



# Recording Tackles

By jstout, February 15, 2008 in [Hacking Documentation](#)

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**jstout**

Tecmo Super Champion



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537 posts

Posted February 15, 2008

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Here is some code for recording the number of tackles for each defensive player during a played game (NOT a simmed game). I've been using this for testing play design coding but it has a few bugs. I thought someone might find it useful or be able to expand upon it. I haven't checked the erase code location for 100% correctness thoroughly though I expect no problems. \*Added code for the Pro Bowl game, changed entry point to start of stats not cleanup to fix a bug, changed back fumble code, and added code to fix previous bugs\*  
Note: Do not use this on cxrom's 32-team rom as locations listed are being used and you'll ruin the rom. Also I'm not aware of the exact SRAM locations he used.

The Bugs are:

[Previous Bugs are fixed using this code.]

1. Fumble tackles are not recorded (defender fumbles back to the offense caused problems with checking for lost fumbles)
2. Not a Bug but no Special Team tackles are recorded

```
x25AE9
```

```
Jump to New Code:
```

```
4C 90 FF    JMP $FF90
```

```
EA         NOP
```

```
EA         NOP
```

```
EA         NOP
```

```
EA         NOP
```

```
x3FFA0
```

```
Change Banks for Tackle Code:
```

```
A9 06      LDA #$06
```

```

8D 00 80 STA $8000
A9 01 LDA #$01
8D 01 80 STA $8001
20 E0 9C JSR $9CE0 ; Go to Tackle code
A9 06 LDA #$06
8D 00 80 STA $8000
A9 12 LDA #$12
8D 01 80 STA $8001
; RE-ENTER NORMAL CODE
A5 70 LDA $70
10 03 BPL :+
4C 3E 9C JMP $9C3E ; Go back to Player 2
4C E0 9A : JMP $9AE0 ; Go back to Player 1

```

x3CF0

Record Tackles:

```

; ENABLE SRAM
A9 80 LDA #$80
8D 01 A0 STA $A001
; CHECK FOR OUT OF BOUNDS
A5 73 LDA $73
C9 80 CMP #$80 ; Out of Bounds
F0 39 BEQ :+++++
; CHECK FOR A FUMBLE
29 20 AND #$20 ; Fumbled
D0 35 BNE :+++++
; CHECK FOR A RUN OR PASS PLAY
A5 71 LDA $71
C9 8C CMP #$8C ; Run Play
F0 11 BEQ :++
C9 AC CMP #$AC ; Pass Play
F0 07 BEQ :+
C9 CD CMP #$CD ; Sacked QB
F0 09 BEQ :++
4C 24 9D JMP :+++++
; CHECK FOR A COMPLETED PASS
A5 72 : LDA $72
C9 20 CMP #$20 ; Completion
D0 1E BNE :++++
; TACKLED
A5 B5 : LDA $B5
C9 40 CMP #$40 ; Player 1
90 18 BCC :+++
C9 C0 CMP #$C0 ; Player 2
B0 05 BCS :+
; PLAYER 1
29 0F AND #$0F
4C 1A 9D JMP :++

```

```
; PLAYER 2
29 0F      : AND #$0F
18         CLC
69 0B      ADC #$0B
; RECORD TACKLE
A8         : TAY
B9 80 7F   LDA $7F80,Y
18         CLC
69 01      ADC #$01
99 80 7F   STA $7F80,Y
; DISABLE SRAM
A9 C0      : LDA #$C0
8D 01 A0   STA $A001
; EXIT
60         RTS
```

x21D7E

```
Jump to Erase Code:
4C E0 BF   JMP $BFE0
EA         NOP
```

x23FF0:

Erase Tackles:

```
A9 00      LDA #$00
A0 16      LDY #$16
99 7F 7F   : STA $7F7F,Y
88         DEY
D0 FA      BNE :-
A0 0E      LDY #$0E
4C 72 9D   JMP $9D72
```

x21419

Jump to Pro Bowl Erase Code:

```
A2 01      LDX #$01
A0 06      LDY #$06
84 44      STY $44
4C EF BF   JMP $BFEF
EA         NOP
```

x23FFF

Pro Bowl Erase Tackles:

```
A9 00      LDA #$00
A0 16      LDY #$16
99 7F 7F   : STA $7F7F,Y
88         DEY
D0 FA      BNE :-
A9 05      LDA #$05
```

A0 64 LDY #64  
4C 13 94 JMP \$9413

If a league ever uses this then the tackles are for player 1 at \$7F80 to \$7F8A (x1F80 to x1F8A) and player 2 at \$7F8B to \$7F95 (x1F8B to x1F95) in SRAM.

