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Onsides kick hack...better recovery rate for P2

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Onsides kick hack...better recovery rate for P2

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By bruddog, January 29, 2015 in Hacking Documentation

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bruddog

Down with button mashing

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Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Posted January 29, 2015

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This hack makes recovering an onsides much more possible for player 2. This hack gives the ball a 20% chance of bouncing back towards the side that kicked it. I could make a better one but this fits without having to jump anywhere.

SET (0x2D9EA,0xA53CC9**33**B006A98065AA85AA)

Change the 33 to change how frequently the ball bounces back towards the side that kicked it

FF = everytime

00 = never

This hack doesn't apply if the player catches the ball right when it hits.

DamPenguin

Member

●●

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Brud your awesome man!!! Thanx!!!

Knobbe

Tecmo Godfather

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Founder

SITE FOUNDER

⊕ 3,242
17,586 posts
Tecmo Titles: 1
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What are the current odds of it bouncing back towards player 2 (assuming that it's not recovered immediately?) Does the ball only bounce forward currently on an onside?

Does this apply at all to player 1 onsiding? Does this apply to fumbles as well?

> **On 1/29/2015 at 9:45 PM, bruddog said:**
>
> This hack gives the ball a 20% chance of bouncing back towards the side that kicked it.

BTW 33/FF = 51/256 = .19921 = approximately 20%

You can convert your hex number to Dec to calculate the approximate % of the hack occurring should you implement it with a different value.

bruddog

Down with button mashing

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Moderators

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11,466 posts
Location: Ca

Posted February 2, 2015

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> **On 2/2/2015 at 9:05 AM, Knobbe said:**
>
> What are the current odds of it bouncing back towards player 2 (assuming that it's not recovered immediately?) Does the ball only bounce forward currently on an onside? Does this apply at all to player 1 onsiding? Does this apply to fumbles as well?
>
> BTW 33/FF = 51/256 = .19921 = approximately 20%
> You can convert your hex number to Dec to calculate the approximate % of the hack occurring should you implement it with a different value.

1. Well you answered your own question. There is a 20% chance of the ball bouncing back towards player 2.
2. Without the hack the ball bounces forward + a random value between -45 and 45 degrees.
3. Yes, player 1 gets the same percentage (20%)
4. No this does not apply to fumbles. This only applies to the first bounce of the kick. After that the normal totally random angle bouncing of the ball occurs.

➕ Quote   ♡

Knobbe

Tecmo Godfather

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Posted February 2, 2015

Report post ⤴

> **On 2/2/2015 at 9:42 AM, bruddog said:**
>
> 1. Well you answered your own question. There is a 20% chance of the ball bouncing back towards player 2.
> 2. Without the hack the ball bounces forward + a random value between -45 and 45 degrees.
> 3. Yes, player 1 gets the same percentage (20%)

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4. No this does not apply to fumbles. This only applies to the first bounce of the kick. After that the normal totally random angle bouncing of the ball occurs.

My first question was about what happens without the hack, but you answered that. If I'm reading this correctly this is a hack that gives a 20% chance of bouncing backwards towards the onside kicking team and enhances the recovery rate for both player 1 and 2?

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

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bruddog
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Correct. The ball bouncing backwards is what enhances the recovery. All the hack does is give the ball a 20% chance of bouncing backwards towards the kicking team.

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