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NES TSB Map of Field

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By Carther, September 27, 2012 in Hacking Documentation

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Carther
Starter
●●●●

Members
➕ 45
182 posts
Location: Saginaw, Michigan

Posted September 27, 2012

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I have been asked to create a tutorial on how to edit the NES TSB field. The editing is simple enough once you know the field layout. You can use my endzone editing guide for more detail on how to do the exact editing it is the same as the endzones except there is only one layer of tiles. Here is an explanation about how the field is layed out.

Once again, ask any questions you like, I will answer what I am capable of.

Remember, if a 44 year old with no computer programming experience, no hex editing experience and no tile editing experience can learn to do this, so can you.

You just have to dive in and learn, all the components are here on this website. I have tried to make these tutorials so that even an inexperienced person like myself can understand them so tell me if you are having problems understanding.

NESTSBFieldLayout.xls

davefmurray edit:

For those without Excel -

NES Tecmo Super Bowl Field Layout

Yardlines

	G-4	4-8	8-12	12-16	16-20	20-24	24-28	28-32	32-36	36-40	40-44	44-48	48-48	48-44	44-40	40-36	36-32	32-28	28-24	24-20	20-16	16-12	12-8	8-4	4-G
Crowd, Cheerleaders, Top Sideline	99	88	89	90	73	74	78	79	72	75	*	71	76	91	92	93	94	80	82	77	81	95	96	97	98
2-5 Yards of Field from top	1	5	10	15	19	24	5	29	15	32	37	5	43	48	52	55	8	29	48	60	62	8	10	48	35
6-9 Yards of Field from top	2	6	11	16	20	25	6	11	16	33	38	41	44	49	33	38	6	11	16	20	25	6	11	16	63
10-13 Yards of Field from top	3	7	12	17	21	26	7	12	31	34	39	42	45	50	53	56	58	12	17	21	26	7	12	17	65
14-17 Yards of Field from top	1	8	13	15	22	27	8	13	15	35	1	8	46	15	35	1	8	13	15	22	27	8	13	15	35
18-20 Yards, plus OOB on Bottom	4	9	14	18	23	28	9	30	18	36	40	9	47	51	54	57	59	30	51	61	64	59	14	51	66

* did not write this one down for some reason, sorry.

#	Yellow shaded boxes are sections of field that are mirrored	#	Green shaded boxes are sections of field that are not mirrored
#	Green boxes/White # contain the current Midfield Logo	#	Green boxes/Yellow # Contain the 35 yard line Logos

When I worked on the field, I created this map. Each number and box up above represent a 4X4 tile section of the field.
Each section of the field consists of 17 bytes the first controlling the palette used, the next 16 = 4 rows left to right of 4 tiles each. (See my endzone tutorial for details on this)
For each section I put a code number which correlates to the correct hex address for each section, I have put this chart below for easy reference.
The above chart and description I believe are self explanatory as far as telling where mirrored sections are.
Some of these hex addresses may be off by one or two bytes, but when you start to recognize the pattern it will not be a problem. Look for the byte that controls the palette.

