're looking for, but it's something I'm sure you'd like to see. (in that jstout document that I found - and then MGK typed up, you can see SIM MODIFIERS.)

I call them SIM SCALES.

There are PASSING, RUSHING, and DEFENSE (as far as I know). I have tweaked them for various roms (like street and some vintage roms) I've made to adjust the scoring but mostly the yardage totals and that sort of thing. There is still a lot to be experimented with.

passing is at x180c3, 16 bytes

rushing is at x180b3, 16 bytes

defense is at x180d3, 16 bytes

Edited October 29, 2015 by buck

+ Quote



Martin and Leonard Fournette reacted to this

"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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 29, 2015

Report post

I understand what you are talking about carther but it hasn't been totally deconstructed to the very lowest level.

On the high level there is some good info as buck says.

+ Quote



Martin

Promising Rookie



Members

+ 22

92 posts

Posted October 29, 2015 (edited)

Report post

On 10/29/2015 at 10:21 AM, buck said:

this might not be exactly what you're looking for, but it's something I'm sure you'd like to see. (in that jstout document that I found - and then MGK typed up, you can see SIM MODIFIERS.)

I call them SIM SCALES.

There are PASSING, RUSHING, and DEFENSE (as far as I know). I have tweaked them for various roms (like street and some vintage roms) I've made to adjust the scoring

but mostly the yardage totals and that sort of thing. There is still a lot to be experimented with.

passing is at x180c3, 16 bytes

rushing is at x180b3, 16 bytes

defense is at x180d3, 16 bytes

This is great! Been looking for it for awhile.

EDIT: Messed around with it a bit. Set all 16 bytes to either 00 or FF, and then simmed a season just to see what happened.

0x180b3 - rushing & returns

0x180c3 - pass offense (passing, ints, sacks)

0x180d3 - run defense

0x180e3 - pass defense (passing, ints, sacks)

0x180f3 - kickers

0x18103 - punters

Edited October 29, 2015 by Martin

+ Quote



DFM and buck reacted to this



Martin

Promising Rookie



Members

+ 22

92 posts

Posted October 30, 2015

Report post

Still looking for the sim scales for receiving yardage. Is that location known? Trying to figure out how the kick and punt return sim work, as well. Can't see it, **yet**.

+ Quote



Martin

Promising Rookie



Members

+ 22

Posted October 30, 2015 (edited)

Report post

Sorry for spamming, but... Seems like what TSBToolSupreme labels SIM OFFENSE actually is RUN DEFENSE!

I 00:ed Bills "SIM OFFENSE" and FF:ed every one elses. Bills got about 2600 yards against in rushing, the second worst run defense got about 900 and the best around 500. The difference there is caused by pass-rush-ratio, probably.

My theory is that SIM OFFENSE is RUN DEFENSE and that SIM DEFENSE actually is PASS DEFENSE.

EDIT: I'll keep testing and start a new thread about this later.

EDIT 2: I can confirm this. "Team sim offense" is run defense, and "Team sim defense" is pass defense.

Edited October 30, 2015 by Martin

+ Quote



buck and DFM reacted to this



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 30, 2015 (edited)

Report post

On 10/30/2015 at 7:01 AM, Martin said:

Sorry for spamming, but... Seems like what TSBToolSupreme labels SIM OFFENSE actually is RUN DEFENSE!

I 00:ed Bills "SIM OFFENSE" and FF:ed every one elses. Bills got about 2600 yards against in rushing, the second worst run defense got about 900 and the best around 500. The difference there is caused by pass-rush-ratio, probably.

My theory is that SIM OFFENSE is RUN DEFENSE and that SIM DEFENSE actually is PASS DEFENSE.

EDIT: I'll keep testing and start a new thread about this later.

EDIT 2: I can confirm this. "Team sim offense" is run defense, and "Team sim defense" is pass defense.

good work. so you are saying that the "two numbers" that you enter in TSBTOOL for team SIM values actually get stored somewhere and point to these lists, for each team?

does that mean that each team can have SIM values for all of these lists you found (that would be 6 values instead of 2) ???!!!

but how about just keep the info in this thread that's already booming?

Edited October 30, 2015 by buck



"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](#)

Martin

Promising Rookie



Members

+ 22

92 posts

Posted October 30, 2015

Report post

Sure, let's keep it here.

First off, I don't get the mechanics behind it.

I believe that, for passing, the game puts QB simPASS + receiver simCATCH (these values might come from the scale at 0x180c3) against the, as TSBTool labels it, "Defense sim"-value (this scale is at 0x180e3) and this somehow results in a completion, interception, dropped pass, sack, whatever.

