



Jstout 'Logic' Modifier

By Yak, February 14, 2010 in [Hacking Documentation](#)

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Yak

Tecmo Fanatic



Members

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5,286 posts

Location: Boston, MA

Posted February 14, 2010

[Report post](#)**Quote**

...In "NORMAL" mode, the computer checks whether it called a run or pass where 50% of the time will keep the play call and 50% of the time will change the call to the run/pass play the offense has called most during the game.

I'm sure something like that could be tweaked even without the blitzes to give the different computer teams some more skill.

Would this be similarly effective in a CPU-based ROM, Jstout? You dropped this post the other day in the Defense creation thread and it sort of rocked my socks. Are the changes you made effective for customizing individual ROMs? Would it have to be implemented by you? I couldn't be any more pumped and or fascinated right now. Is it code copy text you could put in here?

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

Tecmo Super Champion



Members

Posted February 14, 2010

[Report post](#)**Maynard_G_Krebs said:**

Would this be similarly effective in a CPU-based ROM, Jstout? You dropped this post the other day in the Defense creation thread and it sort of rocked my socks. Are the changes you made effective for customizing individual ROMs? Would it have to be implemented by you? I couldn't be any more pumped and or fascinated right now. Is it code copy text you could put in here?

+ 92
537 posts

I believe it can be effective in a CPU-based ROM. In fact, during testing I set "JAILBREAK" numbers for each team and could see a difference in even CPU vs CPU games on your rom. I attached a zip with an IPS patch (patch a copy of the rom to be safe) for the 32-team ROM (was near impossible to find some usable SRAM but I think I found the only safe area left). If for any reason I need to move the added code I can do that with little problems. Changes are at xFC90-xFE65, x21414-x21418, x21D79-x21DA9, x255FF-x25615, and x25671-x25687. The "JAILBREAK" mode I mentioned is all set to 0 (xFF is best and x00 is worst) in the patch. Those numbers are located at xFCC0-xFD25 where the first 34 bytes are Overall, next 34 is Run, and last 34 is Pass defense with the normal team order of AFC East to West, NFC East to South, Pro Bowl teams, NFC West.

There is quite a bit of code but I can paste it all if anybody really wants to view it in text.

[TSB32_Ultra_Logic.zip](#)

+ Quote

1



You reacted to this

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 15, 2010

Report post

Could you explain this in a little more detail?

BTW - I used the patch and it didn't seem to mess anything up besides the year on the menu.

+ 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](#)

jstout

Tecmo Super Champion



Members

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537 posts

Posted February 15, 2010

Report post

✓ buck said:

Could you explain this in a little more detail?

BTW - I used the patch and it didn't seem to mess anything up besides the year on the menu.

From the other post:

The defensive logic is similar to TSBUltra. Roughly, each team has a rating of how good their overall, run, and pass defense is. The Computer checks a random number and if their overall is better is goes to "JAILBREAK" mode else "NORMAL" mode. "JAILBREAK" mode, the computer checks its Run/Pass defense value (run vs run or pass vs pass) vs a random and if better is given the offensive play call. If not, then heads back to a "NORMAL" mode. "NORMAL" mode, the computer checks whether it called a run or pass where 50% of the

time will keep the play call and 50% of the time will change the call to the run/pass play the offense has called most during the game (run changes to most called run and pass changes to most called pass).

I'll check to make sure my rom copy doesn't have the year messed up but I'd assume there was some code in one of the affected areas changing your year. I can always take a look if you send a copy of the original rom.

+ Quote



Yak

Tecmo Fanatic



Members

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5,286 posts

Location: Boston, MA

Posted February 15, 2010

Report post

✔ jstout said:

Roughly, each team has a rating of how good their overall, run, and pass defense is. The Computer checks a random number and if their overall is better is goes to "JAILBREAK" mode else "NORMAL" mode. "JAILBREAK" mode, the computer checks its Run/Pass defense value (run vs run or pass vs pass) vs a random and if better is given the offensive play call.

I believe I have a level grasp on NORMAL mode, but can you elaborate on JAILBREAK? So, each team is assigned a value for PASS and RUN Defense. The CPU checks a random number, and if the overall sum of the PASS and RUN Defense value individually for a single team is LOWER than the random number checked by the CPU, "JAILBREAK" mode is then enacted? Is that correct so far?

