



NES, SNES TSB I, II, & III, GEN TSB I

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By xplozv, October 22, 2010 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)[1](#) [2](#) [3](#) [NEXT](#) [»](#) Page 1 of 3**xplozv**

Starter



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Posted October 22, 2010

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[Timing of Snap Exchange b/n C & QB](#)

NES =

SET(0x28CAE,0x01)

SNES TSB I =

SET(0x196A0,0x01)

SNES TSB III =

SET(0x1A22D,0x01)

[How Long Diving Animation Takes \(default = 07\).](#)

NES =

SET(0x2AAA9,0x01)

SNES TSB I =

SET(0x1BB23,0x01)

SNES TSB III =

SET(0x1CD26,0x01)

[Better Tackling Without COM Diving](#)

NES =

SET(0x28DD6,0xA299EAEAEA90E1A90120CBDA4CAE8DA90120CBDA4CAE8D)

SET(0x28E9C,0xA299EAEAEA90ADA90120CBDA4C408EA90120CBDA4C408E)

SNES TSB I =

SET(0x197F4,0xA230EAEAEA90DBE220A90120DE804CD697E220A90120DE80)

SET(0x198D2,0xA230EAEAEA90A7E220A90120DE804C8098E220A90120DE80)

SNES TSB II =

SET(0x1A356,0xA230EAEAEA90DBE220A90120F6804C38A3E220A90120F680)

SET(0x1A434,0xA230EAEAEA90A7E220A90120F6804CE2A3E220A90120F680)

SNES TSB III =

SET(0x1A38D,0xA230EAEAEA90DBE220A90120F6804C6FA3E220A90120F680)

SET(0x1A46B,0xA230EAEAEA90A7E220A90120F6804C19A4E220A90120F680)

GENESIS TSB I =

At x27F14, 4E 71 4E 71 64 C0 70 01 4E B9 00 02 6C 8A 4E FA FF B6 70 01 4E B9 00 02 6C 8A

At x28070, 4E 71 4E 71 64 00 FF 5C 70 01 4E B9 00 02 6C 8A 4E FA FF 50 70 01 4E B9 00 02 6C 8A

Faster Handoffs, Pitches, Snaps & Player Control

NES =

SET(0x2A95D,0x01) QB Handoff/Fake Handoff Animation Speed

SET(0x2A981,0x01) Player Receiving Handoff or Fake Handoff Animation Speed

SET(0x2A98D,0x01) Player Has Immediate Control Upon Handoff

SET(0x2A9D8,0x01) QB Pitch Animation Speed

SNES TSB I =

SET(0x1B989,0x01) QB Handoff/Fake Handoff Animation Speed

SET(0x1B9B8,0x01) Player Receiving Handoff or Fake Handoff Animation Speed

SET(0x1B9C6,0x01) Player Has Immediate Control Upon Handoff

SET(0x1BA1D,0x01) QB Pitch Animation Speed

SNES TSB II =

SET(0x1CAA1,0x01) QB Handoff/Fake Handoff Animation Speed

SET(0x1CAD0,0x01) Player Receiving Handoff or Fake Handoff Animation Speed

SET(0x1CADE,0x01) Player Has Immediate Control Upon Handoff

SET(0x1CB35,0x01) QB Pitch Animation Speed

SNES TSB III =

SET(0x1CB7F,0x01) QB Handoff/Fake Handoff Animation Speed

SET(0x1CBAE,0x01) Player Receiving Handoff or Fake Handoff Animation Speed

SET(0x1CBBC,0x01) Player Has Immediate Control Upon Handoff

SET(0x1CC13,0x01) QB Pitch Animation Speed

GENESIS TSB I =

At x2AEE9, 01 QB Handoff/Fake Handoff Animation Speed

At x2AF27, 01 Player Receiving Handoff or Fake Handoff Animation Speed

At x2AF39, 01 Player Has Immediate Control Upon Handoff

At x2AFB5, 01 QB Pitch Animation Speed

Better Stats Screen, Stats at End of Quarters & Skip to Main Menu

NES =

SET(0xE0AC,0x1EAE1EAE) Shortens Stats Screen Cutscene

SET(0xEE2E,0xFC42AE) Shortens Stats Screen Cutscene

SET(0x22109, 0x4E) Add Stats to End of 1st quarter

SET(0x22113, 0x4E) Add Stats to End of 2nd quarter

SET(0x2213D, 0x4E) Add Stats to End of 3rd quarter

SET(0x20038,0x4C8980) Skip to Main Menu when you load the rom

Change MAN vs COA to COM vs MAN w/50-50 Chance of Playing On Either Side During Season

NES =

SET(0x2019F,0x20) Preseason

SET(0x20856,0x20) Pro Bowl

SET(0x1E1B6,0x434F4D205653204D414E) Changes MAN VS COA to COM VS MAN in preseason & pro bowl menu

SET(0x214BD,0xC97F) 50/50 Chance of playing from right or left side during season on game by game basis

Tony Romo Fumbled Snap Hacks

NES =

SET(0x28CE5,0x4CCBFEEAEA) Jump to Shotgun Snap Code

SET(0x3FFDB,0xA53BC901B008A92020CBDA4CDA8CA90120CBDA4CDA8C) How often shotgun snap is fumbled

SET(0x28D39,0x4CB5FFEEAEA) Jump to FG Snap Code

SET(0x3FFC5,0xA53BC901B008A92420CBDA4C2E8DA90120CBDA4C2E8D) How often ROMO fumbles the fg snap

SET(0x292EC,0x4C95BFEEAEA) Jump to Punter Snap Code

*** Make sure nothing is located where the next punter snap code is going ***

SET(0x2BFA5,0xA53BC901B008A93C20CBDA4CE192A90120CBDA4CE192) How often the punter fumbles the long snap

SET(0x4E42,0x2ABE) These next two keeps FG Kicker from recovering fumble as he would immune to tackles

SET(0x4E5A,0x2ABE)

SET(0x4E9E,0x77BF) These next two jump to recovering player's speed

SET(0x4ECE,0x77BF)

SET(0x9F87,0xE100E200E300E000E4DFFFEFF) Adjust recovering player's speed here

Control Percentage of Defensive Jumping

NES TSB = SET(0x29BD8,0xA53BC940B00AEAEA)

