



QB and Punt Returner Ball Control

[Follow](#)

1

By jstout, June 18, 2006 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)

1

2

[NEXT](#)[»](#)

Page 1 of 2

jstout

Tecmo Super Champion



Members

[+ 92](#)

537 posts

Posted June 18, 2006

[Report post](#)

The QB and Punt Returner Fumble Probability is at x286E7 and is equal to 0C (both use this number).

On the original, Ball Control is on the hex scale of 12 to 03 where 12 is the Ball Control for a 6 skill and 03 is for a 100 skill. This places the QBs and Punt Returner equal to a 44 Ball Control player.

To determine fumbles the game loads a random number (\$3D) and compares it with the player's ball control and if the random number is less than the player's ball control a fumble occurs. Thus, changing the 0C to 00 would cause them to never fumble and FF to always fumble.

[+ Quote](#)**malferds**

Member Title



Members

[+ 5](#)

1,160 posts

Posted June 18, 2006

[Report post](#)

jstout, will go down in TSB history

[+ Quote](#) [malferds.png](#) [malferdsrushingrecordsar6.png](#)[Quote](#)

Location: 43.601165,
-90.056930

Tecmo Titles: Bo Jackson
award
JuuuuustBleeeeed!!!!

once again validating how dead on balls accurate I typically am....

2 movies by me currently live on google video, just search for malferds i guess.

amrush

Promising Rookie



Members



97 posts

Location: tecmo hell

Posted June 18, 2006

Report post

So you're saying that this single code address controls the BC attribute for every team's QB & PR positions? There aren't 28 distinct settings (I'm assuming this is for TSB I).

Please be more specific, both about the game version and whether you're talking about one team's setting or all 28.

Thanx.

AM Rush

+ Quote

Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!

After 8 f*cking years I actually have an all-time rom I can play... Yay

jstout

Tecmo Super Champion



Members



537 posts

Posted June 18, 2006

Report post

Yes, one single hex address controls all 28 team's QB and Punt Returners Ball Control to determine their chance at fumbling.

Yeah, it is generally always TSB for NES unless stated otherwise.

+ Quote

EdibleAntiPerspirant

Veteran



Members



312 posts

Posted June 18, 2006

Report post

This is one of the greatest fucking discoveries yet. jstout, you can bang my girlfriend any time, plus bruddog will apparently give you 20 bucks.

+ Quote

"The government, as I found out, lies. You can tell they're lying by when their lips are moving." --
Tommy Chong

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 18, 2006

Report post

JSTOUT= THE MAN! Ya dude I think i did say \$20. I'd definitely send it. Fucking tight.

+ Quote



kingsoby1

Tecmo Fanatic



Members

+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted June 19, 2006

Report post

now the question is... what value do we turn it up to? yay playtesting time... 😏

+ Quote



Championship Victories:

HSTL: s8, s9, s15

TE: s5, s6

MN Tourney Champ: Oct '05, Jan '06

Madison Tecmo II 1st Place

Madison Tecmo III 2nd Place

Madison Tecmo IV 2nd Place

Madison Tecmo VII 3rd Place

Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted June 19, 2006

Report post

Uh, don't you already know approximately how BC works?

▼ kingsoby1 said:



now the question is... what value do we turn it up to? yay playtesting time... 😏

+ Quote



Elsewhere

- [@Tecmogodfather](#)
- [TecmoSuperBowl Facebook](#)
- [Join us on Discord](#)

-  [Tecmobowl Twitch](#)
-  [Youtube](#)

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

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 19, 2006

Report post 

Based on how often qb's/pr's fumble in real life. Probably much less than what a 6BC player would be.

+ Quote



sois

Tecmo Legend



Members

+ 31

3,219 posts

Location: Las Vegas

Posted June 19, 2006

Report post 

The problem is that in real life, a PR's BC is way different from a QB's BC.

+ Quote



ImFlo

Tecmo Legend



Members

+ 360

1,594 posts

Location: Near Chicago, IL

Posted June 19, 2006

Report post 

▼ sois said:

The problem is that in real life, a PR's BC is way different from a QB's BC.

You can't blame the Bears' quarterbacks for Bobby Wade's greased hands.

And totally off-topic, but I just got serious deja vu after reading bruddog and sois' last two posts. And there is no way I was awake after they posted. I think I might be reading the boards too much, to an extent that I can now read posts before they happen.