✔ Quote

..."JAILBREAK" mode, the computer checks its Run/Pass defense value (run vs run or pass vs pass) vs a random and if better is given the offensive play call.

It's here where I fall off the wagon. Let me back-track a second and review. So, this Logic Modifier you made is a new way the CPU can enact its overall play-calling logic. If JAILBREAK and NORMAL mode are both active, then there are two kind of patterns the CPU play-calling logic can follow. Currently, you've set the JAILBREAK mode to '0' in that .IPS, so anyone looking to utilize that functionality would have to enable it, as well as input the individual team ratings for PASS and RUN at the aforementioned HEX locations? However, if I choose not to, than NORMAL mode is already set as the lone standard for CPU play-calling.

Now, does the CPU only walk itself through this logic modifying behavior before every play? Does the JAILBREAK mode check only happen once, and if not utilized, NORMAL mode is then used for the rest of the game--or simply that specific play, and then the process is run again at the start of the next play?

Thanks for your work, JStout, and thank you for your patience in schooling us (me).

+ Quote



buck

Posted February 15, 2010

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

I have the same questions as MGK (above) - but a couple more.

1. so there is a range of 0-255 for each setting (x00-xFF)?
2. The only way that defense can pick your play is if JAILBREAK is on?...or is there still a chance defense can pick play in NORMAL mode?
3. Do you have any suggestions for settings?
4. is there a way (using this modifier) to "force" a defense to primarily pick run or pass, exclusively?

The way I understand it:

For each play:

If OVERALL beats a random number: goes to JAILBREAK mode, then depending on what offense picked (run or pass), it checks again and will call offense play if defense run or pass beats random number.

If OVERALL is less than random number: depending on defense RUN or PASS value, defense might pick a run or pass based on what play offense has called the most so far.



+ Quote



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

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jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 15, 2010

Report post

Ok. In this example at the play-call screen the offense chooses Pass Play #1 and the CPU Defense chooses Pass Play #3. Every time you select a play at the play-screen the following process will be done.

The Logic code now kicks in to be run and the CPU defense is checked for "JAILBREAK" mode. Each team has 3 numbers (Overall, Run, Pass). For example purposes lets make these x80 (50%), x40 (25%), xC0 (75%). The Overall defense is checked vs a random and if greater moves on else heads to "NORMAL" mode, in this case a 50% chance. If we moved on then the Pass defense is checked vs a random and if greater then the defense would changes its play call to Pass Play #1 else heads to "NORMAL" mode, so a 75% chance of changing to the offensive play call. Using the math odds, this teams chance of changing its play on a run would be $.5 * .25 = 12.5\%$ and on a pass play $.5 * .75 = 37.5\%$. If we got exited back to "NORMAL" mode, the defensive then has a 50% chance of keeping Pass Play #3 and a 50% chance that it changes its play call to the most used Pass Play so far in the game. Now the plays for each team are set and the offensive play call is recorded and the game field is loaded.

Quote

Currently, you've set the JAILBREAK mode to '0' in that .IPS, so anyone looking to utilize that functionality would have to enable it, as well as input the individual team

ratings for PASS and RUN at the aforementioned HEX locations? However, if I choose not to, than NORMAL mode is already set as the lone standard for CPU play-calling.

Yes, you would need to set the numbers to get "JAILBREAK" mode going. Currently the 0s would always kick the CPU to "NORMAL" mode and would be run in the lone style.

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 15, 2010

Report post

✓ buck said:

I have the same questions as MGK (above) - but a couple more.

1. so there is a range of 0-255 for each setting (x00-xFF)?
2. The only way that defense can pick your play is if JAILBREAK is on?...or is there still a chance defense can pick play in NORMAL mode?
3. Do you have any suggestions for settings?
4. is there a way (using this modifier) to "force" a defense to primarily pick run or pass, exclusively?

1. Yes
2. The CPU still has the standard 1 in 8 chance of picking your play in Normal mode
3. Depends on the style you want and team skill but I found making teams above 50%, 75%, 75% defense to be often be tough on the field on the original.
4. Not currently, but I could add that easy. My CIFL version made the defense choose pass plays more but I could set it with a team variable.

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 15, 2010

Report post

✓ jstout said:

Ok.