+ Quote



Tundrayeti311 reacted to this



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 15, 2008

Report post

whoa!

+ Quote



## TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted February 15, 2008

Report post

Man, this could seriously cause me to play some seasons vs. the computer again. Hey I know very little about this kind of thing, but when trying to get rid of the bugs (particularly #3) maybe someone can find a way to stop the touchdown fumbles from erasing stats. Or eliminate those fumbles altogether.

+ Quote



 [sigs.php?player=dajabec](#)

[Tecmo Tunes](#) Tecmo-themed song parodies



## averagetsbplayer

Tecmo Legend



Posted February 15, 2008

Report post

wow, this would be awesome if we could figure out to handle those bugs. too bad i know zero about nes programming or anything this low-level...

+ Quote





Members

+ 141

1,381 posts

Location: Madison, WI

[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008



2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 16, 2008

Report post

▼ averagetsbplayer said:

wow, this would be awesome if we could figure out to handle those bugs. too bad i know zero about nes programming or anything this low-level...

I'm looking into this now and I found that some of the bytes being zeroed out in the same area are telling what happened on the play. I should be able to pinpoint it out more and use these to whack many of the bugs off.

+ Quote



MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted February 16, 2008

Report post

With all this incredible info you have found I have one for you. As we or most know their were suppose to be penalties in the game. Can this be looked into or is it a dead end road?

+ 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!  
CIA is back!!



edisaurusrex

Moderator



Members

+ 13

Posted February 16, 2008

Report post

I thought I'd ask while we are at it. Can you also find a way to track forced fumbles like TSB2 and TSB3 does? Either way, implementing just this would be awesome.

+ Quote



1,050 posts

Location: Blaine, MN

# TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted February 17, 2008

Report post

We're getting greedy now aren't we? 😊 jstout, cxrom, and bad\_al are spoiling us rotten!

+ Quote



sigs.php?player=dajabec

**Tecmo Tunes** Tecmo-themed song parodies

# BigBen7

Starter



Members

+ 2

157 posts

Location: Avoca, PA

Posted February 17, 2008

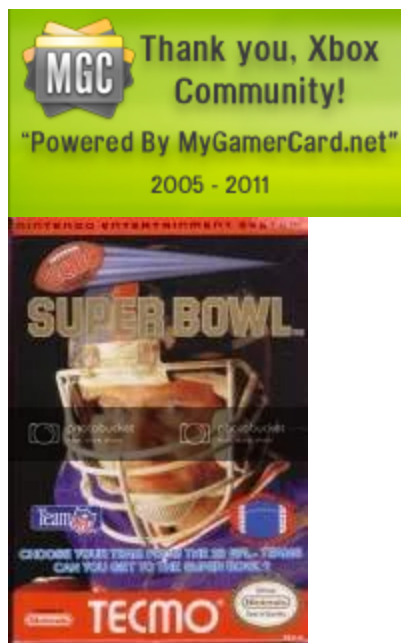
Report post

✓ **MrBeef said:**

With all this incredible info you have found I have one for you. As we or most know their were suppose to be penalties in the game. Can this be looked into or is it a dead end road?

Why would you want penalties in the game??

+ Quote



# MrBeef

Posted February 17, 2008

Report post

Tecmo Super Champion



Members



639 posts

Location: Florida

Why not!!!????

If we're emulating the Nfl last I heard they DID have penalties.



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!  
CIA is back!!

BigBen7

Starter



Members



157 posts

Location: Avoca, PA

Posted February 17, 2008

Report post

MrBeef said:

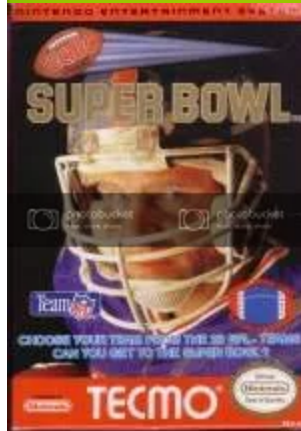
Why not!!!????

If we're emulating the Nfl last I heard they DID have penalties.