Snap Loft & Speed, Pitch Loft & Speed

GENESIS TSB I = (All Original Values)

At x27DBB, 06

At x27DC3, 40

At x2AFDD, 06

At x2AFE5, 40

Change 80-8A Follow Command to 2PT Stance After Motion Instead of 3PT Stance

NES =

SET(0x28872,0xA024A2BC4C2D96)

CPU Mojo Hack:(found for NES & SNES TSB1 already)

SNES TSB II = x1a05e--ea ea

SNES TSB III = x1a095--ea ea

Adjust Injury Rate Hack (found for NES already)

SNES TSB I = x13a61--c9 xx

SNES TSB II = x13df6--c9 xx

SNES TSB III = x13f5b--c9 xx

Preseason Injuries(found for NES already)

SNES TSB I = x123bf--02

SNES TSB II = x12754--02

SNES TSB III = x12929--02

Remove Defensive Diving (found for NES already)

SNES TSB I = x1aa0e--ea ea ea

SNES TSB II = x1ba30--ea ea ea

SNES TSB III = x1ba59--ea ea ea

Remove Offensive Diving

SNES TSB I = x1a76e--ea ea ea

SNES TSB II = x1b7f3--ea ea ea

SNES TSB III = x1b82c--ea ea ea

Remove Defensive Jumping (found for NES already)

SNES TSB I = x1a9fc--ea ea ea

SNES TSB II = x1ba1e--ea ea ea

SNES TSB III = x1ba47--ea ea ea

Remove Offensive Jumping

SNES TSB I = x1a752--ea ea ea

SNES TSB II = x1b7d7--ea ea ea

SNES TSB III = x1b810--ea ea ea

Default Presses to Win Grapple (found for NES already)

SNES TSB I = x18d88--xx

SNES TSB II = x19202--xx

SNES TSB III = x19267--xx

Default Grapple Time (found for NES already)

SNES TSB I = x18d7f--xx

SNES TSB II = x191f9--xx

SNES TSB III = x1925e--xx

Kickoff Positions & Arc of Kickoff

SNES TSB I =

Arc of Kickoffs SET(0x1B3E6,0x3C)

Kickoff Position 30yd line Player 1 SET(0x10C6C,0xA060A207)

Kickoff Position 30yd line Player 2 SET(0x1005B,0xA0A0A208)

SNES TSB II =

Arc of Kickoffs - x1c600 -- change 3c

Kickoff Position 30yd line Player 1 - x10e3a -- a0 60 a2 07

Kickoff Position 30yd line Player 2 - x10074-- a0 a0 a2 08

SNES TSB III =

Arc of Kickoffs - x1c6de -- change 3c

Kickoff Position 30yd line Player 1 - x10f2e -- a0 60 a2 07

Kickoff Position 30yd line Player 2 - x10079 -- a0 a0 a2 08

Shorter Punts & Arc of Punts

SNES TSB I =

Arc of Punts SET(0x19F50,0x33)

Shorten Punts SET(0x19F3B,0x60)

SNES TSB II =

Arc of Punts - x1abcd -- change 33

Shorten Punts - x1abb8 -- change a0

SNES TSB III =

Arc of Punts - x1abfb -- change 33

Shorten Punts - x1abe6 -- change a0

Increased Kickoff Length (16yd to back of endzone)

SNES TSB I =

From 30yd line:

SET(0x1B3D6, 0x4CE6CF)

SET(0x1CFE6, 0xA50D4AA50C6A1869BAA8A9016900AA4CE1B3)

SNES TSB II =

From 30yd line:

x1c5f0 -- 4c d3 e2

x1e2d3 -- a5 0d 4a a5 0c 6a 18 69 ba a8 a9 01 69 00 aa 4c fb c5

SNES TSB III =

From 30yd line:

x1c6ce -- 4c ee e4

x1e4ee -- a5 0d 4a a5 0c 6a 18 69 ba a8 a9 01 69 00 aa 4c d9 c6

Franchise QB Hack

This hack comes by way of jstout's magic. On pass plays, you control the QB. When a player catches the ball, the COM takes over and runs for you.

NES TSB = x29139 -- a9 43 85 eb a9 b8 85 ec

SNES TSB I = x19c41 -- a9 f1 bf

SNES TSB II = x1a89f -- a9 11 be

SNES TSB III = x1a8c9 -- a9 11 be

GENESIS TSB I = x2854c -- 00 03 70 3a

Single Defender Control

Control only one defender all game long(Jstout did this hack for me on the NES version a while back; just porting it to the other versions)

NES TSB =

SNES TSB I =

RE

Player 1:

SET(0x1241A, 0x4B)

SET(0x12420, 0x0C0C)

SET(0x124FE, 0xEAEAA900)

SET(0x12517, 0xA900850D)

Player 2:

SET(0x1254A, 0x4B)

SET(0x12550, 0x6C0D)

SET(0x1262E, 0xEAEAA980)

SET(0x12647, 0xA980850D)

NT

Player 1:

SET(0x1241A, 0x4C)

SET(0x12420, 0x2C0C)

SET(0x124FE, 0xEAEAA901)

SET(0x12517, 0xA901850D)

Player 2:

SET(0x1254A, 0x4C)

SET(0x12550, 0x8C0D)

SET(0x1262E, 0xEAEAA981)

SET(0x12647, 0xA981850D)

LE

Player 1:

SET(0x1241A, 0x4D)

SET(0x12420, 0x4C0C)

SET(0x124FE, 0xEAEAA902)

SET(0x12517, 0xA902850D)

Player 2:

SET(0x1254A, 0x4D)
SET(0x12550, 0xAC0D)
SET(0x1262E, 0xEAEAA982)
SET(0x12647, 0xA982850D)
RO

Player 1:

SET(0x1241A, 0x4E)
SET(0x12420, 0x6C0C)
SET(0x124FE, 0xEAEAA903)
SET(0x12517, 0xA903850D)

Player 2:

SET(0x1254A, 0x4E)
SET(0x12550, 0xCC0D)
SET(0x1262E, 0xEAEAA983)
SET(0x12647, 0xA983850D)

RI

Player 1:

SET(0x1241A, 0x4F)
SET(0x12420, 0x8C0C)
SET(0x124FE, 0xEAEAA904)
SET(0x12517, 0xA904850D)

Player 2:

SET(0x1254A, 0x4F)
SET(0x12550, 0xEC0D)
SET(0x1262E, 0xEAEAA984)
SET(0x12647, 0xA984850D)

LI

Player 1:

SET(0x1241A, 0x50)
SET(0x12420, 0xAC0C)
SET(0x124FE, 0xEAEAA905)
SET(0x12517, 0xA905850D)

Player 2:

SET(0x1254A, 0x50)
SET(0x12550, 0x0C0E)
SET(0x1262E, 0xEAEAA985)
SET(0x12647, 0xA985850D)

LO

Player 1:

SET(0x1241A, 0x51)
SET(0x12420, 0xCC0C)
SET(0x124FE, 0xEAEAA906)
SET(0x12517, 0xA906850D)

Player 2:

SET(0x1254A, 0x51)
SET(0x12550, 0x2C0E)
SET(0x1262E, 0xEAEAA986)
SET(0x12647, 0xA986850D)

RC

Player 1:

SET(0x1241A, 0x52)

SET(0x12420, 0xEC0C)

SET(0x124FE, 0xEAEAA907)

SET(0x12517, 0xA907850D)

Player 2:

SET(0x1254A, 0x52)

SET(0x12550, 0x4C0E)

SET(0x1262E, 0xEAEAA987)

SET(0x12647, 0xA987850D)

LC

Player 1:

SET(0x1241A, 0x53)

SET(0x12420, 0x0C0D)

SET(0x124FE, 0xEAEAA908)

SET(0x12517, 0xA908850D)

Player 2:

SET(0x1254A, 0x53)

SET(0x12550, 0x6C0E)

SET(0x1262E, 0xEAEAA988)

SET(0x12647, 0xA988850D)

FS

Player 1:

SET(0x1241A, 0x54)

SET(0x12420, 0x2C0D)

SET(0x124FE, 0xEAEAA909)

SET(0x12517, 0xA909850D)

Player 2:

SET(0x1254A, 0x54)

SET(0x12550, 0x8C0E)

SET(0x1262E, 0xEAEAA989)

SET(0x12647, 0xA989850D)

SS

Player 1:

SET(0x1241A, 0x55)

SET(0x12420, 0x4C0D)

SET(0x124FE, 0xEAEAA90A)

SET(0x12517, 0xA90A850D)

Player 2:

SET(0x1254A, 0x55)

SET(0x12550, 0xAC0E)

SET(0x1262E, 0xEAEAA98A)

SET(0x12647, 0xA98A850D)

GENESIS TSB I =



Quote



drunken_honkey

Posted October 22, 2010

Report post

Town Drunk



Members

+ 390

1,019 posts

Location: Texas

✓ xplozv said:

Here are a bunch of hacks I have for the NES, SNES TSB I, II, & III versions. There are 3 new hacks for each version of TSB. First I'm gonna start with some hacks that have already been found on the NES and/or SNES TSB1 that I just ported to the other versions.

Coverage Hack:(found for NES & SNES TSB1 already)

SNES TSB II = x1a05e--ea ea

SNES TSB III = x1a095--ea ea

Adjust Injury Rate Hack (found for NES already)

SNES TSB I = x13a61--c9 xx

SNES TSB II = x13df6--c9 xx

SNES TSB III = x13f5b--c9 xx

Preseason Injuries(found for NES already)

SNES TSB I = x123bf--02

SNES TSB II = x12754--02

SNES TSB III = x12929--02

Remove Defensive Diving (found for NES already)

SNES TSB I = x1aa0e--ea ea ea

SNES TSB II = x1b7f3--ea ea ea

SNES TSB III = x1b82c--ea ea ea

Remove Defensive Jumping (found for NES already)

SNES TSB I = x1a9fc--ea ea ea

SNES TSB II = x1b7d7--ea ea ea

SNES TSB III = x1b810--ea ea ea

More Defensive Jumping (found for NES already)

SNES TSB I = x1a9f5--ea ea

SNES TSB II = x1b7d0--ea ea

SNES TSB III = x1b809--ea ea

Default Presses to Win Grapple (found for NES already)

SNES TSB I = x18d88--xx

SNES TSB II = x19202--xx

SNES TSB III = x19267--xx

Default Grapple Time (found for NES already)

SNES TSB I = x18d7f--xx

SNES TSB II = x191f9--xx

SNES TSB III = x1925e--xx

Wildcat Hack

SNES TSB I =

SET(0x17037B, 0xFF08FF09FF0AFF0BFF0CFF0D)

SET(0x170393, 0xFF08FF09FF0AFF0BFF0CFF0D)

I'll be posting the 3 completely new hacks soon as I finish double checking them.

Cool, I know the coverage hack has been discussed before, but what exactly does it do? I believe I saw this, and at that time thought it would be nice to find in TSB3. Again nice work!

+ Quote



Hook 'Em!! Whatcha know 'bout them Texas boys!!



Our Rom discussion thread:

<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

xplozv

Starter



Members

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246 posts

Posted October 22, 2010

Report post 

drunken_honkey said:

Cool, I know the coverage hack has been discussed before, but what exactly does it do?

Here is an explanation from jstout:

viewtopic.php?f=22&t=12210&start=15#p98761

Basically, the coverage hack tells the game to run the "C8" command all the time, regardless of the juice level. This works for COM only. It boosts offensive plays as well if they have the C8 command in them.

+ Quote



xplozv

Starter



Members

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246 posts

Posted October 22, 2010

Report post 

The list at the top has been updated. It includes the new hacks: MAN Coverage hack, Franchise QB hack, and Defensive Coaching hack. I hope you guys enjoy testing these new ones out.

+ Quote



xplozv

Starter



Posted October 23, 2010

Report post 

I corrected a typo for the Franchise QB hack for SNES TSB II & III.

EDIT:

I also added more hacks like shorten punts and increased kickoff length for the SNES TSB I, II, & III. The newest changes are all in red.