I laughed out loud at the intro. Well done. 😄

Much thanks for your explanation. I'm on-board now. I'm interested to see how the most picked RUN or PASS play in a game will function in the specific way that my playbooks are constructed. This work of yours is right on top of the next big update for TSC that I've been talking about for a couple of months leading into next season--Offensive Playbook reorganization. If that's a coincidence, awesome. You couldn't have timed that shit any better if you tried. Now when I reorganize the playbook for next season I can take into account this piece of functionality and group the plays in Defense-specific reactions. So, as an example: make sure the majority of my FLY patterns are in the DIME formation slot, or the best strong-side rushes in the S-BLITZ slot. **Very**, cool. It's like a check against the player to not be lazy Mfers and to actually strategize a little bit. I love it.

Quote

Buck: 4. Not currently, but I could add that easy. My CIFL version made the defense choose pass plays more but I could set it with a team variable.

Great thought, Buck, as well as awesome answer for us. We could tailor Defenses to play to their strengths! To use a regional slang, *Wicked Awesome*.

Jstout, you are *Wicked Awesome*. I will buy you a beer some day and thank you personally for helping me spend nearly two years fucking with TSB. 😊

+ Quote



buck

DARRELL GREEN



Members
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 15, 2010

Report post

Yeah, I think it would be useful (used) to be able to weight the COM defense picks (run vs pass). That would be fresh.

+ Quote



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

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buck

DARRELL GREEN



Members
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6,332 posts

Location: Tecmo Super Street

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Posted February 15, 2010

Report post

here's a spreadsheet (UPDATED) I made to help implement this.

[JSTOUT COM DEF LOGIC SETTER.xls](#)

there are three "sheets" : 1.overall 2.run 3.pass

it should be self-evident as to how the spreadsheet works - this is similar to all my TSB spreadsheet SET generators.

The main column is labeled by TEAM - in order of appearance.

all you do is enter a HEXADECIMAL number into the colored cells and then copy/paste the SET Commands into TOOL, etc. You know the drill if you know the drill.

I added a chart on the side of each sheet that has a decimal to hex conversion list.

as always, work on a COPY of your ROM; and if you find any problems, please let me know (I will surely let you know if I find any).

+ 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](#)

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 15, 2010

Report post

▼ buck said:

Yeah, I think it would be useful (used) to be able to weight the COM defense picks (run vs pass). That would be fresh.

I wrote the code up earlier and had the computer doing a weighted run/pass playcalling correctly. Is it enough to make a variable like x80 be 50/50 run/pass or would you need each slot weighted by itself?

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

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Posted February 15, 2010

Report post

well, I think the guys that do the "slot-based" defenses would prefer a slot-based implementation...if I understand you correctly.

I would just like run or pass...but it would be cool if it could do BOTH..!?

▼ jstout said:

▼ buck said:

Yeah, I think it would be useful (used) to be able to weight the COM defense picks (run vs pass). That would be fresh.

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+ Quote



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

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Yak

Tecmo Fanatic



Posted February 15, 2010

Report post

If by RUN or PASS, you mean a weighted selection of either scenario and from all four plays equally, then I'm all for that. From the looks of everyone who is currently editing ROM



Members

+ 1,541

5,286 posts

Location: Boston, MA

Defenses, they've gone with four RUN and four PASS variations in intention, for the most part. So RUN or PASS seems like it makes sense to me.

▼ buck said:

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▼ jstout said:

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+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 15, 2010

Report post

▼ Maynard_G_Krebs said:

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Yeah, that is what I meant. Scale of x00-xFF where x00 would have the defense select from the 4 pass play slots, x80 is 50/50, and xFF would have the defense select from the 4 run play slots.

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 16, 2010

Report post

Rockstar.

+ Quote



john3:16

Member

Posted February 28, 2010

Report post

Will this work with the 28 team rom? thanks



Members

0

29 posts

+ Quote



tecmodo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted February 1, 2011

Report post

I have the same question as our salvation-seeking friend above. Looks like at the very least the divisional alignments would have to be changed in the spreadsheet. Anything else?

+ Quote



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[HSTL s42, s45 Champion](#)

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

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

tecmodo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 17, 2011

Report post

Bump. Anyone know if there is a version of this compatible with a 28-team rom?

+ Quote



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[HSTL s42, s45 Champion](#)

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

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

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

Martin

Promising Rookie



Posted August 18, 2014

Report post

BUMP



This hack does wonders for MAN v. COM-play. Got to repeat the "Will this work with the 28 team rom?"-question though. This kind of stuff is way beyond my hacking skills...