You don't have to get all mad. I didn't know that the NFL had penalties? Anyways what would you put in it, its impossible, you would have to rewrite the whole game engine. Tecmo wouldn't be the same with penalties. Your entitled to your opinion and I'm entitled to mine. My opinion, I think it would be stupid to have penalties. I wasn't trying to start an argument about penalties. You want em, you could have em in your game.



Quote

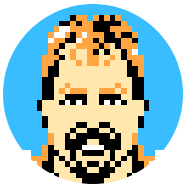


estang74

Starter

Posted February 17, 2008

Report post



Members

+ 2

113 posts

Location: reno

So if the tackle stat thing works, will it work as: it will be able to keep track of each individual defensive players tackles per game or will it be total tackles per game. If it is each player, that would be amazing and if you guys figured out how to do 2pt conversions it would be the best tecmo rom ever. Much thanks to everyone who is coding this game and trying to bring it up to date, it is truly awesome to play this game and watch the progression it has made since 91'

+ Quote



Used to post as BigE

Drummer4god hooked me up with mobile tecmo and did an awesome job, ask him how.



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 17, 2008

Report post

▼ estang74 said:

So if the tackle stat thing works, will it work as: it will be able to keep track of each individual defensive players tackles per game or will it be total tackles per game. If it is each player, that would be amazing and if you guys figured out how to do 2pt conversions it would be the best tecmo rom ever. Much thanks to everyone who is coding this game and trying to bring it up to date, it is truly awesome to play this game and watch the progression it has made since 91'

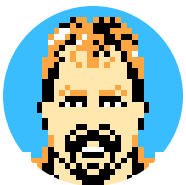
It is currently keeping track of individual players tackles in the game. Each of the 11 defensive players for both teams get recorded at the SRAM locations I specified. Everything is working as expected now but I'm still checking all of it just in case.

+ Quote



estang74

Starter



Members

+ 2

113 posts

Location: reno

Posted February 17, 2008

Report post

That is awesome. Can't wait to try that rom out when it's available. So if it works, then the info will be on the leaders page or would it also be on the defensive players page next to his sacks and int's?

+ Quote



Used to post as BigE

Drummer4god hooked me up with mobile tecmo and did an awesome job, ask him how.



jstout

Tecmo Super Champion

Posted February 17, 2008

Report post





Members  
+ 92  
537 posts

estang74 said:

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It currently isn't listed on a page as it only totals for a single game so you can only pull the numbers from the an STA or SAV file. If I can find the space to store them and figure out how to pull the numbers than that might change.

+ Quote



MrNFL

Video Maven  
●●●●●



Members  
+ 97  
720 posts

Posted February 17, 2008

Report post

The way Tecmo is made, really the only penalties you could even put in the game are late hits and roughing penalties. And what's the fun in taking those out? 😊

+ Quote



Creator of the Tecmo Legends Simulation and Rom, play as your franchise's greatest team here!



MrNFL uploaded a file to SNES

April 26, 2016



Tecmo Football Legends 2016

Version 1.0.1 2,791 downloads

Download this file

The Tecmo Football Legends rom for the SNES features the top team from 28 NFL franchises. The teams span seven decades and include 17 ...

1 0 comments

Also check out my "Best of the New Millennium" and "Best of the 90s" roms.

## edisaurusrex

Posted February 17, 2008

Report post

Moderator



Members

+ 13

1,050 posts

Location: Blaine, MN

▼ **jstout said:**

It currently isn't listed on a page as it only totals for a single game so you can only pull the numbers from the an STA or SAV file. If I can find the space to store them and figure out how to pull the numbers than that might change.

All I care is if you get it on the save state file. Seems like the rom update threads are equally divided between people who play league seasons online and seasons on the actual rom. I'm happily part of the former 😎.

+ Quote



## Randy Moss

Posted February 17, 2008

Report post

Starter



Members

+ 1

242 posts

If you find a way to implement them into season play, you could always replace the punting stats leader board with a tackles leader board. I'm pretty sure I've never done much more than glance at punting while playing a season.

+ Quote



Tecmo Psycho reacted to this



## TomTupa

Posted February 17, 2008

Report post

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

for season kept stats i'd rather see tackles  
for single game sta, like league game or tpc i'd love to see fumbles in box score  
penalties, blah... boo....  
punt stats screen - i second that notion

+ Quote



[sigs.php?player=dajabec](#)

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## BigBen7

Posted February 18, 2008

Report post

Starter



▼ **TomTupa said:**

for season kept stats i'd rather see tackles  
for single game sta, like league game or tpc i'd love to see fumbles in box score



Members

+ 2

157 posts

Location: Avoca, PA

penalties, blah... boo....  
punt stats screen - i second that notion  
me too, I rarely look at the punt leaders.

