



## Moving Teams to Different Divisions

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By TheRaja, November 15, 2012 in Hacking Documentation

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### TheRaja

TFO Chief Operating Officer



Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

Posted November 15, 2012

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Hello;

So I asked the question a few days ago about moving teams from NFC to AFC. After experimenting with it I think I want to change things in a different way.

So now I ask; how would I move a team from one division to a different division?

For example; I want say New England to be moved from the AFC East to the AFC Central. So that would make the AFC East 4 teams and the AFC Central 5 teams.

I know there has to be a pointer somewhere that dictates which teams are from which divisions I just can't find it at all.

Any help is appreciated. Thanks 😊

[Quote](#)

### TheRaja

TFO Chief Operating Officer



Members

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Owner of the Tecmo Football Owners (TFO)

Posted November 15, 2012

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Want to point out I used TSB General Manager as it does let me "move" teams to other divisions; but its a lie (lol). Those teams are actually be swapped in place of the team that was there before (so for example I make the AFC East CIN, CLE, and HOU but in reality CIN replaced BUF; CLE replaced IND; and HOU replaced MIA. This does not work for what I am trying to do.

Basically the teams are listed in order and then the pointers go and find the teams needed for Divisions, Conferences, and Leader Boards. The listed order of teams is as follows: BUF, IND, MIA, NE, JETS, CIN, CLE, HOU, PIT, DEN, KC, OAK, SD, SEA, WAS, NYG, PHI, ARZ, DAL, CHI, DET, GB, MIN, TB, SF, STL, NO, ATL.

When I use the General manager tool to move CIN to BUF it changes the order as follows: CIN, IND, MIA, NE, JETS, BUF, CLE, HOU, ... ETC

That isn't what I want. I want it instead to look like this:

NA, NA, NA, NA, NA, CIN, CLE, HOU, PIT, DEN, KC, OAK, SD, SEA, WAS, NYG, PHI, ARZ, DAL, CHI, DET, GB, MIN, NA, NA, NA, NA, NA

And then I want the AFC East to start with Team 05 (Cin) and end with Team 07 (Hou).

Teams 08-0A would be AFC Central, and Teams 0B-0D would be AFC West. NFC East would be 0E-10; NFC North would be 11-13; and NFC West would be 14-16. The first 5 teams and last 5 teams would not be refereed at all.

So I can do this in the Leader's Screen due to Cather's information:

👇 On 7/11/2012 at 6:59 AM, Carther said:

For anyone interested the hex locations and explanation for changing team rankings screens:

The first group is for the offense and the second group for defense I believe:

X2397d change from 00 0E to 00 xx (where xx = 1 plus the number of teams in both leagues)

X23980 change from 00 0E to 00 xx (where xx = 1 plus the last team in the afc)

X23985 change from 0E 1C to XX YY (where xx = the first team in the nfc and yy = 1 plus the last team in the nfc)

X23989 change from 00 0E to 00 xx (where xx = 1 plus the number of teams in both leagues)

X2398B change from 00 0E to 00 xx (where xx = 1 plus the last team in the afc)

X23990 change from 0E 1C to XX YY (where xx = the first team in the nfc and yy = 1 plus the last team in the nfc)

Hope this is helpful.

And if I need to manual hex the teams to the right positions in the Team Select Screen I can do that; just need to find a way to reference where each division STARTS and ENDS when locating team date.

Any help is appreciated. Thanks 😊

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted November 15, 2012

Report post

For changing the size of divisions you want x23F6D-x23F78 but you'll have to move the teams as well as edit the team select screens. First byte is the team # for the first team in division and second byte is # of teams in division. You'll know its right by checking the season standings.

00 05 = Buffalo 5 teams

05 04 = Cincinnati 4 teams

09 05 = Denver 5 teams

0E 05 = Washington 5 teams

13 05 = Chicago 5 teams

18 04 = San Francisco 4 teams

+ Quote



## TheRaja

TFO Chief Operating Officer



Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

Posted November 16, 2012

Report post

On 11/15/2012 at 5:20 PM, jstout said:

For changing the size of divisions you want x23F6D-x23F78 but you'll have to move the teams as well as edit the team select screens. First byte is the team # for the first team in division and second byte is # of teams in division. You'll know its right by checking the season standings.

00 05 = Buffalo 5 teams

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18 04 = San Francisco 4 teams

Awesome! I actually feel like a moron now because I have this code written down but though it only affected the Team Ranking screen. But now I know its the official breakdown of the league that makes everything so much easier 😊 THANKS!!!!