Still not sure about the 3rd sim value for RB/WR/TE's, it's supposed to be yards/reception. It didn't seem to be affected by the scales posted above, when I messed around with extreme values, 00's and FF's.

For running backs, it seems like RB simRUSH value (scale at 0x180b3) goes against the, as TSBTool labels it, "Offense sim"-value (scale at 0x180d3), and decides the average yardage. I believe that this actually is a run defense value. So two RBs with the same simRUSH will get different average yardage, based on the opposing teams "Offense sim"/run defense-value.

Kickers and punters just got one sim value, and the scales for these are the ones at 0x180f3 and 0x18103.

I.e. there is no TEAM OFFENSE SIM value, just individual sim values on offense vs. TEAM DEFENSE SIM, divided into RUN DEFENSE and PASS DEFENSE. These are labeled "Offense sim" and "Defense sim" in TSBToolSupreme.

+ Quote



buck

DARRELL GREEN



Members
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 30, 2015 (edited)

Report post

On 10/30/2015 at 10:33 AM, Martin said:

I.e. there is no TEAM OFFENSE SIM value, just individual sim values on offense vs. TEAM DEFENSE SIM, divided into RUN DEFENSE and PASS DEFENSE. These are labeled "Offense sim" and "Defense sim" in TSBToolSupreme.

yeah, I'm not worried about individual sim stuff right now. I just want to get to the bottom of the various Team SIM stuff.

like, is it possible to assign all the sim values that you found (just in hex, ignoring TOOL) for each team?

Edited October 30, 2015 by buck

+ Quote



"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](#)

bruddog

Down with button mashing



Moderators

+ 3,074
11,466 posts

Posted October 30, 2015

Report post

The way I've had it listed for the 28 team rom for a long time

0X180A3: SIM PASSING (3 BYTES EACH)

0x180B3 : SIM RUSHING

0x180C3 : SIM RECEIVING

Location: Ca

0x180D3: SIM DEFENSE

0x180E3: SIM OFFENSE

0x180F3: SIM KICKING

0x18103: SIM PUNTING

0x18113: SIM POCKET (ONLY 4 BYTES LONG)

0x18117: SIM RECEPTION

0x18137: TEAM SIM POINTERS

0x18163: START OF BUFFALO SIM VALUES

0x18193: START OF INDY SIM VALUES

ADD 0X30 FOR NEXT TEAM...

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 30, 2015 (edited)

Report post

On 10/30/2015 at 11:18 AM, bruddog said:

0X180A3: SIM PASSING (3 BYTES EACH)

0x180B3 : SIM RUSHING

0x180C3 : SIM RECEIVING

0x180D3: SIM DEFENSE

0x180E3: SIM OFFENSE

0x180F3: SIM KICKING

0x18103: SIM PUNTING

0x18113: SIM POCKET (ONLY 4 BYTES LONG)

0x18117: SIM RECEPTION

these are where players "individual sim" values (as assigned in TSB TOOL, for example) point to, right?

which ones are for "team only"?

are there more "team sim" values that can be assigned for each team than TSB TOOL allows?

Edited October 30, 2015 by buck

+ Quote



"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](#)

Martin

Promising Rookie



Members

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92 posts

Posted October 30, 2015

Report post

If I'm right there are only "team only" SIM values for defense. Offense is just the sum of individual SIM.

The stuff at 0x180e3 is the scales for run defense, and at 0x180d3 pass defense.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 30, 2015

Report post

On 10/30/2015 at 11:30 AM, Martin said:

Offense is just the sum of individual SIM.

I don't know about that.

see:

<http://tecmobowl.org/topic/10512-applying-sim-data/>

+ Quote



"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](#)

Martin

Promising Rookie



Members

+ 22

92 posts

Posted October 30, 2015

Report post

I have read that thread.

Changing the "Team SIM offense" value doesn't affect offensive production at all. It is run defense. Been simming seasons for hours, testing different values. There's a notable difference, even without altering the SIM scales. I'm sure about this.

+ Quote



Martin

Promising Rookie



Members

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92 posts

Posted October 30, 2015

Report post

Try SET(0x180d3, 0xffffffffffffffffffffffffffffffff)

This would put all "SIM OFFENSE" values at max. If it affected offensive production you would get inflated stats, right?

The only thing that happens? Lower rushing totals.

This would indicate that "SIM OFFENSE" actually is RUN DEFENSE.