+ Quote



lightninglarry

Tecmo Legend



Members

+ 248

4,081 posts

Location: Y-Vegas, NC

Posted February 18, 2008

Report post

whats this "punt" you guys refer to?  
its TSB, 10 yards. Unless your on the 20 yard rom, punts RARELY happen.

+ Quote



1

manYo reacted to this



buck

DARRELL GREEN



Members

Posted February 18, 2008

Report post

TomTupa said:

for season kept stats i'd rather see tackles  
for single game sta, like league game or tpc i'd love to see fumbles in box score  
penalties, blah... boo....  
punt stats screen - i second that notion

100%

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)



Quote



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

[link to change one's signature](#)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

Posted August 14, 2008

Report post

Did you ever get anywhere with this, jstout?



Quote



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

[link to change one's signature](#)

averagetsbplayer

Tecmo Legend



Members

+ 141

1,381 posts

**Location:** Madison, WI

Posted February 7, 2009

Report post

After some investigation, it looks like the tackles are stored at the following locations for Nestopia 1.39 and 1.40:

Player 1 - x320f through x3219

Player 2 - x321a through x3224



Quote



1



Tundrayeti311 reacted to this

[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008

2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

TecmoTurd

Tecmo Legend

Posted February 7, 2009

Report post



Members  
+ 102  
2,947 posts

He's also part way through figuring this out for the SNES for me. What a badass he is. I named our MVP award for the SNFL after him.

+ Quote



AIM: TecmoTurd



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## Recording Tackles

By jstout, February 15, 2008 in [Hacking Documentation](#)

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**rholden**

Promising Rookie



Members



56 posts

Posted May 17, 2010

[Report post](#)

Is there a rom that has this added? I'm psyched to play my LB's with this!

[Quote](#)

**rholden**

Promising Rookie



Members



56 posts

Posted May 19, 2010

[Report post](#)

bump, any roms with this?

[Quote](#)

**brookstonfowler**

phile guru

Posted May 20, 2010

[Report post](#)



Members

+ 930

7,743 posts

Location: zionsville, in

Tecmo Titles: 3

I feel pretty free.

▼ rholden said:

bump, any roms with this?

realize that the code given in this thread, and as far as i know is not built to display the tackles on the rom itself (like in the stats pages), but rather is designed to accommodate online leagues that use PHP stat extractors. that said, there are plenty of roms with this hack on it. i have one.

+ Quote



WTF champs: 1993, 2011, 2015

Retro champs: 1975

[animated championship gifs](#) 😄

[Rick & Roll](#)



## fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted June 27, 2010

Report post

▼ brookstonfowler said:

▼ rholden said:

bump, any roms with this?

realize that the code given in this thread, and as far as i know is not built to display the tackles on the rom itself (like in the stats pages), but rather is designed to accommodate online leagues that use PHP stat extractors. that said, there are plenty of roms with this hack on it. i have one.

How cool would this be IF the tackles stat could be on the stats pages in let's say the punting section? Really who cares about the punting since most of us don't! Tackles are my favorite stat.

+ Quote

↑ 1



Tecmo Psycho reacted to this

[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)



## bruddog

Down with button mashing



Moderators

Posted November 22, 2010

Report post

Two questions:

1. Has anyone found a different place to put this on the 32 team roms? Or is it simply not possible.
2. How does it determine who tackled the player if a computer guy is holding the player and you come and dive tackle him. Does the tackle credit go to you or the computer defender?

+ Quote



+ 3,074

11,466 posts

Location: Ca

## fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted November 22, 2010

Report post

✓ **bruddog said:**

1. Has anyone found a different place to put this on the 32 team roms? Or is it simply not possible.

What if you erased all the graphics in the intro and/or all that bs after you win the Superbowl - specifically the credits after your team roster? Wouldn't that free up a ton of space? I would gladly give up the intro and the SB celebration credits to get tackles on the stat page in place of the punting stats. I think I want this more than the 2pt conversion or whatever else needs to be "fixed" in TSB. Every time I see this thread posted I get excited. You guys rock. Thanks.

+ Quote



[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)



## TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted November 22, 2010

Report post

I really wish we had something like this for the SNES...one of those things I'm hoping xplozv can convert from the NES version...

