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Many Various ROM Locations

By Yak, February 2, 2013 in Hacking Documentation

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Yak
Tecmo Fanatic
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Y

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The following contents are entirely credited to Jstout, as part of a locations .txt file that he created, and that Buck had recently posted a scan from. Some of the contents of the below TSB ROM locations have been posted previously in Hacking Documentation from other sources. A great deal of it, however, is unique to the information found below. Eventually, this information will be assimiliated into the main Hacking Documentation resource thread. Enjoy!

Tecmo Rabbit
0x13745-0x137B0

Team NFL
0x158D4-0x15917,0x11
0x15E13-0x15E56,0x11
0x115B1-0x115EF

Tecmo Presents
0x16BF3-0x16C25,0x11

NFL Shield Menu
0x23ED9-0x23F64,0xE

NFL Shield Intro
0x12B06-0x12B6C

NFL Players Association
0x1584C-0x158D3

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# NFL Super Pro Football
0x16B7C-0x16BF2,0x11

# Tecmo Super Bowl
0x16472-0x16570,0x11
0x16B6B-0x16B7C,0x11

# 1991 Roster
0x16D9C-0x16E01,0x11

# Sim Points/Yardage Modifiers
0x1703C-0x1703D # First Quarter/OT
0x17F0D-0x17F0E # Second-Fourth Quarter
# Sim Rushing/Punt Returning Modifiers
0x180B3-0x180C3
# Sim Passing/Receiving Modifiers
0x180C3-0x180D3
# Sim Defense Modifiers
0x180D3-0x180E3
# Sim Offense Modifiers
0x180E3-0x180F3
# Sim Kicking Modifiers
0x180F3-0x18103
# Sim Punting Modifiers
0x18103-0x18113
# Sim Pocket Modifiers
0x18113-0x18117
# Sim Kick Returning Modifiers
0x18117-0x18127

# Computer Juice
0x1DF10-0x1DF64,0x5

# Starting Time on the Clock
0x2224B-0x2224C # Minutes
0x22247-0x22248 # Seconds
# Clock Speed
0x222A5-0x222A6

# Mini Helmets
0x23BC6-0x23C51,0x5

# Points for a Field Goal
0x244D4-0x244D5 # Player 1
0x24C5C-0x24C5D # Player 2
# Points for a Touchdown
0x24626-0x24627 # Player 1
```

```
0x24DAE-0x24DAF # Player 2
# Points for an Extra Point
0x24713-0x24714 # Player 1
0x24E9B-0x24E9C # Player 2
# Points for a Safety
0x24D65-0x24D66 # Player 1
0x245DD-0x245DE # Player 2

# Number of Downs
0x24FD4-0x24FD5
# Final Down Popups (Downs - 1)
0x268EF-0x268F0 # Player 1
0x26B92-0x26B93 # Player 2
0x18772-0x18773 # Computer
0x187B2-0x187B3 # Computer

# Number of Yards for a 1st Down
0x24FDF-0x24FE0
# Chain Marker Screens
0x24FE3-0x24FE4 # First Down
0x25001-0x25002 # Short
# Chain Marker Length
0x26471-0x26472 # Player 1 Lo Byte
0x26477-0x26478 # Player 1 Hi Byte
0x2649B-0x2649C # Player 2 Lo Byte
0x264A1-0x264A2 # Player 2 Hi Byte
# 1st and # Text
0x2E495-0x2E496 # Player 1 Lo Byte
0x2E49B-0x2E49C # Player 1 Hi Byte
0x2E4C4-0x2E4C5 # Player 2 Lo Byte
0x2E4CA-0x2E4CB # Player 2 Hi Byte