+ Quote



buck

DARRELL GREEN



Posted October 30, 2015

Report post

On 10/30/2015 at 12:25 PM, Martin said:

Try SET(0x180d3, 0xffffffffffffffffffffffffffffffff)



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

This would put all "SIM OFFENSE" values at max. If it affected offensive production you would get inflated stats, right?
The only thing that happens? Lower rushing totals.
This would indicate that "SIM OFFENSE" actually is RUN DEFENSE.

no, that would merely put SIM DEFENSE at max, no matter what each team's value is.

try to leave everything the same but tweak the team sim 0xFF values in TOOL.



Quote



"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](#)

Martin

Promising Rookie



Members

+ 22

92 posts







Posted October 30, 2015

Report post







OG Rom, using TOOL I changed Colts Offense Sim to 15. All other teams Offense Sim to 0.
Nothing else changed.

Then I simmed a season. Almost last in offense, but first in run defense.

★★★ NFL TOTAL OFFENSE ★★★

R			TOTAL	PASS	RUSH
23		PACKERS	4766	3603	1163
24		JETS	4709	2591	2118
25		COLTS	4586	2843	1743
26		BROWNS	4410	3217	1193
27		PATRIOTS	4256	2702	1554
28		CHARGERS	4154	2089	2065

★★★ NFL TOTAL DEFENSE ★★★

R			TOTAL	PASS	RUSH
1		COLTS	4252	3054	1198
2		JETS	4732	3138	1594
3		CHIEFS	4576	2685	1891
4		REDSKINS	5079	3154	1925
4		SAINTS	4876	2951	1925
6		RAMS	5539	3575	1964

+ Quote

 1



Leonard Fournette reacted to this

Carther

Starter



Members

+ 45

182 posts

Location: Saginaw, Michigan

Posted October 30, 2015 (edited)

Report post 

✓ On 10/30/2015 at 1:03 PM, Martin said:

OG Rom, using TOOL I changed Colts Offense Sim to 15. All other teams Offense Sim to 0. Nothing else changed.

Then I simmed a season. Almost last in offense, but first in run defense.

[OG Rom.jpg](#)

The data supports this. When I use the total sim offense +sim defense from the original nes rom and rank from 1 to 28 and then take the run def rank + pass def rank from the 1990 season from Pro-football-reference and rank 1-28 and compare the two it supports this.

Wow the Bills were over-rated and the Steelers under-rated and the Chargers totally dissed on the original cart but everyone else looks good.

+ Quote



Martin reacted to this



"It has come to my attention that a mustache is part of a black man's heritage, the rest of you have no heritage so shave them off!" Bo Schembechler

Martin

Promising Rookie



Members

+ 22

92 posts

Posted October 30, 2015

Report post

In light of this, opponent-adjusted stats, like *Football Outsiders* DVOA gets even more useful.

I made a spreadsheet, and do like the SIM results.

[\(tsb90\) sim team defense.xlsx](#)

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 30, 2015

Report post

sim offense and sim defense I think only really effect the final score outcomes.

Also

Tecmo actually simulates time for SKP mode so changing the simulated qtr length also total score as well as the stats

0x1703C = default =0x06

0x17F0D = default =0x06

+ Quote



buffalo_tox reacted to this



Martin

Promising Rookie



Posted October 31, 2015

Report post

I have been simming season all night, without altering any SIM scales. Just using TSBToolSupreme, treating the TEAM SIM values as RUN DEFENSE and PASS DEFENSE. And [I'm basing my SIM values on stats](#), using the spreadsheet above, so no tweaking of values to get results to support my theory.



Members

+ 22

92 posts

I get much better results than before. There is a noticeable difference. And, looking at [Carther's post](#), this does not clash with the OG ROM either.

To me there is no question about it:

There is no TEAM OFFENSE SIM value, just individual sim values on offense vs. TEAM DEFENSE SIM, divided into RUN DEFENSE and PASS DEFENSE. These are - incorrectly - labeled "Offense sim" and "Defense sim" in TSBToolSupreme.

+ Quote



bruddog

Down with button mashing



Posted October 31, 2015

Report post

Like i said the team offense and team defense sim values effect the total points scored and thus who ends up winning and losing



Moderators

+ 3,074

11,466 posts

Location: Ca

+ Quote



Martin

Promising Rookie



Members

+ 22

92 posts

Posted November 3, 2015

Report post

I won't argue this, since I'm not even close to the hacking skills some of you guys display. Still not convinced, though. I think the Colts experiment I did at least indicate that it's worth further digging. I keep testing and get the results I expect... And it wouldn't be the first time stuff in TSBToolSupreme was found to be mislabeled, right?