+ Quote



## TheRaja

TFO Chief Operating Officer



Members

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Owner of the Tecmo Football Owners (TFO)

Posted November 16, 2012

Report post

Re-writing this for my own memory:

X2397c change from 00 0E to XX YY (where xx = the first team in the nfc and where yy = 1 plus the number of teams in both leagues)

X23980 change from 00 0E to XX YY (where xx = the first team in the nfc and where yy = 1 plus the last team in the afc)

X23985 change from 0E 1C to XX YY (where xx = the first team in the nfc and yy = 1 plus the last team in the nfc)

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X23990 change from 0E 1C to XX YY (where xx = the first team in the nfc and yy = 1 plus the last team in the nfc)

+ Quote



## thalivest

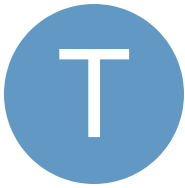
Veteran



Posted December 5, 2012

Report post

Just want to now does this (moving teams to different divisions) pertain to the NES, SNES, either or both?



Members

+ 14

420 posts



Quote



## TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted December 7, 2012

Report post

Sorry this was for TSB for NES.



Quote



## pambazos88

Starter



Members

+ 123

155 posts

Location: MX

Posted December 14, 2012

Report post

On 11/16/2012 at 8:14 AM, TheRaja said:

Awesome! I actually feel like a moron now because I have this code written down but though it only affected the Team Ranking screen. But now I know its the official breakdown of the league that makes everything so much easier 😊 THANKS!!!!

I made SEATTLE a NFC team, like you said:

09 04 = Denver 4 teams

0D 05 = **SEATTLE** 5 teams

12 05 = Dallas 5 teams

17 04 = Tampa Bay 5 teams,

and the STANDINGS menu shows this changes the way I wanted, but in Team Data, when you enter the Team rosters of SEA, DAL, and T.B. they still show this info. (right next to the Team's name) their "earlier" Division (and in SEATTLE's case, it still shows that SEA is an AFC team) so I decided to play the whole season myself, just like big red. and yes, Seattle became the leader of NFC's Eastern Division, ( I got my "STAR" and my Divisional playoff both, on the NFC side) but when I tried to begin with the Playoffs, It was all jammed and screwed up!!, I really dunno what just happened there!!



Quote



TheRaja

Posted December 14, 2012

Report post

TFO Chief Operating Officer



Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

I think you need this article: [http://tecmobowl.org/topic/7850-removing-teams-from-the-menu/page\\_hl\\_%20nfl%20%20standings#entry71010](http://tecmobowl.org/topic/7850-removing-teams-from-the-menu/page_hl_%20nfl%20%20standings#entry71010)

Here ill quote the one I think is what you need to change:

On 3/12/2007 at 9:18 AM, cxrom said:

NFL Standings menu

this is the code that loads the correct teams for each division on the "NFL Standings" screen.

```

.org $AF34      ; @ 0x22F44 in rom
LDA $45        ; *1
ASL
TAY
LDA $BF5D,Y    ; *2
LDX $BF5E,Y    ; *3
STX $90
JSR $B3EC

```

\*1 = get the division index (00=AFC-E; 05=NFC-W)

\*2 = get the starting team index

\*3 = get the number of teams in the division

0x23F6D - 0x23F78 (12bytes)

these are the bytes that control the setup (pointed to by \*2 and \*3)

so:

\$00, \$04 = division starts at BUF and ends with N.E.

the length byte has to be \$04 or \$05 or the screen will stay black, but it won't crash. it'll still let you back out to the main menu.

+ Quote



pambazos88

Posted December 14, 2012

Report post

Starter



But I've seen some ROMS with 3 teams in one division...

+ Quote



Members

+ 123

155 posts

Location: MX

pambazos88

Starter



Members

+ 123

155 posts

Location: MX

Posted December 16, 2012

Report post

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this is the code that loads the correct teams for each division on the "NFL Standings" screen.

.org \$AF34 ; @ 0x22F44 in rom

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\*1 = get the division index (00=AFC-E; 05=NFC-W)

\*2 = get the starting team index

\*3 = get the number of teams in the division

**So where are these divisions stored??,**

+ Quote



TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football  
Owners (TFO)

Posted December 19, 2012

Report post

Oh yeah I have no idea how to do a 3 team division. I actually was going to do that but gave up and decided to make my rom with 4 teams per division. Maybe someone else can help but I couldn't find how to do it at all.