Members

+ 99

246 posts



Quote



xplozv

Starter



Members

+ 99

246 posts

Posted October 23, 2010

Report post

just added remove offensive jumping & diving for the I, II, III along with more offensive jumping. made corrections to the defensive ones.



Quote



xplozv

Starter



Members

+ 99

246 posts

Posted November 2, 2010

Report post

I just added the NES version of the Wildcat Hack. I fixed the substitution problem it originally had so you can now sub as normal. When you select to sub your backup QB, the arrow will turn blue and you can now select anyone off the bench to play as the QB. However, once you go wildcat and sub another bench player for your starting QB, both your QBs are lost for the rest of that particular game. If you are playing a season, you must reset your starters at the team data menu before your next game in order to get both QBs back.



Quote



El Rey

Starter



Members

+ 5

107 posts

Location: Amarillo, Texas

Posted November 3, 2010

Report post

I know the subject is for New Hacks NES and SNES TSB I, II, & III, but can you add the awesome work you did for the GEN I rom as well.



Quote



Yak

Tecmo Fanatic



Posted November 4, 2010

Report post

Obviously, this is way boss. Stickied.



+ Quote



Members

+ 1,541

5,286 posts

Location: Boston, MA

xplozv

Starter



Members

+ 99

246 posts

Posted November 10, 2010

Report post

El Rey said:

I know the subject is for New Hacks NES and SNES TSB I, II, & III, but can you add the awesome work you did for the GEN I rom as well.

Even though it says NES & SNES, I will be adding some Genesis hacks as I go. I just posted the QB franchise hack for the Genesis.

I also added another version of the NES wildcat hack. This one is less messy, however, you cannot use the backup QB.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted November 23, 2010

Report post

Quote

MAN Player Coverage Hack

The original coverage hack affected only COM & COA controlled teams. Now you can have the coverage hack when playing in MAN mode.

NES TSB =

x28b34 -- 4c c5 97

x28ba7 -- 4c c5 97

what is this? the mojo hack?

+ 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](#)

xplozv

Starter

Posted November 23, 2010

Report post

Yes it is. This makes it work for MAN controlled team.



Members

+ 99

246 posts

+ Quote



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted November 23, 2010

Report post

How is that snes tackle hack coming? 😊

[Post made on a Tecmo Super Mobile Device!]

+ Quote



AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

xplozv

Starter



Members

+ 99

246 posts

Posted December 19, 2011

Report post

Just added some new hacks for NES, SNES TSB I, SNES TSB II, SNES TSB III, & GENESIS TSB I. New hacks are all in blue.

+ Quote



COA Elway

COAching Phenom



Posted December 19, 2011

Report post

With your 50/50 hack, I think I may have found something interesting.

EX.....

PIT @ ATL (PIT will play on P2 side)

ATL @ PIT (PIT will be on P1 side)



Moderators

+ 119

1,322 posts

Location: Cleveland

This is assuming people set the schedule home and away games properly. I've played several games and it's stayed true to form thus far. I love it! 😊

+ Quote



COA mode player, since '93

Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!



drunken_honkey

Town Drunk



Members

+ 390

1,019 posts

Location: Texas

Posted January 3, 2012

Report post

What exactly does the better com tackling no dive hack do? I tried it out and I havent noticed any difference? The COM still dove. Anyways, good stuff. Might try out the "Godam it Romo" code also.

One more thing, maybe this is up your alley, the shotgun snap has a pause after the QB gets the snap, the undercenter QB snap doesnt. Would really like to have no pause on Shotgun snaps also.

[Post made on a Tecmo Super Mobile Device!] mobile.png

+ Quote



Hook 'Em!! Whatcha know 'bout them Texas boys!!



Our Rom discussion thread:

<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

hurricane55

Tecmo Super Champion



Members

+ 57

729 posts

Location: Taylor, Texas

Posted January 3, 2012

Report post

This would help alot. I have had to code a delay on all players just because of this snap pause. In order to rewrite att jumpers, we chose the shotgun snap as a universal snap, it was that or no ball on the shotgun if we went with the under center exchange. this is mostly for aesthetics, as the QB will be "behind everyone else" during the play if i don't add the play pause.

+ Quote



The 'U' Knows Swag

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>



xplozv

Starter



Members

+ 99

246 posts

Posted January 6, 2012

Report post

▼ drunken_honkey said:

What exactly does the better com tackling no dive hack do? I tried it out and I havent noticed any difference? The COM still dove.

In SNES TSB III, you will find this set of code at x1A38D (that's without a header) :

A2 30 20 BB CC 90 DB E2 20 A9 1E 20 F6 80 4C 6F A3 E2 20 A9 05 20 F6 80

And at x1A46B you will find this set of code :

A2 30 20 BB CC 90 A7 E2 20 A9 1E 20 F6 80 4C 19 A4 E2 20 A9 05 20 F6 80

"20 BB CC" is the jsr which points to telling the player to dive for a tackle only. The player will still dive for passes. Changing it to "EA EA EA" make the COM defender chase to grapple the offensive player.

"A9 1E & A9 05" represents the defender's reaction time to the offensive player's change of direction in tecmo seconds with x14 equal to one tecmo second. By lowering both to "A9 01", the COM defenders take better angles to tackle, get to the offensive player faster, and not easily juke by zig-zagging. Zig-zagging actually get you caught faster, limiting break away runs.

▼ drunken_honkey said:

One more thing, maybe this is up your alley, the shotgun snap has a pause after the QB gets the snap, the undercenter QB snap doesnt. Would really like to have no pause on Shotgun snaps also.

▼ hurricane55 said:

This would help alot. I have had to code a delay on all players just because of this snap pause. In order to rewrite att jumpers, we chose the shotgun snap as a universal snap, it was that or no ball on the shotgun if we went with the under center exchange. this is mostly for aesthetics, as the QB will be "behind everyone else" during the play if i don't add the play pause.