+ Quote





kingsoby1

Tecmo Fanatic



Members

+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted June 19, 2006

Report post

bruddog said:

Based on how often qb's/pr's fumble in real life. Probably much less than what a 6BC player would be.

So you would make QBs and PRs fumble even more than they already do?

+ Quote

Championship Victories:

HSTL: s8, s9, s15

TE: s5, s6

MN Tourney Champ: Oct '05, Jan '06

Madison Tecmo II 1st Place

Madison Tecmo III 2nd Place

Madison Tecmo IV 2nd Place

Madison Tecmo VII 3rd Place



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 19, 2006

Report post

Definitely QB's that way you can make them faster but with consequences.

It's too bad that QB's and PR's are linked together.

Average fumble rates nfl (over many seasons)

RB's ~ 1.3% per touch (fumbles)/(rec+rushes)

PR's ~ 5% this one is pretty tough because a lot of PR's are also WR's. But somewhere between 5-10% is

QB's ~ 12.3% per touch (fumbles)/(sacks+rushes)

+ Quote

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted June 19, 2006

Report post

bruddog, you think it would be efficient enough if the PR was equal to the 56 Ball Control number and all QBs where the number at x286E7?

I haven't fully tested but it looked like if x286C7 is changed to 12 then it forces the game to revert to the normal player path and somewhere it seems to be defaulting the PR equal to the 56 Ball Control. The QB doesn't branch with the PR here allowing x286E7 to be usable for them.

+ Quote



sois

Tecmo Legend



Members

+ 31

3,219 posts

Location: Las Vegas

Posted June 19, 2006

Report post

Another problem would be picked plays. If you raise the fumble rate, picked plays will result in more fumbles for touchdowns.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 20, 2006

Report post

That would probably work.

✔ jstout said:

bruddog, you think it would be efficient enough if the PR was equal to the 56 Ball Control number and all QBs where the number at x286E7?

I haven't fully tested but it looked like if x286C7 is changed to 12 then it forces the game to revert to the normal player path and somewhere it seems to be defaulting the PR equal to the 56 Ball Control. The QB doesn't branch with the PR here allowing x286E7 to be usable for them.

+ Quote



Randy Moss

Starter



Posted June 20, 2006

Report post

Wow, nice find Jstout. 😄

If someone comes up with a good fumble rating let me know. Should be interesting to play around with.



Quote



Members

+1

242 posts

bruddog

Down with button mashing



Moderators

+3,074

11,466 posts

Location: Ca

Posted June 23, 2006

Report post

Somewhere between 1A as a pretty reasonable number.

Here is the reasoning:

RB's fumble at about a 1.5% clip per touch in the NFL. Tecmo roughly tripled this rate since TD's and INT INT's also happen at a much greater rate to give realistic final scores.

QB's fumble about 11% per rush+sack. Tecmoizing that number would make it about 33%. However QB's recover a very high percentage (~75%) of the fumbles they lose. But on QB sacks in tecmo your chance of recovering a fumble is pretty close to zero. 1A would give you a fumbling rate of about 10% for QB's.



Quote



bruddog

Down with button mashing



Moderators

+3,074

11,466 posts

Location: Ca

Posted June 23, 2006

Report post

Well this would shift the incentive slightly towards throwing the ball rather than taking the sack.

sois said:

Another problem would be picked plays. If you raise the fumble rate, picked plays will result in more fumbles for touchdowns.



Quote



bruddog

Down with button mashing



Posted June 23, 2006

Report post

The only flaw in this is that the random number generated may be more likely to produce a fumble on picked plays.



Quote





Moderators

+ 3,074

11,466 posts

Location: Ca

malferds

Member Title



Members

+ 5

1,160 posts

Location: 43.601165,

-90.056930

Tecmo Titles: Bo jackson
award

JuuuuuustBleeeeed!!!!

Posted June 23, 2006

Report post

<-----HINT HINT

bruddogs last post was actually a humble prayer.

+ Quote



malferds.png

malferdsrushingrecordsar6.png

Quote

once again validating how dead on balls accurate I typically am.....

2 movies by me currently live on google video, just search for malferds i guess.

quince3800

Starter



Members

+ 15

151 posts

Posted June 14, 2013

Report post

Has anyone looked back at this? Fumbling on PRets is an instant TD for the other team. I'd be interested in turning it off, but lowering the QB BC attribute--as per the hack posted here.