Box #	Hex Address	Box #	Hex Address	Box #	Hex Address	Box #	Hex Address	Box #	Hex Address
1	x2c75b	21	x2c8f4	41	x2ca69	61	x2cc12	81	x2cc23
2	x2c76c	22	x2c905	42	x2ca7a	62	x2cc34	82	x2cc45
3	x2c77d	23	x2c916	43	x2ca9c	63	x2cc56	83	x2c618
4	x2c78e	24	x2c937	44	x2caad	64	x2cc78	84	x2c67e
5	x2c7b0	25	x2c948	45	x2cabe	65	x2cc89	85	x2c6e4
6	x2c7c1	26	x2c959	46	x2cacf	66	x2cc9a	86	x2c504
7	x2c7d2	27	x2c96a	47	x2cae0			87	x2ce32
8	x2c7e3	28	x2c97b	48	x2caf1			88	x2ce76
9	x2c7f4	29	x2c98c	49	x2cb02			89	x2ce87
10	x2c816	30	x2c98c	50	x2cb13	70	x2c74a	90	x2ce98
11	x2c827	31	x2c99d	51	x2cb24	71	x2c79f	91	x2cea9
12	x2c838	32	x2c9ae	52	x2cb35	72	x2c86b	92	x2ceba
13	x2c849	33	x2c9d0	53	x2cb46	73	x2c8c0	93	x2cecb
14	x2c85a	34	x2c9f2	54	x2cb57	74	x2c926	94	x2cedc
15	x2c87c	35	x2ca03	55	x2cb68	75	x2c9bf	95	x2ceed
16	x2c88d	36	x2ca14	56	x2cb79	76	x2ca8b	96	x2cefb
17	x2c89e	37	x2ca25	57	x2cb8a	77	x2cbbd	97	x2cf0f
18	x2c880	38	x2ca36	58	x2cb9b	78	x2cbdf	98	x2cf20
19	x2c8d2	39	x2ca47	59	x2cbac	79	x2cbe0	99	x2cf31
20	x2c8e3	40	x2ca58	60	x2cbce	80	x2cc01		

Quote

13

Doovid184, Knobbe, philleyOphish and 10 others reacted to this

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

---

airkix72
Member

Posted September 27, 2012

Report post

thanks carther, good stuff 😃

Quote

Members
9
22 posts
Location: Detroit, MI

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drummer4god
Tecmo Legend

Posted September 27, 2012

Report post

Thx carther! 47 yr old here. We be reppin!
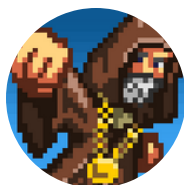
Quote

2.0

⊕ 58

1,650 posts

Location: evensville, tennessee
ROM MINDED

Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field,and gameplay with **THE** most downloaded,and popular roms in the Tecmo Super Bowl Universe!
https://www.facebook...Bowl2k13?ref=hl

DFM

Tecmo Legend
●●●●●●

Administrators

⊕ 3,015

4,500 posts

Tecmo Titles: 2
Burning Mort I & II

Posted September 27, 2012

Report post

He does it again! You're the man!

+ Quote

---

hurricane55

Tecmo Super Champion
●●●●●

Members
⊕ 57

Posted September 30, 2012

Report post

Wow!!!! I feel much better being only 38!. Same here. Everythong i know about editing is pulled off boards as well as elbow grease. No college edumacation here:)

+ Quote

The 'U' Knows Swag

729 posts
Location: Taylor, Texas

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

Yak
Tecmo Fanatic
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Y

Members
➕ **1,541**
5,286 posts
Location: Boston, MA

Posted September 30, 2012

Report post

Carther, big time props, dude.

➕ Quote

---

hurricane55
Tecmo Super Champion
●●●●●

Members
➕ **57**
729 posts
Location: Taylor, Texas

Posted September 30, 2012 (edited)

Report post

Like the excel work dude.

Edited September 30, 2012 by hurricane55

➕ 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

Knobbe
Tecmo Godfather
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Founder

SITE FOUNDER

➕ **3,242**

Posted September 30, 2012

Report post

Every post has a vote up or down next to it. I suggest everyone gives Carther some props. He's been documenting some great stuff!

➕ Quote

⬆ 1

ngunn421 reacted to this

Elsewhere

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

mwidunn

Member

●●

M

Members

➕ 1

22 posts

Posted April 22, 2013   Report post   ⤴

This is fantastic. THANK YOU! I'm a 40-year old Beginner, too.

I'm trying to figure out how to create an "Old-old School" game with: 110-yd. field; scrimmage where the ball becomes dead; incomplete passes are still "live;" etc. and so forth. So far, I've been able to figure out how to get the hash marks off the field -- but, not how to change where the ball is spotted. Still, I soldier on . . . .

➕   Quote   ♡

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