What is actually happening is the Center's snap reaction is slowing the QB down. I downloaded you guys rom and found that the center's & qb's shotgun snap reactions are both set to "A9 01" which is immediate. However, at x1A22C I found a value of "A9 0D" which controls the center's snap reaction on regular snaps. The qb is set to "A9 01" for regular snaps so he is ready immediately. As it turns out, the center slows down the qb's reaction in this case. This too is in tecmo seconds with x14 = 1 sec. So with a value of "0D", the qb has to wait nearly a full second before receiving the snap. Change the value at x1A22C to "01" and that should take care of that. SNES TSB I delays the center by "0D" as well. NES TSB delays the snap exchange even longer than a second with a value of "1E"! All these locations for timing of the snap exchange has been added to the list along with the timing of diving to tackle animations. You can choose to your liking how long the diving to tackle animations lasts. The default value is "07" for all roms.

+ Quote



bruddog

Posted January 6, 2012

Report post 

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

I like leaving all diving in but having the drones not be as dumb is kind of cool. What do the two separate recation time variables do? Is one for the x direction and another for the y direction?

ie.

A9 1E

A9 05

Also what are the two different locations for? One for pass plays and one for run plays? Or do you know?

Regarding defensive jumping I see that it compares a random # from memory to 40. Does that mean the default is 25% of the time

it will branch to the jumping animation or 75% of the time it will branch to the jumping animation. Does messing with the percentage only work if defensive diving is disabled?

Thanks in advance

[Post made on a Tecmo Super Mobile Device!] mobile.png



Quote



drunken_honkey

Posted January 6, 2012

Report post 

Town Drunk



Members

+ 390

1,019 posts

Location: Texas

Good stuff!!! Will reinstall the better angle code. The snap pause is important to us because we dont use the undercenter snap codes, we pointed them to use in our Jstout logic coding. This solves our huge issue of putting a qb under center. We had to code in defensive pausing so that the qb could get to his droback without getting nailed everytime. May pick your brain some more later, Thanks, and as always, youll get credit for all your help...

[Post made on a Tecmo Super Mobile Device!] mobile.png

[Post made on a Tecmo Super Mobile Device!] mobile.png



Quote



Hook 'Em!! Whatcha know 'bout them Texas boys!! 

Our Rom discussion thread:

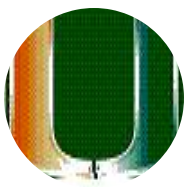
<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

hurricane55

Posted January 6, 2012

Report post 

Tecmo Super Champion



I will tweak this setting asap. Only problem is rewriting my AI without the pre pause for the defense. Damn, I thought I was on the home stretch. But we want this release to be as finished as possible.

[Post made on a Tecmo Super Mobile Device!] mobile.png

Members

+ 57

729 posts

Location: Taylor, Texas



Quote



The 'U' Knows Swag

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>

xplozv

Starter



Members

+ 99

246 posts

Posted January 7, 2012

Report post

bruddog said:

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ie.

A9 1E

A9 05

I believe that's how it works. I haven't tested that, however, considering the 1.5 sec delay of "A9 1E", that has to be the defender's reaction to the offensive player's y direction. That seems to be how the programmers made the zig-zagging downfield possible.

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The first location is for the "DA" command, and the second location is for the "DD" command. Diving to tackle is coded within each of the 2 commands along with their reaction time. So you can actually change either/or to chase without diving and then give the command to still dive to some players and not others. That's just one possible scenario you can use.

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It will branch to the jumping animation 25% of the time. This still works if defensive diving is enabled.



Quote



1

Bodom reacted to this



buck

DARRELL GREEN

Posted January 7, 2012

Report post



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

xplozv said:

bruddog said:

I like leaving all diving in but having the drones not be as dumb is kind of cool. What do the two separate reaction time variables do? Is one for the x direction and another for the y direction?

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A9 05

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The first location is for the "DA" command, and the second location is for the "DD" command. Diving to tackle is coded within each of the 2 commands along with their reaction time. So you can actually change either/or to chase without diving and then give the command to still dive to some players and not others. That's just one possible scenario you can use.

wow. that's very cool, xplozv. really neat that the DD and DA commands can be different...

+ 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](#)

xplozv

Starter



Members

+ 99

246 posts

Posted January 7, 2012

Report post

And by making them different, you can give the no diving command to the COM DL so that they can't just dive up the middle at the qb for a cheap sack.

+ Quote



buck

DARRELL GREEN

Posted January 7, 2012

Report post



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

xplozv said:

And by making them different, you can give the no diving command to the COM DL so that they can't just dive up the middle at the qb for a cheap sack.

exactly. when you have the time, could you document this - giving the locations to DD and DA and where the "dive bytes" and the "delay bytes" are?



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](#)



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SBlueman



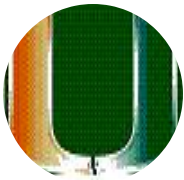
NES, SNES TSB I, II, & III, GEN TSB I

By xplozov, October 22, 2010 in Hacking Documentation

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hurricane55

Tecmo Super Champion



Members

+ 57

729 posts

Location: Taylor, Texas

Posted January 7, 2012

[Report post](#)

Noticed you confirmed my suspension of these being DA and DD. Therefore, the one set of A9 xx pointers should be in between these for the DB command somewhere. This would effect mirror timing correct?

[Post made on a Tecmo Super Mobile Device!]

[+ Quote](#)

The 'U' Knows Swag



NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>

Gnar

Promising Rookie



Members

+ 4

92 posts

Posted January 8, 2012

[Report post](#)

How would I apply these? I tried with a hex editor, and I could load up the rom, but the hacks didn't apply.

[+ Quote](#)



Bills and Vikings fan from Portland, OR. Don't ask why.

quince3800

Starter



Members

+ 15

151 posts

Posted October 5, 2012

Report post

Do the DA and DD commands correspond exactly with (or code directly to) the BC AA (follow blitz) and AD AA (QB blitz) blitzes respectively or are these different commands with similar discriptions only?

Also, the "NES Play Design Info" thread has the following man-to-man code: x11 to x1A. There is also a FF (XX) BE code. I'm sire there's a third, but I can't find the thread where I read it. I think it was discussed that no one had found where exactly the different man codes loaded to in the game. Has this been located? I'm thinking if it were, you could give one set of reaction times to LB's in coverage, another to S's and a final (tighter) one to CB's. Just curious.

+ Quote



thalivest

Veteran



Members

+ 14

420 posts

Posted December 23, 2012 (edited)

Report post

xplozv just wanted toknow if you have ported the.....

