



Playbooks - 'Ghosting' Plays

By Yak, February 18, 2010 in [Hacking Documentation](#)

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Yak

Tecmo Fanatic



Members

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Location: Boston, MA

Posted February 18, 2010

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So, I had no idea you could set the specific team playbooks to whichever order of offensive plays you're interested in--for the temporary. I was messing with the Pro Bowl Playbooks when I typed in HEX the wrong play number, but called up that play anyway, simply in the incorrectly assigned playbook slot. Once I attempted to change the play in-game, there was no going back to getting it into the foreign play slot again unless I defaulted the playbooks. I had no idea you could 'temporarily' customize playbooks in this fashion. This kind of changes my world to be honest. And while I recognize this may have been a concept long known up to this point, I'm a little shocked right now. Theoretically, you could make any playbook you wanted for any team. With any set of designed plays, no matter its actual slot assignment. This set of plays could only be utilized by the original default ROM state, though. Attempting to change a play results in being stuck with the specific eight of that slot.

But still. Doesn't this mean that we can have default original ROM state playbooks of whatever we want? This is such a freeing concept for me, particularly with making a Coach ROM, you have no idea.

Please elaborate on this one for me, those that are TSB-wiser, if elaboration would benefit this knowledge base.

[Quote](#)

buck

DARRELL GREEN



Posted February 18, 2010

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you know, I noticed this before when I was messing with pro bowl playbooks. somehow I forgot about doing more with it. but I know what you're talking about.



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

do you know where (0x) to enter default (hardcoded) playbooks for each team? I've always just used TOOL and never looked at the real stuff.

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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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Yak

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✓ buck said:

you know, I noticed this before when I was messing with pro bowl playbooks. somehow I forgot about doing more with it. but I know what you're talking about. do you know where (0x) to enter default (hardcoded) playbooks for each team? I've always just used TOOL and never looked at the real stuff.

I'm with you on this boat. I haven't done any forum searching on the concept yet either. If there isn't any, perhaps one of the Deus Ex Machina will drop from the sky and smite us with wisdom.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 18, 2010

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If nobody has the addresses handy, I can always change some playbooks in TOOL, then go COMPARE the file and see what got changed in the ROM. Hopefully, I'll have some time tonight to look into this further.

+ Quote



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

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jstout

Tecmo Super Champion

Posted February 18, 2010

Report post



Members
+ 92
537 posts

Maynard_G_Krebs said:

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The regular playbooks and the pro bowl playbooks are written in different manners. The Pro Bowl is written slot by slot as a value of x00 = Play 0 to x3F = Play 63 and the Regular is written as two slots like x00 = Play 0 in Slot 1 and Play 8 in slot 2 to x70 = Play 7 in Slot 1 and Play 8 in Slot 2.

That is actual practice, theoretically you could rewrite the code to function as one or the other.

Regular Playbooks are x1D310-1D37F and NFC West x1D390-x1D39F

Pro Bowl Playbooks are x1D380-x1D38F

+ Quote



Yak

Tecmo Fanatic



Members
+ 1,541
5,286 posts
Location: Boston, MA

Posted February 18, 2010

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You are Money. I'm talking Benjamins.

+ Quote



Yak

Tecmo Fanatic



Members
+ 1,541
5,286 posts

Posted March 16, 2010

Report post

*Note: Moved to **Hacking Documentation Forum**.

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Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted August 16, 2013

Report post

Would anyone know why, after changing the hex values at x1D310 to set new playbooks for each team, nothing changes in the game? The old default playbook is still there.

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 16, 2013

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Yes it means whatever emulator you are using is loading in the save ram. If using nestopia make sure the .sav file is deleted from the save folder

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 16, 2013

Report post

On 8/16/2013 at 3:35 AM, Tecmonster said:

Would anyone know why, after changing the hex values at x1D310 to set new playbooks for each team, nothing changes in the game? The old default playbook is still there.

are you sure you're not talking about an emulator issue?

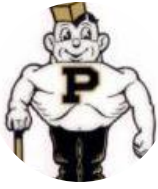
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"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted August 16, 2013

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That's it. I cleaned out that Save folder in Nestopia (whatever that does vs. save states) and that fixed it. I didn't even realize those files existed. Thanks!

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted August 16, 2013

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I have nestopia 1.40 and I do have a "timing" option, but nothing further that says "treat as read only." Is it hidden somewhere else?

+ Quote



Beefman

Promising Rookie



Members

+ 2

47 posts

Posted August 17, 2013

Report post

Try options and then click on paths tmonster

+ Quote



...I shall strike down upon thee with great vengeance and furious anger, those who attempt to poison and destroy my brothers. And you will know my name is the law when I lay my vengeance upon thee!

Tecmonster

rom producer



Posted August 18, 2013

Report post

On 8/17/2013 at 11:47 PM, Beefman said:

Try options and then click on paths tmonster



Yep, that's it. Thanks Beef.

+ Quote



Members

+ 211

634 posts

Location: Reno, NV

buchos

Promising Rookie



Members

+ 18

75 posts

Posted August 22, 2013

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Could you use this to put passing plays in for rushing plays?

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SBlueman