Members

+ 22

92 posts



Quote



Martin

Promising Rookie



Posted December 19, 2014

Report post

I patched a 28 team ROM, setting it to 10-50%, 25-75% and 25-75%, based on defense values from Football Outsiders. It seemed fine.

There's a conflict with the COM-pass-to-open-receiver hack, though?

Members

+ 22

92 posts



Quote



Tecmonster

rom producer



Posted January 26, 2016

Report post

✓ On 2/15/2010 at 12:00 PM, jstout said:

If we got exited back to "NORMAL" mode, the defensive then has a 50% chance of keeping Pass Play #3 and a 50% chance that it changes its play call to the most used **Pass** Play so far in the game.

So, there's a 50% chance that the COM defense changes its play call, but not to the human's most used play OVERALL. It's run or pass-specific.

Does anyone know how I could change this to simply "the most used play" instead of "the most used **Pass** play," so that the COM is not restricted to keeping its play call within the same bracket (run or pass) that it originally called?

I think another good COM defense play-calling system would be:

25% chance that COM defense calls a random play

75% chance that COM defense calls pass IF the human has passed more than he's run (otherwise, 75% chance that the COM calls a run)

Then, if we enter the 75% scenario . . .

-- 50% chance that a random pass play is chosen

-- 50% chance that the human's most used pass play is chosen

...BUT that's just dreaming out loud.

Members

+ 211

634 posts

Location: Reno, NV

It seems like my first idea should be pretty feasible, but I know this is a complex hack, so maybe not.

+ Quote



Martin

Promising Rookie



Members

+ 22

92 posts

Posted February 3, 2016

Report post

On 1/26/2016 at 11:03 AM, Tecmonster said:

Does anyone know how I could change this to simply "the most used play" instead of "the most used **Pass** play," so that the COM is not restricted to keeping its play call within the same bracket (run or pass) that it originally called?

This. It would make for more strategy, I think. Trying to establish the run, or set up the run by passing a lot.

Btw, no conflict with the COM-pass-to-open-receiver-hack.

+ Quote



Martin

Promising Rookie



Members

+ 22

92 posts

Posted March 31, 2016

Report post

Doesn't work with play-as-p2-when-away-hacks. COM OG-playcalls when p1. Just something worth noting.

+ Quote



buck

DARRELL GREEN



Posted March 31, 2016

Report post

On 3/31/2016 at 9:49 AM, Martin said:

Doesn't work with play-as-p2-when-away-hacks. COM OG-playcalls when p1. Just something worth noting.

interesting. how did you determine that?

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)



Quote



“The right to speak and the right to refrain from speaking are complementary components of ... ‘individual freedom of mind.”

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Jstout 'Logic' Modifier

By Yak, February 14, 2010 in [Hacking Documentation](#)

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Martin

Promising Rookie



Members

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92 posts

Posted March 31, 2016

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On 3/31/2016 at 10:25 AM, buck said:

interesting. how did you determine that?

Set a team to all FF, then started a preseason game as p1. COM blitzed every time. Then went to season mode, played the same team as p2, without the blitzing.

+ Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted October 9, 2016

[Report post](#)

So can anyone confirm that the [IPS Patch that jstout posted](#) works with the original rom?

+ 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 \(Use with NES TSB & TSBTool\)](#)

Martin

Promising Rookie



Members

+ 22

92 posts

Posted October 12, 2016

Report post

Yes, I use it. Just remember to put in values for 32 teams, even if you're using the 28 team rom (+ Pro Bowl-teams).

Doesn't work with home-and-away-hack, though, as previously stated.

+ Quote



You reacted to this



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted October 15, 2016

Report post

ah bumper. Love that hack combined with the schedule not rearranging hack.

+ Quote Edit Options



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

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SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted December 11, 2016

Report post

On 10/12/2016 at 3:05 AM, Martin said:

Yes, I use it. Just remember to put in values for 32 teams, even if you're using the 28 team rom (+ Pro Bowl-teams).

Doesn't work with home-and-away-hack, though, as previously stated.