+ Quote



pambazos88

Starter



Posted January 9, 2013

Report post

I just found a note Carther sent me a while ago about this same topic, but it is still incomplete in order to make a team change its division:



Members

+ 123

155 posts

Location: MX

at **x30031** a9 **0E** (where 0E=14, is the start of the NFC)

at **x30037** a9 **00** (where 00 is the start of the AFC)

at **x30039** a2 **0E** (where 0E is the end of the AFC)

at **x3003E** a9 **00** (where 00 is the start of LEAGUE)

at **x30040** a2 **1C** (where 1C=28, is the end of LEAGUE)....He mentioned this controls the **INDIVIDUAL LEADERS** , but in other thread they say this part has to do with the Playoffs,

and for making the **TEAMS STANDINGS**: at **x23F6D** it currently reads 00 05 05 04 09 05 0E 05 13 05 18 04 this is the division structure for the standings screens. Every two numbers is a division.

(that has been explained previously on this same thread)

Then he mentioned the **TEAM RANKINGS**:

(that has been explained previously on this same thread)

at **x2397C** it currently reads 00 **1C** (1C (28) equals the number of teams in all leagues)

at **x23980** it currently reads 00 **0E** (Where 0E (14) the number of teams in the AFC)

at **x23984** it currently reads 0E **1C** (Where 0E is the first team in the NFC and 1C is the last team in the NFC)

at **x23988** it currently reads 00 **1C** (1C (28) equals the number of teams in all leagues)

at **x2398C** it currently reads 00 **0E** (Where 0E (14) the number of teams in the AFC)

at **x23990** it currently reads 0E **1C** (Where 0E is the first team in the NFC and 1C is the last team in the NFC)

But then he mentioned the **PLAYOFFS** part:

at **x22E4E** it currently reads A9 **00** 20 (Where 00 is the AFC EAST)

at **x22E53** it currently reads A9 **01** 20 (Where 01 is the AFC CENTRAL)

at **x22E58** it currently reads A9 **02** 20 (Where 02 is the AFC WEST)

at **x22E5D** it currently reads A9 **03** 20 (Where 03 is the NFC EAST)

at **x22E62** it currently reads A9 **04** 20 (Where 04 is the NFC CENTRAL)

at **x22E67** it currently reads A9 **05** 20 (Where 05 is the NFC WEST)

at **x23271** it currently reads A9 **00** 20 (Where 00 is the first team in AFC)

at **x2328F** it currently reads A9 **0E** 20 (Where 0E is the first team in NFC)

And I found something about the **TEXT** part to set the **Team Data** correct:

at **x2E7F6** - is the number of teams in AFC (default **0E**) to assign CONFERENCE TEXT(**AFC/NFC**) in TEAM DATA

at **x2E822** - TEXT for DIVISION SETTINGS at TEAM DATA (**6A=EAST, 6B=CENTRAL, 6C=WEST**)

But even with all of this, the "missing parts" for setting the playoffs and PRO-Teams, won't make the game complete



Quote



# Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted January 27, 2013

Report post

Moved to Hacking Documentation board.

+ Quote



# TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted May 30, 2013

Report post

On 12/14/2012 at 5:43 PM, pambazos88 said:

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09 04 = Denver 4 teams

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I found out the Team Data information for each team's division is @2E822.

+ Quote

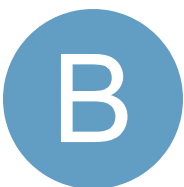
2

Yak and buck reacted to this



# buckbuck

Promising Rookie



Posted August 3, 2013

Report post

On 11/15/2012 at 5:20 PM, jstout said:

For changing the size of divisions you want x23F6D-x23F78 but you'll have to move the teams as well as edit the team select screens. First byte is the team # for the first team in division and second byte is # of teams in division. You'll know its right by checking the season standings.



Members

+2

50 posts

00 05 = Buffalo 5 teams

05 04 = Cincinnati 4 teams

09 05 = Denver 5 teams

0E 05 = Washington 5 teams

13 05 = Chicago 5 teams

18 04 = San Francisco 4 teams

This did not seem to change the division sizes when I made changes in the 32 team roms?

How would one adjust division sizes for that?

Specifically the 8 divisions would have

4 teams, 4 teams, 3 teams, 3 teams

6 teams, 6 teams, 3 teams, 3 teams



Quote



## TheRaja

TFO Chief Operating Officer



Members

+73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted August 5, 2013

Report post

The list is for the 28 Team Rom, not 32. Also making a division 3 teams does not work from here, you have to code it differently in the rom (this is why I went with 4 teams per division as I couldn't find out how to make them 3 teams per division).

Not sure if you can make a 6 team division at all, as only 5 teams can be seen in rankings per division.



Quote



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SBlueman