+ Quote



AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIbaseball.us](#)

## Knobbe

Tecmo Godfather



Posted November 22, 2010

Report post

✓ **TecmoTurd said:**

I really wish we had something like this for the SNES...one of those things I'm hoping xplozv can convert from the NES version...





TSB III has it

Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

+ Quote



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- [Youtube](#)

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

## TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted November 22, 2010

Report post

Yes, but TSB 3 has it built in...TSB1 does not, just like TSB for NES. I need the tackles hack for the NES TSB to be translated over to the SNES...

+ Quote



AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

## kefkaroth

Veteran



Members

+ 1

328 posts

Location: pennsylvania

Posted February 21, 2011

Report post

i prefer the genesis version over snes myself but to each their own.

+ Quote



## Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted February 21, 2011

Report post

### ▼ TecmoTurd said:

Yes, but TSB 3 has it built in...TSB1 does not, just like TSB for NES. I need the tackles hack for the NES TSB to be translated over to the SNES...

If the tackle hack was in a IPS would it be easier to apply to SNES?

+ Quote



Elsewhere



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- [Youtube](#)

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

## tecmobo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 3, 2011

Report post

Speaking of an IPS, this one was kind of a pain to hand enter and is also somewhat difficult to test, so if you trust my ability to suckle off of Jstout's teet then here ya go...

Also I've just implemented this for ITL, and I'm very excited to see it in action!

[Recording Tackles.rar](#)

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[Bloomington 2018 Tournament Champion](#)

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[Tecmo Madison XIII: Top 16](#)

[HSTL s42, s45 Champion](#)

[GTFO Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

[WTF:Classic Champion \(1992, 1998\)](#)

[WTF:Retro Champion \(1986, 1987\)](#)

## fatcheerleader

COA of NE (1991)



Posted April 3, 2011

Report post

TecmoBo, how does it work? Assuming you install it like any other hack how will you see the results? Does it replace the punting section on the stats page? I know it's a pipe dream but I



had to ask.

Members

+ 111

2,697 posts

Location: Washington DC

+ Quote



[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)



tecmodo

Bo Knows 0.0



Posted April 3, 2011

Report post

Yep no visual stats screen, sorry. This just records the tackles and allows for an extractor to access the information, which is particularly useful in leagues. Dynastyphile is already set up for it for example.

+ Quote



Members

+ 155

1,641 posts

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[Tecmo Madison XIII: Top 16](#)

[HSTL s42, s45 Champion](#)

[GTFO Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

[WTF:Classic Champion \(1992, 1998\)](#)

[WTF:Retro Champion \(1986, 1987\)](#)



tecmodo

Bo Knows 0.0



Posted April 4, 2011

Report post

Okay I talked to (bothered?) Jstout and he said that an updated version of this hack to limit desyncs uses x3ffcd instead of x3ffa0.

Here's what you change on x3ffbf:

a0 00 a9 00 99 00 04 c8 d0 fa 68 68 a9 8a a2 01 20 dd d8 20 e0 9c a2 12 20 dd d8 a5 70 10 03 4c 3e 9c 4c e0 9a

This replaces the change in Jstouts OP for x3ffa0

Also you will need to change the jump at x25ae9 to 4C BD FF EA EA EA EA

+ Quote



Members

+ 155

1,641 posts

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## tecmodo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 5, 2011

Report post

Okay, final, working IPS for updated tackles stat. This is slightly different than the OP in order to account for desyncs that CTL experienced with the original hack. It also moves the conflicting offset that it had with the in-game playbook hack, so you can use that now as well. If you want the IPS for both go here:

[viewtopic.php?p=120515#p120515](http://viewtopic.php?p=120515#p120515)

See sig for who the glory goes to.

[updated tackles hack.rar](#)

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## fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted April 17, 2011

Report post

THANK YOU! 😊

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[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)

## jessegto

Member



Members

+ 2

Posted June 24, 2011

Report post

Any update on the this tackle hack for snes?