-Pass Accuracy (now the chance of a pass being completed)

<http://tecmobowl.org...-nes-pc-and-pa/>

-(max spd. of defensive player after a fumble/int.)

<http://tecmobowl.org...uickness speed>

-Defense (3-4 & 4-3 formations)

<http://tecmobowl.org...nd-43-defenses/>

from the NES to SNES verion. From my understanding you are the man who's known for this.

Also, would it be possible

to get the in game stat tracking of TSB II & III in the TSB. For instance regarding QB's, it shows, comp, comp %, yds, TD and INT, and for receivers it includes receptions, yds, TD for ALL receivers not just the one with the most yards. Even TSB (Genesis) states how many passes a team has attempted which the SNES version doesn't do and that's beyond me.

Edited December 29, 2012 by thalivest

+ Quote



quince3800

Posted September 21, 2013

Report post

Starter



Members

+ 15

151 posts

On 1/7/2012 at 7:52 AM, xplozv said:

I believe that's how it works. I haven't tested that, however, considering the 1.5 sec delay of "A9 1E", that has to be the defender's reaction to the offensive player's y direction. That seems to be how the programmers made the zig-zagging downfield possible.

The first location is for the "DA" command, and the second location is for the "DD" command. Diving to tackle is coded within each of the 2 commands along with their reaction time. So you can actually change either/or to chase without diving and then give the command to still dive to some players and not others. That's just one possible scenario you can use.

It will branch to the jumping animation 25% of the time. This still works if defensive diving is enabled.

I wanted to make a correction here. For the NES TSB rom the string beginning @28dd6 controls pass rushing, while @28e9c you'll see the run pursuit material.

+ Quote



buck reacted to this



TecmoSuperFan

Tecmo Super Champion



Members

+ 344

913 posts

Location: Kansas City, Kansas

Posted September 21, 2013

Report post

out of curiosity, where'd Xplosv find the genesis string for franchise qb?

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

Posted October 2, 2013

Report post

On 9/21/2013 at 5:47 AM, quince3800 said:

I wanted to make a correction here. For the NES TSB rom the string beginning @28dd6 controls pass rushing, while @28e9c you'll see the run pursuit material.

I assume this is changing values from the first post.

Can you specifically paste in what the original information was so that I for sure update the right thing?

+ Quote



17,586 posts

Tecmo Titles: 1
Founder of T-Borg

Elsewhere



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

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

quince3800

Starter



Members

+ 15

151 posts

Posted October 4, 2013

Report post

I should have looked at this in more detail before I posted. My apologies. I was under the impression that AD AA was the pass rush command (linked to DD) and BC AA was the run command (linked to DA). You'll see below that it's the opposite. The bytes that you need to change for the reaction times are marked in red.

ADAA, which is FC FF E0 DA FE FC E4 FC (@aabd) is located at @28dd6 and the bytes in red are what you'll need to change: A2 99 20 4B AA 90 E1 A9 1E 20 CB DA 4C AE 8D A9 05 20;

BCAA, which is FC FF E0 DD FE FC DB FE (@aacc) is located at @28e9c: A2 99 20 4B AA 90 AD A9 1E 20 CB DA 4C 40 8E A9 05 20.

+ Quote

2



Bodom and buck reacted to this

buck

DARRELL GREEN



Members

Posted October 11, 2013

Report post

On 10/22/2010 at 4:29 PM, xplozv said:

Default Presses to Win Grapple (found for NES already)

where is this for NES?

+ Quote



+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

"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](#)

xplozv

Starter



Members

+ 99

246 posts

Posted October 11, 2013

Report post

x284f9, default is x02

+ Quote



1

buck reacted to this



War6

Starter



Members

+ 20

111 posts

Location: Olympia, Washington

Posted December 20, 2013 (edited)

Report post

I like the franchise qb hack; however, can anyone figure out how to maintain control of the qb in the 28 team NES version after he passes the ball? If you have to make a tackle after an INT the qb remains motionless and you don't have control of any player on the field...that is a bit frustrating!!

Thanks.

Edited December 20, 2013 by War6

+ Quote



Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Posted January 25, 2014

Report post

On 1/6/2012 at 5:02 PM, bruddog said:

What do the two separate recation time variables do? Is one for the x direction and another for the y direction?

ie.

A9 1E

A9 05

Also what are the two different locations for? One for pass plays and one for run plays? Or do you know?

On 1/7/2012 at 7:52 AM, xplozv said:

I believe that's how it works. I haven't tested that, however, considering the 1.5 sec delay of "A9 1E", that has to be the defender's reaction to the offensive player's y direction. That seems to be how the programmers made the zig-zagging downfield possible.

The first location is for the "DA" command, and the second location is for the "DD" command. Diving to tackle is coded within each of the 2 commands along with their reaction time. So you can actually change either/or to chase without diving and then give the command to still dive to some players and not others. That's just one possible scenario you can use.

On 10/4/2013 at 5:17 AM, quince3800 said:

ADAA, which is FC FF E0 DA FE FC E4 FC (@aabdb) is located at @28dd6 and the bytes in red are what you'll need to change: A2 99 20 4B AA 90 E1 A9 1E 20 CB DA 4C AE 8D A9 05 20;

BCAA, which is FC FF E0 DD FE FC DB FE (@aacdb) is located at @28e9c: A2 99 20 4B AA 90 AD A9 1E 20 CB DA 4C 40 8E A9 05 20.

Whoa! How have I never seen this before? This info just changed my world.

