



Passing game probability table hack

By bruddog, September 24, 2011 in Hacking Documentation

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This hack deals with the passing game. I always felt the difference between the great and bad QB's was too extreme. You can achieve this somewhat by limiting the maximum and minimums but it gives you less player variation that way. You lose some of the granularity and range.

Here is an example. Say you have Bubby 25 PC throwing to a 50 rec WR. He will only get a standing still coverage catch 2% of the time against defenders ranged from 25 to 81 int. I fact only vs defenders 38 int or lower will he be able to get catches. Now take Montana to Rice they will get a standing still coverage catch 46% of the time vs defeners ranged 25 to 81 int. Are they really 20 times better at getting coverage catches? Anyways referring to these colored plots may make things more understandable.

There are two plots. The left is original rom percentages and the right one is my updated percentages. Going down the left of each graph is 12, 19 25, etc. That is the combined pass control plus reception value. Going across the top is the int value. The numbers on the bottom and far right of each graph are the averages in the ranges of interest. The red boxed areas are things that are in the realm of possibility with original rom rated players. The black boxed area are the most common interactions.

Long story short basally bad qb wr's arent so bad and great qb+wrs arent as great. I didn't even get into how INT% is affected but its just as bad. The Bubby to 50rec combo wold get picked off 30% of the time over the 25-81 int range and montana to rice would get picked off 0%. LOL

Here are the plots. Sorry the numbers are hard to read. I can attach the spreadsheet if anyone is interested.

Uploaded with [ImageShack.us](#)

Finally here is the hack

PC

@2BF14 change to 3C3D3E3F404142434445464748494A4B

REC
@2BF24 change to 3C3D3E3F404142434445464748494A4B
INT
@2BF34 change to 1C1E20222426282A2C2E30323436383A
catch threshold values
@29D90 change to 51
@29DA3 change to 51
@29DB6 change to 51
Standing still catch values
@29D7A change to 46
JJ int threshold
@29C9E change to 11
JJ whiff threshold
@29C9A change to 15

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buck and Knobbe reacted to this

buck

DARRELL GREEN



Members

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Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)


Posted September 25, 2011

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excellent. question - what if the PA hack is applied? should the PA tables be overwritten instead of PC?

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"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'" 

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bruddog

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Posted September 25, 2011

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no the passing ability hack still references those same tables...
ill make a post about the pass control tables soon
[Post made on a Tecmo Super Mobile Device!]  mobile.png

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buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 12, 2013

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major bump. this is a cool idea. and that color-coded data is badass.



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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Martin

Promising Rookie



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92 posts

Posted September 7, 2013

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This is a great hack.

Does it work with the quickness for incompletions hack? Anything different if using the PC/PA hack where PC is completions and PA accuracy (not the one mentioned above)?



Quote



Knobbe

Tecmo Godfather



Founder



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Posted June 9, 2014

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Attaching the image just in case the host dies one day

INT	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
44	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
50	7	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0
56	12	7	3	0	0	0	0	0	0	0	0	0	0	0	0	0
63	16	12	7	3	0	0	0	0	0	0	0	0	0	0	0	0
69	20	16	12	7	3	0	0	0	0	0	0	0	0	0	0	0
75	24	20	16	12	7	3	0	0	0	0	0	0	0	0	0	0
81	28	24	20	16	12	7	3	0	0	0	0	0	0	0	0	0
88	32	28	24	20	16	12	7	3	0	0	0	0	0	0	0	0
94	35	32	28	24	20	16	12	7	3	0	0	0	0	0	0	0
100	39	35	32	28	24	20	16	12	7	3	0	0	0	0	0	0
106	42	39	35	32	28	24	20	16	12	7	3	0	0	0	0	0
113	45	42	39	35	32	28	24	20	16	12	7	3	0	0	0	0
119	48	45	42	39	35	32	28	24	20	16	12	7	3	0	0	0
125	51	48	45	42	39	35	32	28	24	20	16	12	7	3	0	0
131	54	51	48	45	42	39	35	32	28	24	20	16	12	7	3	0
138	56	54	51	48	45	42	39	35	32	28	24	20	16	12	7	3
144	59	56	54	51	48	45	42	39	35	32	28	24	20	16	12	7
150	61	59	56	54	51	48	45	42	39	35	32	28	24	20	16	12
156	64	61	59	56	54	51	48	45	42	39	35	32	28	24	20	16
163	66	64	61	59	56	54	51	48	45	42	39	35	32	28	24	20
169	68	66	64	61	59	56	54	51	48	45	42	39	35	32	28	24
175	70	68	66	64	61	59	56	54	51	48	45	42	39	35	32	28
181	72	70	68	66	64	61	59	56	54	51	48	45	42	39	35	32
188	74	72	70	68	66	64	61	59	56	54	51	48	45	42	39	35
194	76	74	72	70	68	66	64	61	59	56	54	51	48	45	42	39
200	78	76	74	72	70	68	66	64	61	59	56	54	51	48	45	42
	39	36	33	30	27	25	22	20	17	15	13	11	9			

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Elsewhere x v

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

keirre21
 Tecmo Legend
 ●●●●●●

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Posted June 9, 2014 Report post

Is it possible to change the JJ int threshold, so that all QB/WR combo's have the same probability for a JJ int? In real life, it's just as easy to get a jumping INT off Tom Brady as it is Geno Smith.

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Sports Illustrated



bruddog

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Posted June 9, 2014

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Yes



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SBlueman

Tecmo Legend



Posted February 11, 2017

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@bruddog, would the SET command for this be:

#Passing game probability table hack

#http://tecmohowl.org/forums/topic/12783-passing-game-probability-table-



Members

+ 289

1,048 posts

Location: San Jose, CA

```

#http://tecmobowl.com/forums/topic/12785-passing-game-probability-table
SET(0x2BF14,0x3C3D3E3F404142434445464748494A4B)
SET(0x2BF24,0x3C3D3E3F404142434445464748494A4B)
SET(0x2BF34,0x1C1E20222426282A2C2E30323436383A)
SET(0x29D90,0x51)
SET(0x29DA3,0x51)
SET(0x29DB6,0x51)
SET(0x29D7A,0x46)
SET(0x29C9E,0x11)
SET(0x29C9A,0x15)

```

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Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)

Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

bruddog

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Posted February 11, 2017

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That looks right

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↑ 1



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