# QB and PR Ball Control Skill
0x286E7-0x286E8
# Kicking Distance
0x294C0-0x294C1 # Lo Byte
0x294C6-0x294C7 # Hi Byte
# Punting Distance
0x29369-0x2936A # Lo Byte
0x2936E-0x2936F # Hi Byte
# Speed of Kicking Arrow
0x2A7A0-0x2A7B0
# Distance of Kicking Arrow
0x2A7B0-0x2A7C0
# Passing Speed Skills
0x2BE54-0x2BE64
# Passing Loft Skills
0x2BE64-0x2BE74
```

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# Rushing Power Skills
0x2BE74-0x2BE84
# Rushing Speed Skills
0x2BE84-0x2BE94
# Avoid Pass Block Skills
0x2BEE4-0x2BEF4
# Avoid Kick Block Skills
0x2BEF4-0x2BF04
# Ball Control Skills
0x2BF04-0x2BF14
# Pass Control Skills
0x2BF14-0x2BF24
# Receptions Skills
0x2BF24-0x2BF34
# Interceptions Skills
0x2BF34-0x2BF44
# Offensive Max Speed Skills
0x3DFDF-0x3DFEF
# Defensive Max Speed Skills
0x3DFEF-0x3DFFF
# Hitting Power Skills
0x3DFFF-0x3E00F

# Team Background Colors
0x31140-0x3115B

# Light Skin Color on Game Field
0x2C2C0-0x2C2C1
# Light Skin Color on Action Sequence
0x341E4-0x341E5
# Dark Skin Color on Action Sequence
0x341E9-0x341EA

# Kickoff Power
0x2A538-0x2A539 # Lo Byte
0x2A53D-0x2A53E # Hi Byte
# Kickoff Ball Arch
0x2A540-0x2A541
# Kickoff Ball Speed
0x2A544-0x2A545

# Kickoff Location
0x247BA-0x247BB # Player 1 Lo Byte
0x247BC-0x247BD # Player 1 Hi Byte
0x24032-0x24033 # Player 2 Lo Byte
0x24034-0x24035 # Player 2 Hi Byte
# Safety Kickoff Location
0x247C1-0x247C2 # Player 1 Lo Byte
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0x247C3-0x247C4 # Player 1 Hi Byte
0x24039-0x2403A # Player 2 Lo Byte
0x2403B-0x2403C # Player 2 Hi Byte
Extra Point Location
0x246B0-0x246B1 # Player 1 Lo Byte
0x246B4-0x246B5 # Player 1 Hi Byte
0x24E38-0x24E39 # Player 2 Lo Byte
0x24E3C-0x24E3D # Player 2 Hi Byte
Endzone YardLine
0x25046-0x25047 # Player 1 Lo Byte
0x2504B-0x2504C # Player 1 Hi Byte
0x25059-0x2505A # Player 2 Lo Byte
0x2505E-0x2505F # Player 2 Hi Byte
Safety YardLine
0x250EF-0x250F0 # Player 1 Lo Byte
0x250F3-0x250F4 # Player 1 Hi Byte
0x250DF-0x250E0 # Player 2 Lo Byte
0x250E3-0x250E4 # Player 2 Hi Byte
Back of the Endzone
0x3DB33-0x3DB34 # Player 1 Hi Byte
0x3DB37-0x3DB38 # Player 1 Lo Byte
0x3DB48-0x3DB49 # Player 2 Hi Byte
0x3DB4C-0x3DB4D # Player 2 Lo Byte
Throwing Back of the Endzone
0x2A88C-0x2A88D # Player 1 Lo Byte
0x2A88F-0x2A890 # Player 1 Hi Byte
0x2A898-0x2A899 # Player 1 Lo Byte
0x2A89E-0x2A89F # Player 1 Hi Byte
0x2A8C8-0x2A8C9 # Player 2 Lo Byte
0x2A8CB-0x2A8CC # Player 2 Hi Byte
0x2A8D4-0x2A8D5 # Player 2 Lo Byte
0x2A8DA-0x2A8DB # Player 2 Hi Byte
Field Goal Crossbars
0x294D0-0x294D1 # Player 1 Lo Byte
0x294D7-0x294D8 # Player 1 Hi Byte
0x294E3-0x294E4 # Player 2 Lo Byte
0x294E9-0x294EA # Player 2 Hi Byte
Screen Scroll Back
0x3D67A-0x3D67B # Player 1 Lo Byte
0x3D67E-0x3D67F # Player 1 Hi Byte
0x3D65A-0x3D65B # Player 2 Lo Byte
0x3D65E-0x3D65F # Player 2 Hi Byte
Punt Touchback
0x2506A-0x2506B # Player 1 Lo Byte
0x2506E-0x2506F # Player 1 Hi Byte
0x25083-0x25084 # Player 2 Lo Byte
0x25087-0x25088 # Player 2 Hi Byte
Touchback Location

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0x25077-0x25078 # Player 1 Lo Byte
0x25079-0x2507A # Player 1 Hi Byte
0x25090-0x25091 # Player 2 Lo Byte
0x25092-0x25093 # Player 2 Hi Byte
# Top of Field
0x3DB0E-0x3DB0F
# Top Sideline (Out of Bounds)
0x25118-0x25119
# Bottom of Field
0x3DB05-0x3DB06
# Bottom Sideline (Out of Bounds)
0x2511C-0x2511D
# Field Goal Crossbar (Top)
0x29544-0x29545
# Field Goal Crossbar (Bottom)
0x2954A-0x2954B

# Football Field Block Order
0x2C478-0x2C58F,0x8
# Football Field
0x2C590-0x2CF41,0x11
# Midfield Rare Blue Color
0x2C149-0x2C14A
```

Quote

⬆ 3

Knobbe, DFM and buck reacted to this

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mwidunn
Member
● ●

M

Members
⊕ 1
22 posts

Posted May 8, 2013

Fantastic! Thanks! However, I don't see anywhere -- maybe, I'm missing it -- that it specifies where the ball is spotted for scrimmage. In other words, where would one go to either widen or narrow to hash marks?

Quote

MikeMystery
Promising Rookie
● ● ●

Posted October 7, 2017

Does this apply for NES or SNES?

Quote

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●●
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Moderators

➕ **3,074**

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Location: Ca

Posted October 8, 2017

Sim offense and sim defense are mislabeled per another post I made.

Its sim rush defense and sim pass defense.

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