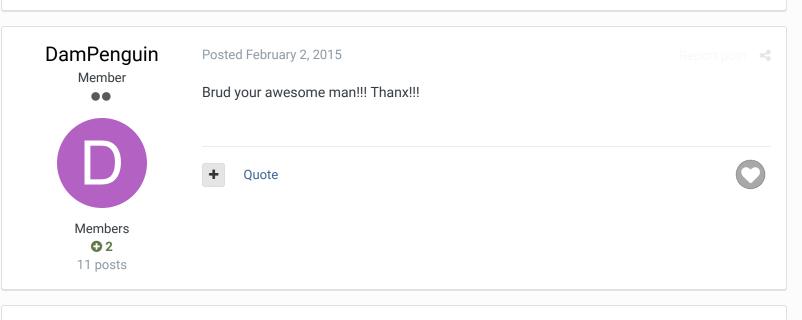


This hack doesn't apply if the player catches the ball right when it hits.

5



Knobbe Tecmo Godfather -------



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Founder

Posted February 2, 2015

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%

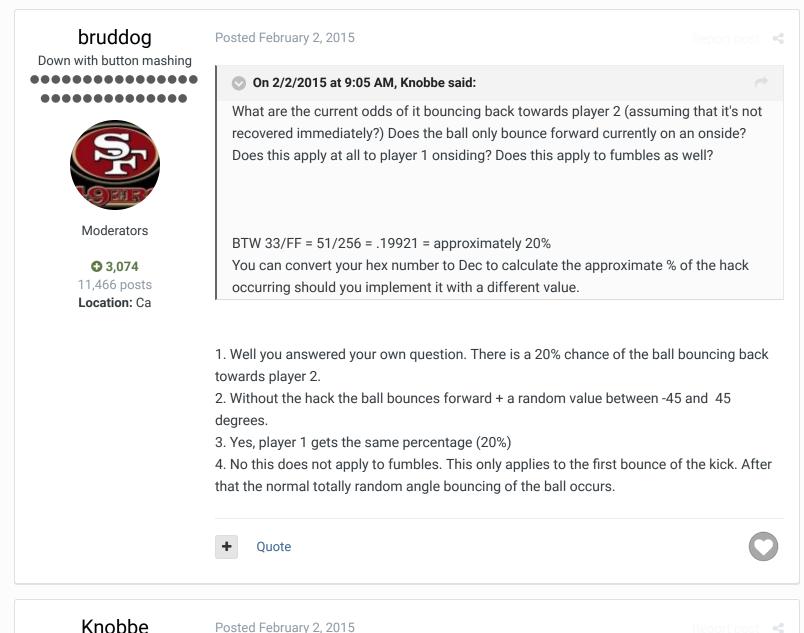
You can convert your hex number to Dec to calculate the approximate % of the hack occurring should you implement it with a different value.



Elsewhere

- <u>@Tecmogodfather</u>
- TecmoSuperBowl Facebook
- Join us on Discord
- <u>Tecmobowl Twitch</u>
- 💽 <u>Youtube</u>

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



Tecmo Godfather

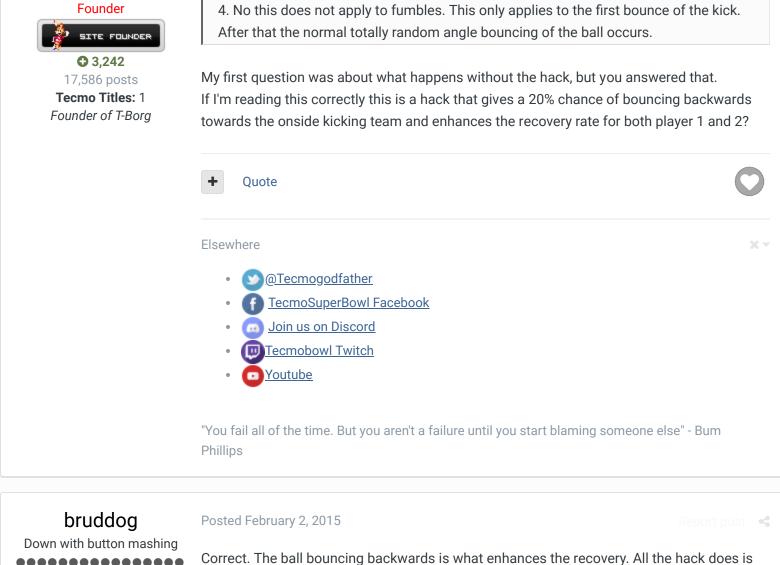


On 2/2/2015 at 9:42 AM, bruddog said:

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%)



give the ball a 20% chance of bouncing backwards towards the kicking team.



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Quote



Home > Forums > Hacking/Emulation > Hacking Documentation > Onsides kick hack...better recovery rate for P2



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