When you say home/way hack are you referring to

this: <http://tecmobowl.org/forums/topic/12609-play-as-2nd-player-against-cpu/>

+ 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 \(Use with NES TSB & TSBTool\)](#).

gojiphen malor

Tecmo Super Champion



Members

+ 669

838 posts

Location: Monster Island

Posted October 6, 2017 (edited)

Report post

If I wanted to SET Command this? :

SET(0x0FC90,0xA900A00E99F863C8D0FAA56CA0F8A264209A9DA900A00E99FD64C8D0F
AA56DA0FDA265209A9DA9C08D01A060FFFFFFFF)

SET(0x0FD26,0xA9808D01A0A575290FC902F0034C90BDA66DBDB0BCC53BB042A53DC9
80B0034C90BDA579C904B018AAA003BD3062D93062B00598AABD30628810F386794C9
0BDAAA003BD3062D93462B00898186904AABD30628810F086794C90BDA578C904B00E
BDD2BCC53C9035A57885794C90BDBDF4BCC53C9027A5788579A578AAFE3062A9C08D
01A0A678BD7E66A21820A0D7A5441869008544A54569B48545604C2FBDA9808D01A0A
57529F0C920F0034C30BEA66CBDB0BCC53BB042A53DC980B0034C30BEA578C904B018
AAA003BD3862D93862B00598AABD38628810F386784C30BEAAA003BD3862D93C62B00

Tecmonster

Posted February 7, 2019

Report post

rom producer



Members

+ 211

634 posts

Location: Reno, NV

On 10/6/2017 at 10:58 PM, gojiphen malor said:

```

SET(0x0FC90,0xA900A00E99F863C8D0FAA56CA0F8A264209A9DA900A00E99FD64
C8D0FAA56DA0FDA265209A9DA9C08D01A060FFFFFFFF)
SET(0x0FD26,0xA9808D01A0A575290FC902F0034C90BDA66DBDB0BCC53BB042A5
3DC980B0034C90BDA579C904B018AAA003BD3062D93062B00598AABD30628810F
386794C90BDAAA003BD3062D93462B00898186904AABD30628810F086794C90BD
A578C904B00EBDD2BCC53C9035A57885794C90BDBDF4BCC53C9027A5788579A5
78AAFE3062A9C08D01A0A678BD7E66A21820A0D7A5441869008544A54569B4854
5604C2FBDA9808D01A0A57529F0C920F0034C30BEA66CBDB0BCC53BB042A53DC
980B0034C30BEA578C904B018AAA003BD3862D93862B00598AABD38628810F386
784C30BEAAA003BD3862D93C62B00898186904AABD38628810F086784C30BEA57
9C904B00EBDD2BCC53C9035A57985784C30BEBDF4BCC53C9027A5798578A579A
AFE3862A9C08D01A0A679BD8666A21820A0D7A5441869008544A54569B48545604
CCFBD)
SET(0x21414,0x20849DEAEA)
SET(0x21D79,0x20849DA20720E3D82080BCA21120E3D860EAEAEAEAEAEAEAEAEAE
EAA9808D01A0A900A010992F6288D0FA60EAEAEAEAEAEAE)
SET(0x255FF,0xA9078D0080A9078D01802016BDA9078D0080A52F8D0180)
SET(0x25671,0xA9078D0080A9078D018020B6BDA9078D0080A52F8D0180)

```

On 2/15/2010 at 10:30 AM, jstout said:

In "NORMAL" mode, the computer checks whether it called a run or pass where 50% of the time will keep the play call and 50% of the time will change the call to the run/pass play the offense has called most during the game (run changes to most called run and pass changes to most called pass).

So, does anyone know which of the "80" bytes above refer to the "50% of the time (computer) will change the call to the run/pass play the offense has called most during the game." I'd like to change that to 75% of the time (C0). There are way too many 80's in all that code to run trial-and-error play tests.

In addition, since the computer calling a defensive run play vs. the human's offensive pass play tends to have much more devastating consequences for the computer than when it's vice versa (when the computers call a pass play vs. the human's run), I'm looking to change the mix from 50/50 to 35%run/65%pass.

+ Quote

2



You and gojiphen malor reacted to this

SBlueman

Posted January 11

Report post

Tecmo Legend



So to use this correctly its:



Members

+ 289

1,048 posts

Location: San Jose, CA

1. Apply the .ips file posted by [@jstout](#)
2. Edit the spreadsheet posted by [@buck](#) to generate the set commands to copy and paste into TSB Tool

Is this correct?