+ Quote



bgboud2

Tecmo Legend



Posted June 14, 2013

Report post

There is no "hack" here other than how to change the value.



2.0

+ 577

3,579 posts

Location: Irving, TX

For now you are stuck with having the same value for all QBs and PRs throughout the game until someone creates a hack.

On 6/14/2013 at 8:11 AM, quince3800 said:

Has anyone looked back at this? Fumbling on PRets is an instant TD for the other team. I'd be interested in turning it off, but lowering the QB BC attribute--as per the hack posted here.

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 14, 2013

Report post

On 6/14/2013 at 9:09 AM, bgboud2 said:

There is no "hack" here other than how to change the value.

For now you are stuck with having the same value for all QBs and PRs throughout the game until someone creates a hack.

No, you are stuck with QB's having their own BC and PR's defaulting to 56 BC.

"bruddog, you think it would be efficient enough if the PR was equal to the 56 Ball Control number and all QBs where the number at x286E7?

I haven't fully tested but it looked like if **x286C7 is changed to 12** then it forces the game to revert to the normal player path and somewhere it seems to be defaulting the **PR equal to the 56 Ball Control. The QB doesn't branch with the PR here allowing x286E7 to be usable for them.**"

+ Quote

 1

buck reacted to this



bgboud2

Tecmo Legend

Posted June 14, 2013

Report post

whoops my half-ass reading 🙄



2.0

+577

3,579 posts

Location: Irving, TX

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2



1

2

NEXT



Page 1 of 2



Reply to this topic...



GO TO TOPIC LISTING

NEXT UNREAD TOPIC



RECENTLY BROWSING 1 MEMBER

SBlueman

Home > Forums > Hacking/Emulation > Hacking Documentation > QB and Punt Returner Ball Control

Mark site read



Theme Contact Us

TecmoBowl.org

Powered by Invision Community



QB and Punt Returner Ball Control

[Follow](#)

1

By jstout, June 18, 2006 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**jstout**

Tecmo Super Champion



Members

+ 92

537 posts

Posted June 14, 2013

[Report post](#)**On 6/14/2013 at 10:12 AM, bruddog said:**

No, you are stuck with QB's having their own BC and PR's defaulting to 56 BC.

"bruddog, you think it would be efficient enough if the PR was equal to the 56 Ball Control number and all QBs where the number at x286E7?

I haven't fully tested but it looked like if **x286C7 is changed to 12** then it forces the game to revert to the normal player path and somewhere it seems to be defaulting the **PR equal to the 56 Ball Control. The QB doesn't branch with the PR here allowing x286E7 to be usable for them.**"

I've learned more about the code since then. The original code is below:

```
x2869E: LDY #08 ; PLAYER ID INDEX LDA ($AE),Y
```

The hack posted here uses the first lines LDY #08 as the PRs skill index (which was 56 skill) for the CMP BALL_CONTROL_VALUES,Y line. The QB kept the branch listed about for the skill value.

Its quite possible to hack this using tables for a team's QB and PR ball control value. Or even to have the PR use their own ball control skill.

**quince3800**

Starter



Members

+ 15

151 posts

Posted June 15, 2013

Report post

Works. Thank you.

Quote

**quince3800**

Starter



Members

+ 15

151 posts

Posted September 19, 2013 (edited)

Report post

Greetings,

I want to get some clarification on this. Is the new PR value here is really 69 (08 @2869e)? I changed the 0a @286c5 to ff and nothing happened. If the rebranched value was supposed to be 56 (skill 0a, after changing @286c7 to 12), where was this?

Also, I looked back at this because PRs were fumbling on the rom I'm playing with, but the value @2869e was already 00. Is this not then an absolute anti-fumbling value? (03 is 100 BC attribute, but still has a percentage and 00 isn't that far away).

Edit: It's clear that ff @2869e makes the PR always fumbled, while the same value @286e7 does the same for the QB (xx/256, where xx is a hex value).

Edited September 19, 2013 by quince3800

Quote



PREV

1

2

Page 2 of 2



Reply to this topic...

RECENTLY BROWSING 1 MEMBER

[SBlueman](#)

[Theme](#) ▼ [Contact Us](#)

[TecmoBowl.org](#)

Powered by [Invision Community](#)