+ Quote



jmkoss

Getting Started



Members

+1

4 posts

Posted January 8, 2015

Report post

On 10/22/2010 at 4:29 PM, xplozv said:

Tony Romo Fumbled Snap Hacks

NES =

SET(0x28CE5,0x4CCBFEEAEA) Jump to Shotgun Snap Code

SET(0x3FFDB,0xA53BC901B008A92020CBDA4CDA8CA90120CBDA4CDA8C) How often shotgun snap is fumbled

SET(0x28D39,0x4CB5FFEEAEA) Jump to FG Snap Code

SET(0x3FFC5,0xA53BC901B008A92420CBDA4C2E8DA90120CBDA4C2E8D) How often ROMO fumbles the fg snap

SET(0x292EC,0x4C95BFEEAEA) Jump to Punter Snap Code

*** Make sure nothing is located where the next punter snap code is going ***

SET(0x2BFA5,0xA53BC901B008A93C20CBDA4CE192A90120CBDA4CE192) How often the punter fumbles the long snap

SET(0x4E42,0x2ABE) These next two keeps FG Kicker from recovering fumble as he would immune to tackles

SET(0x4E5A,0x2ABE)

SET(0x4E9E,0x77BF) These next two jump to recovering player's speed

SET(0x4ECE,0x77BF)

SET(0x9F87,0xE100E200E300E000E4DFFEFF)Adjust recovering player's speed here

Which values affect the probability of a fumble? I was just playing around with this hack as it is; I didn't run into any fumbles on FG or Punt snaps yet (probably not a large enough sample size yet), but I did fumble three shotgun snaps in one game, which seems like a lot. Why would the kicker be immune to tackles, and is there a hack to make him NOT immune to tackles? (It'd be great to pick up the ball with the kicker a gain some yardage or a score without it being "cheating!")

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted February 6, 2015 (edited)

Report post

This addresses the defensive position choice code for the NES version, which had only been posted for SNES in the initial post for this thread. I haven't figured all of this out, but this is what I know

- *@25410: **54** 85 88 A9 **BF** 85 84 A9 **04** 85 85 A9 00 85 44 AD
 - Original rom: 4B 85 88 A9 9F 85 84 A9 03 85 85 A9 00 85 44 AD
 - The 54 gets you to the FS if you count from 4B
 - This is for player 1 and has to be used in combination with the below code. Also, only these things need to be changed in order to get what you want. There are no other necessary modifications that need to be made to the code.
 - I don't know what BF instead of 9F is doing, but to choose the TCB the other rom (Pick Six) has this same byte as 7F...
- @254A0: A9 **09** 85 45 4C A3 94 **A9 09 85** 45 C9 0B 90 04 A9
 - Original rom: A9 0A 85 45 4C A3 94 E6 45 A5 45 C9 0B 90 04 A9
 - The Pick Six has the **09** as **07**
 - Again, both of the above need to be changed for player 1. Player 2 is below.
- *@254D0: 80 85 45 A9 **54** 85 89 A9 **1F** 85 86 A9 **06** 85 87 A9
 - Original rom: 80 85 45 A9 4B 85 89 A9 FF 85 86 A9 04 85 87 A9
 - The **06** is **05** in the Pick Six rom; also the **1F** is **DF** in the Pick Six (TCB) rom
 - This is the cursor starting position for player 2.
- @25560: C6 45 **EA EA** A9 **89** 85 45 4C 67 95 **A9 89** A5 45 C9
 - Original rom: C6 45 30 13 A9 8A 85 45 4C 67 95 E6 45 A5 45 C9
 - The **A9 89** is **A9 87** in the Pick Six rom

I'll edit this more when I find out something. I still can't get to what I want though, which is to disable MAN control of the defense for MAN players.

P.S.: Clearly all of this is xplozv's information; I just opened the rom and played with it some.

Edited February 6, 2015 by quince3800

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 6, 2015

Report post

On 2/6/2015 at 10:30 AM, quince3800 said:

want though, which is to disable MAN control of the defense for MAN players.

P.S.: Clearly all of this is xplozv's information; I just opened the rom and played with it some.

For NES or SNES

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted February 6, 2015

Report post

What I want to do is for NES. I've edited the wording of the my initial post also.

+ Quote



quince3800

Starter



Posted April 30, 2016

Report post

Starting @BE00 you have the following: 01 00 FE FE 02 00 FE FE 03 00 FE FE 04 00 FE FE

Starter



Members

+ 15

151 posts

Thanks. Two follow-up questions then:

1. Do we know the specific area in the 28XXX range where this is controlled? (Or would that just require an FCEUX investigation)?
2. What's with the FE EA (loop/jump back 21 bytes) command for the 1X commands?



Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted April 30, 2016

Report post

On 4/30/2016 at 6:30 PM, quince3800 said:

Thanks. Two follow-up questions then:

1. Do we know the specific area in the 28XXX range where this is controlled? (Or would that just require an FCEUX investigation)?
2. What's with the FE EA (loop/jump back 21 bytes) command for the 1X commands?

1. Yes

2. Not sure why this was done. Doesn't seem like it has a meaningful reason....



Quote



quince3800

Starter



Members

+ 15

151 posts

Posted May 4, 2016 (edited)

Report post

@9f4a/49f4c: FC FF E0 DD FE FC controls the offensive pursuit against fumble and INT returns

@9f53/49f55: FC FF E0 DD FE FC controls the punt team pursuit

@9f42/49f44: FC FF E0 DA FE FC seems to control the pursuit of some (like 2--it's hard to tell) offensive players after fumbles on special teams, but I'm not sure whom

However, I haven't found what I'm looking for, which is how to control the pursuit command used after 1) defensive mirroring and 2) in all instances after a catch (m2m both when coming off of another receiver to make a tackle and as the primary coverage player, deep coverage (D7 00 C0 FE FD), coming off the DA/DD command and stand forever (F4 00 FE FE) zone), which is DD (I've tested).

Presently if you change DD to DA @aacf (basically the FF BC AA player pointer go to location), then the post-reception pursuit will change. What I don't know is why. What I'd

like to do is set the follow-up to the DB command to DA (for LBs) and the place a random on the DD/DA thing after a reception if possible. Does anyone know what calls this up? (The DB sequence [DB FE FF @aad2] is just telling the player to DB over and over again).

Further note: once a defensive player has cross the LOS, he takes the command listed beginning @aabd (FF AD AA, which is DA) to pursue after the catch... so basically I think I should be able to do part of what I want by just changing the hex relating to the DA (@28dd6) and DD (@28e9c). I'd still like ot be able to create a random for the post-reception stuff though

Edited May 4, 2016 by quince3800

[More information](#)

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted May 9, 2016 (edited)

[Report post](#)

On 4/30/2016 at 6:34 PM, bruddog said:

1. Yes
2. Not sure why this was done. Doesn't seem like it has a meaningful reason....

After the sequence starting @28770 you'll see @287be A0 0B 91. I'm not sure what this does, but @287c4 A0 1D 91 allows you to adjust a player using a 1X 00 FE EA command where FE EA directs them back to 0X 00 FE FE (see the above discussion). Increasing this byte smooths out the defenders "kickback" in MAN coverage (his slowdown won't be so drastic).