And I am a bit unclear on what to set the overall/run/pass values on the spreadsheet. What NFL stat should I be basing the value used on the spreadsheet? I'd love to hear how people implement this hack. Sorry I'm so late to the party on this but for some reason the light bulb went on today when re-reading this thread.

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Posted January 14 (edited)

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Still trying to wrap my brain around how to use this correctly. I slapped together a quick spreadsheet:

A	B	C	D	E	F	G	H	I
RANK	TEAM	OVERALL	RANK	TEAM	RUSH	RANK	TEAM	PASS
50	New England Patriots	4414	75	Tampa Bay Buccaneers	1181	75	San Francisco 49ers	2707
47	San Francisco 49ers	4509	72	New York Jets	1391	72	New England Patriots	2886
47	Buffalo Bills	4772	72	Philadelphia Eagles	1442	72	Pittsburgh Steelers	3113
44	Baltimore Ravens	4809	69	New Orleans Saints	1461	69	Buffalo Bills	3123
44	Pittsburgh Steelers	4866	69	Baltimore Ravens	1494	69	Los Angeles Chargers	3204
41	Los Angeles Chargers	5009	66	New England Patriots	1528	66	Baltimore Ravens	3315
41	New York Jets	5170	66	Indianapolis Colts	1567	66	Cleveland Browns	3470
38	Chicago Bears	5186	63	Oakland Raiders	1570	63	Kansas City Chiefs	3543
38	Dallas Cowboys	5232	63	Chicago Bears	1632	63	Chicago Bears	3554
35	Philadelphia Eagles	5307	60	Buffalo Bills	1649	60	Dallas Cowboys	3576
35	New Orleans Saints	5329	60	Dallas Cowboys	1656	60	Denver Broncos	3609
32	Denver Broncos	5392	57	Tennessee Titans	1672	57	Los Angeles Rams	3625
32	Los Angeles Rams	5434	57	Minnesota Vikings	1728	57	Carolina Panthers	3696
29	Minnesota Vikings	5465	54	Pittsburgh Steelers	1753	54	Green Bay Packers	3721
29	Tampa Bay Buccaneers	5503	53	Atlanta Falcons	1775	53	Minnesota Vikings	3737
25	Indianapolis Colts	5549	50	Denver Broncos	1783	50	Jacksonville Jaguars	3778
25	Kansas City Chiefs	5594	50	San Francisco 49ers	1802	50	New York Jets	3779
24	Green Bay Packers	5642	47	Los Angeles Chargers	1805	47	Washington Redskins	3823
23	Oakland Raiders	5677	47	Los Angeles Rams	1809	47	Philadelphia Eagles	3865
22	Atlanta Falcons	5693	44	New York Giants	1812	44	New Orleans Saints	3868
22	Tennessee Titans	5752	44	Detroit Lions	1855	44	Cincinnati Bengals	3917
20	Cleveland Browns	5785	41	Seattle Seahawks	1883	41	Atlanta Falcons	3918
20	Carolina Panthers	5992	41	Green Bay Packers	1921	41	Indianapolis Colts	3982
18	Jacksonville Jaguars	6007	38	Arizona Cardinals	1922	38	Tennessee Titans	4080
18	New York Giants	6037	38	Houston Texans	1937	38	Oakland Raiders	4107
16	Seattle Seahawks	6106	35	Kansas City Chiefs	2051	35	Miami Dolphins	4198
16	Washington Redskins	6162	35	Miami Dolphins	2166	35	Seattle Seahawks	4223
14	Houston Texans	6213	32	Jacksonville Jaguars	2229	32	New York Giants	4225
14	Cincinnati Bengals	6299	32	Carolina Panthers	2296	32	Houston Texans	4276
12	Miami Dolphins	6364	29	Cleveland Browns	2315	29	Tampa Bay Buccaneers	4322
12	Detroit Lions	6406	28	Washington Redskins	2339	28	Arizona Cardinals	4510
10	Arizona Cardinals	6432	25	Cincinnati Bengals	2382	25	Detroit Lions	4551

So is this how you'd use real life overall/rush/pass yards to come up with a rating system for this modification? I went 10-50% for Overall, 25-75% for run and pass. I have no clue if I am even in the right ballpark on this one so any help is appreciated.

Edited January 14 by SBlueman

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