By the way...

What's going on at 0x180a3? That's the only location - of the ones listed above - that isn't somewhat linear:

64 1A 80 40 4D 66 33 80 4D 26 B3 26 1F E6 0A 0D

SIM PASSING, how?

I've found that simPASS for QB's draw from the scale at 0x180c3, same as simCATCH for RB/WR/TE. On a ROM of mine where just one QB were rated 10 for simPASS, and no player had a 10 simCATCH I 00:ed the corresponding value, and that QB had *much* worse stats than usual in a simmed season. Messing with the 0x180a3-stuff affects the passing, though. Just not sure in what way, and how it works.

 Quote



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SBlueman





How do sim results work in SKP vs SKP

By Carther, October 28, 2015 in ROM Editing Discussion

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted November 4, 2015

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On 10/30/2015 at 7:01 AM, Martin said:

Sorry for spamming, but... Seems like what TSBToolSupreme labels SIM OFFENSE actually is RUN DEFENSE!

I 00:ed Bills "SIM OFFENSE" and FF:ed every one elses. Bills got about 2600 yards against in rushing, the second worst run defense got about 900 and the best around 500. The difference there is caused by pass-rush-ratio, probably.

My theory is that SIM OFFENSE is RUN DEFENSE and that SIM DEFENSE actually is PASS DEFENSE.

EDIT: I'll keep testing and start a new thread about this later.

EDIT 2: I can confirm this. "Team sim offense" is run defense, and "Team sim defense" is pass defense.

You are correct I verified this in the disassembly.

+ Quote



Martin

Promising Rookie



Posted November 23, 2015

[Report post](#)

Trying to figure out the 3rd SIM value for skill players. It's supposed to be yards/receptions,



Members
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92 posts

right?

I did recall reading somewhere that it draws from the same scale as SIM RUSH, so I 00:ed the 0-14 values, and FF:ed 15. I gave one WR with only Fly routes the only 15-rating on my ROM, and another WR a SIM RUSH rating of 15 (just to see if that SIM value had anything to do with receiving yards.) Couldn't see any difference. Most players got about 30 yards/reception...

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

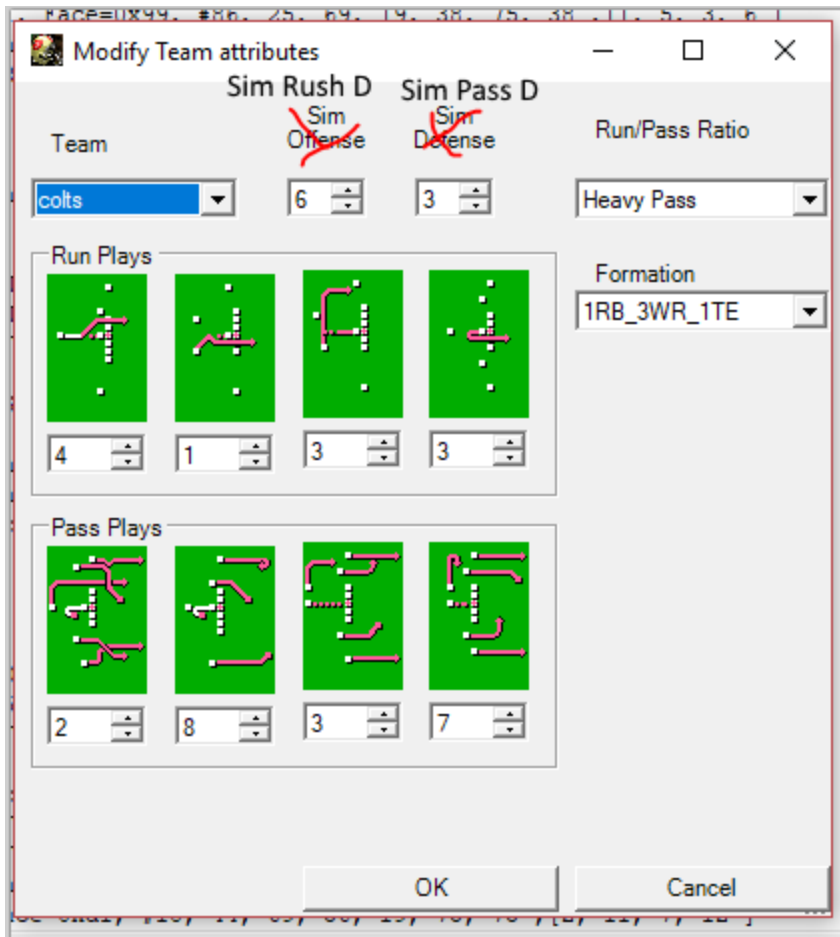
Tecmo Titles: 1

Founder of T-Borg

Posted September 10, 2018

Report post

I was late to this party



+ Quote



Elsewhere



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- [Join us on Discord](#)
- [Tecmobowl Twitch](#)

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

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 10, 2018

Report post 

Wow, how am I just now seeing all of this too, almost 3 years later?