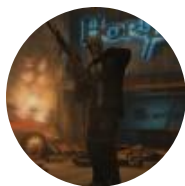
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14 posts

Location: Madison, WI

kamphuna8

Tecmo Fanatic



PureTecmo Administrators



+ 3,917

14,517 posts

Location: Tacoma

Tecmo Titles: Overrated  
Overstated

Posted November 24, 2011

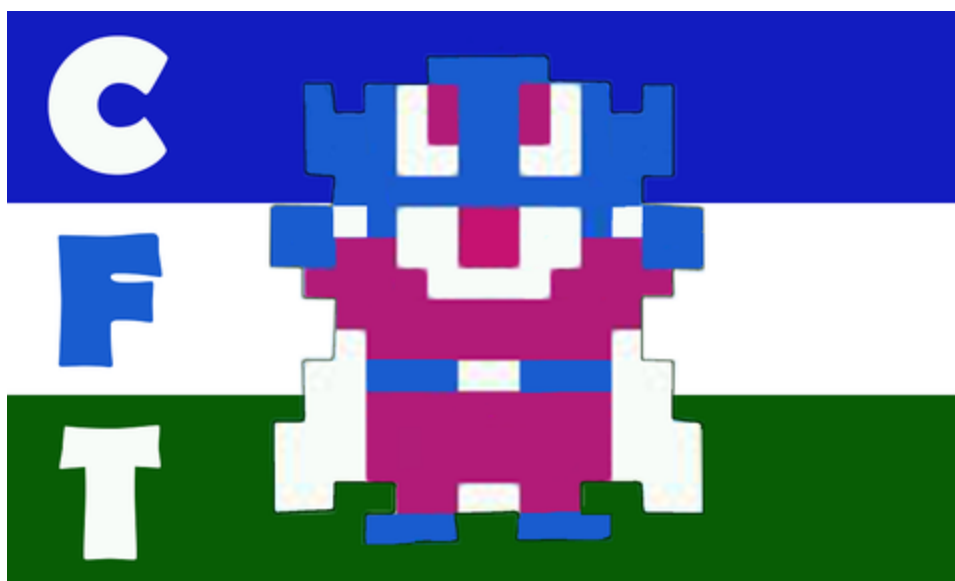
Report post

Any chance someone out there can help install this hack onto our league's rom? Much Thanks will be given. Or even simpler, if someone can post the Set (command) for it here, I can apply it using TSBToolSupreme.

This rom that I've attached should have the no fumbles in end zone hack as well as the player 2 conditions fix hack, I hope I didn't screw that up. Any help would be greatly appreciated.

[1992\\_week\\_16Hacked\\_P2Cond\\_NoFumb.zip](#)

+ Quote



tecmo gods, über alles

PLAY HARD

tecmobo

Bo Knows 0.0



Posted November 24, 2011

Report post

✓ kamphuna8 said:

Any chance someone out there can help install this hack onto our league's rom?

Help supplied in IPS form via chat.



Members

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1,641 posts



Quote



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## fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted November 24, 2011

Report post

All I want for Xmas is either the 28 or 32 plain TSB rom with PUNTS replaced by TACKLES on the season stat leaders page! 😎

[ Post made on a Tecmo Super Mobile Device! ]



Quote



[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)



## slim\_jimmy7

Tecmo Legend



Administrators



+ 348

2,117 posts

Location: Orange City, IA

Posted April 19, 2012

Report post

So, um, big time bump here, but did anyone ever find this out for the SNES version?



Quote



## bruddog

Down with button mashing



Posted July 2, 2015

Report post

Update for 28 team rom league play.



Moderators

+ 3,074

11,466 posts

Location: Ca

**TACKLE ERASE** (not really needed for league play since RAM is initialized every game load but keeping in)

SET (0x21D7E, 0x4CE0BFEA)

SET(0x23FF0, 0xA900A016997F7F88D0FAA00E4C729D)

### JUMP TO TACKLE LOGIC

SET (0x25aE9, 0x4C90FFEAEAEAEA)

### TACKLE LOGIC

SET (0x3FFA0,  
0xA9808D01A0A573C980F0392920D035A571C98CF011C9ACF007C9CDF0094CD4FFA57  
2C920D01EA5B5C9409018C9C0B005290F4CCAFF290F18690BA8B9807F18690199807FA  
9C08D01A0A57010034C3E9C4CE09A)

+ Quote

3



Tundrayeti311, Knobbe and suicideking81 reacted to this

adsc184

Promising Rookie



Members

+ 29

96 posts

Posted December 19, 2015 (edited)

Report post

Since the game tracks sacks, would it be possible to change that code into recording tackles?

I don't know anything about programming, so this could be a very ignorant statement, but it seems to me that it might not be too difficult to make the game think that all tackles are sacks.

Sure you'd lose track of actual sacks, but it's at least one option that might allow tracking tackles in game.

Edited December 19, 2015 by adsc184

+ Quote

 1



bruddog reacted to this



PREV

1

2

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