Edited May 9, 2016 by quince3800

I think I found the 2m2 code location

+ Quote

1

buck reacted to this



bruddog

Down with button mashing



Moderators

Posted May 10, 2016

[Report post](#)

@2A37E, 2A380 sets the coverage limits for the 0x coverage commangs.

The default = 0x0A = 1.5 yards

@2A385, 2A387 sets the coverage limits for the 1x coverage commangs.

The default = 0x10 = 2 yards

+ 3,074

11,466 posts

Location: Ca

The coverage limits tell the defender when to start slowing down....

+ Quote

2



buck and quince3800 reacted to this

quince3800

Starter



Members

+ 15

151 posts

Posted May 11, 2016 (edited)

Report post

On 5/4/2016 at 2:27 PM, quince3800 said:

Presently if you change DD to DA @aacf (basically the FF BC AA player pointer go to location), then the post-reception pursuit will change. What I don't know is why. What I'd like to do is set the follow-up to the DB command to DA (for LBs) and the place a random on the DD/DA thing after a reception if possible. Does anyone know what calls this up? (The DB sequence [DB FE FF @aad2] is just telling the player to DB over and over again).

@Bruddog: Thank you for the help on the m2m thing. I don't get what that other byte is doing though. It was very inconsistent when I kept testing it.

@7760/47760 there are a series of pointers that assign everyone's after the catch and over the LOS pursuit command. It seems that regardless of the initial FF YY ZZ command that's called these pointers kick in. Maybe this is just new to me. I haven't looked at what the other code here does, although some of it controls pointers to celebration and "depression" command locations.

@76b8 controls defensive pursuit after an offensive player has recovered a fumble after an INT

Edited May 13, 2016 by quince3800

adding a location

+ Quote

1



buck reacted to this

bruddog

Down with button mashing



Moderators

Posted May 11, 2016

Report post

On 5/11/2016 at 10:59 AM, quince3800 said:

@Bruddog: Thank you for the help on the m2m thing. I don't get what that other byte is doing though. It was very inconsistent when I kept testing it.

@7760/47760 there are a series of pointers that assign everyone's after the catch and over the LOS pursuit command. It seems that regardless of the initial FF YY ZZ command that's called these pointers kick in. Maybe this is just new to me. I haven't

+ 3,074

11,466 posts

Location: Ca

looked at what the other code here does, although some of it controls pointers to celebration and "depression" command locations.

#1 The second byte in the man 2 man command is how long to cover for in # of frames. But the reason it appears to do nothing is in all the cases it loops back to that same command so they would then cover forever.

#2 That is correct. After a catch or LOS cross one of the two chase commands is loaded in via the overall game logic. That section deals with special situations (fumbles, kickoffs, chase,etc). I don't think all of the sequences in that section get used but i could be wrong.

+ Quote

 1



buck reacted to this



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RECENTLY BROWSING 1 MEMBER

SBlueman



NES, SNES TSB I, II, & III, GEN TSB I

[Follow](#) 3By xplozvv, October 22, 2010 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**quince3800**

Starter



Members

[+ 15](#)

151 posts

Posted May 17, 2016

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I need verification on this, but I think that I've tested it enough. The **F5** commands generate a random from the XX to the YY in an "**F5 XX YY**" code string.

I tested F5 44 45 from the 4:34 mark and the player left his position at the turn of 4:28 to 4:27 every time. I had previously tested F4 D5 D6, which had the player leave at the 4:22/4:21 mark. Then I tested F5 44 D5 and the player left at any time between (on to the D7 command that was after it).

These require F0 ZZ commands before them, where ZZ gives you the direction (see the OL pass block does). Has anyone else noted the timing thing?

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

Down with button mashing



Moderators

Posted May 17, 2016

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The F5 command is as follows

F5 (Min frames to wait, max frames to wait). As you state it generates a random number between those two times. So the max range is:

F5 00 FF
(0 to 4.25 real seconds)
(0 to 12.75 tecmo seconds)

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0x14 = 20 decimal = 1 tecmo clock second

0x3C = 60 decimal = 1 REAL second

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quince3800 reacted to this



quince3800

Starter



Members

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Posted May 17, 2016

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Thanks

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War6

Starter



Members

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111 posts

Location: Olympia, Washington

Posted December 11, 2017 (edited)

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Franchise QB Hack

This hack comes by way of jstout's magic. On pass plays, you control the QB. When a player catches the ball, the COM takes over and runs for you.

NES TSB = x29139 -- a9 43 85 eb a9 b8 85 ec

SNES TSB I = x19c41 -- a9 f1 bf

Jstout found this for the NES version already (See * below) and the hack works great; however, does anyone know how to maintain control of the QB after he throws the ball for the SNES version of TSB I? The QB remains motionless and it would be great to be able to chase after a defender when a pick is thrown.

*via jstout: Put this in place of the original hack at x29139 = A9 43 85 EB A9 B8 85 EC 20 F1 97 A9 00 85 DC 4C D6 90. Now you have control of the QB after you throw the pass. Note that you will not have an icon over your head. "

Thanks all.

Edited December 11, 2017 by War6

new info

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War6

Starter



Members

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Location: Olympia, Washington

Posted January 7, 2018

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xplozv -

On the franchise qb hack, how do I maintain control of the qb after throwing a pass? You provided the correct string for the NES version; however, where is the location for the SNES version?

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bruddog

Down with button mashing



Moderators

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Location: Ca

Posted January 7, 2018

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Don't think xplosv has visited the boards in quite some time.

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War6

Starter



Members

+ 20

111 posts

Location: Olympia, Washington

Posted January 7, 2018 (edited)

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Just checking in to see if xplosv could bolster the SNES franchise qb hack so the qb would be able to move after passing like he found for the NES version. Currently, the hack freezes the qb after passing and is quite detrimental to any type of defense after tossing a pick or receiver fumble. If anyone else could assist, I would greatly appreciate their insight.

Thanks

Edited January 7, 2018 by War6

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