So, does this mean that the game simulates offensive team scores as a function of the individual offensive sim #'s?

But it simulates defensive team "scores" (i.e. the suppression of their opponent's offensive scoring) as a function of its sim rush defense # (incorrectly labeled as SIM OFFENSE in TSBTool) and its sim pass defense # (incorrectly labeled as SIM DEFENSE in TSBTool)?

Do I have this right? If so, I guess that means there is no one single # that determines the offensive potency of a team in sim mode.

 Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 10, 2018

Report post 

It actually simulates the game one play at a time. For example on a run play it will run off a vairable amount of time. Then it will load the players run skill value adjusted by condition. Then it will load the defense value adjusted by play call. Example if the defense calls pass but its a run...the run defense value will be adjusted down. Then it finds what yardage outcome range the value falls in and gets a random yarge from that range.

You QB and most used RB are going to have the most impact on offense. or perhaps your qb and most targeted wr if the team is set for heavy passing.

 Quote



SBlueman

Tecmo Legend



Posted September 10, 2018 (edited)

Report post 



Members

+ 289

1,048 posts

Location: San Jose, CA

On 9/10/2018 at 6:24 PM, Tecmonster said:

Wow, how am I just now seeing all of this too, almost 3 years later?

So, does this mean that the game simulates offensive team scores as a function of the individual offensive sim #'s?

But it simulates defensive team "scores" (i.e. the suppression of their opponent's offensive scoring) as a function of its sim rush defense # (incorrectly labeled as SIM OFFENSE in TSBTool) and its sim pass defense # (incorrectly labeled as SIM DEFENSE in TSBTool)?

Do I have this right? If so, I guess that means there is no one single # that determines the offensive potency of a team in sim mode.

Blew my mind too but it works!

Edited September 10, 2018 by SBlueman

+ Quote Edit Options ▾



Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)

Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

Tecmonster

rom producer



Posted September 12, 2018

Report post ↗

On 9/10/2018 at 8:55 PM, bruddog said:

You QB and most used RB are going to have the most impact on offense. or perhaps your qb and most targeted wr if the team is set for heavy passing.

So if TSBTool is mapped correctly, then offensive linemen have no sim values and, thus, no effect on the sim results for any team's offense?

Members

+ 211

634 posts

Location: Reno, NV

I guess the only way to make sure the o-line has an influence on each team's sim offense is adjust each skill player's sim ratings up or down based on the quality of the o-line.

+ Quote



bruddog

Down with button mashing



Posted September 12, 2018

Report post

correct



Moderators

+ 3,074

11,466 posts

Location: Ca

+ Quote



BO FB Offtackle Left

Tecmo Legend



Posted October 13, 2019

Report post

This threads dispels several huge misconceptions that we had for over a decade. It should really be pinned.



Members

+ 253

3,135 posts

Location: New York

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



Knobbe

Tecmo Godfather



Posted October 17, 2019

Report post

On 10/13/2019 at 9:32 AM, BO FB Offtackle Left said:

This threads dispels several huge misconceptions that we had for over a decade. It should really be pinned.



Founder

To me this is just one piece of sim. I'd pin a comprehensive document on all of it. This belongs in a line for the FAQs or rom editing



+ 3,242

17,586 posts

Tecmo Titles: 1
Founder of T-Borg



Quote



Elsewhere



- [@Tecmogodfather](#)
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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

graylikethecolor

Promising Rookie



Members

+ 12

37 posts

Posted April 21

Report post

General SIM question: do these same rules apply to COM vs COM simulation or are they only for SKP vs SKP? does the game handle these types of simulations differently?



Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted April 21

Report post

The only thing that really transfers over to COM vs COM is playcalling style (how often the team passes or runs in general)



Quote



graylikethecolor

Promising Rookie



Posted May 11

Report post



On 4/21/2020 at 1:52 PM, bruddog said:





Members

+ 12

37 posts

The only thing that really transfers over to COM vs COM is playcalling style (how often the team passes or runs in general)

ahh, ok. Thank you!

+ Quote



PREV

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