



Special Teams

By xplozv, October 31, 2009 in [Hacking Documentation](#)

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xplozv

Starter



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Posted October 31, 2009

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I have been working on special teams , coverages and returns. All New Special Teams are now complete! Download my rom in the upload section to see them in action.

Kickoff Wedge Return

SET(0x8043, 0xB0F080ECFC8600B478C040FF32B8)

SET(0x802B, 0xB0CC80ECFC3C00B46CC0)

SET(0x8010, 0xB0A880ECFCFFE0B451C0)

SET(0x8058, 0xB01480ECFC03C0B481C0)

SET(0x8070, 0xB03880ECFC00E0B49CC0)

SET(0x808B, 0xB1A800ECFC7000B45C50)

SET(0x80A0, 0xB1E400ECFC0E00B47060)

SET(0x80BC, 0xB1FC00ECFC0700B48060)

SET(0x80D8, 0xB13800ECB49150)

SET(0x80EA, 0xB1E078ECB47840)

Punt Block Return

SET(0xA120, 0xD0E808EAFADAA)

SET(0xA253, 0xD0F008EAFADAA)

SET(0xA33A, 0xD0F808EAFADAA)

SET(0xA2C2, 0xD0D408ECF60AE209FFADAA)

SET(0xA151, 0xD0E008EAF60AFFADAA)

SET(0xA25A, 0xD00008EAF60AFFADAA)

SET(0xA36B, 0xD00C08ECF60AE209FFADAA)

SET(0xA078, 0xD1360CECF60AFC1000FFADAA)

SET(0xA085, 0xD1C00CECF60AFC0800FFADAA)

SET(0xA092, 0xD0F025EC)

SET(0xA099, 0xD0F080EC)

Punt Coverage

SET(0x810C, 0xD0F048ECE6F400FEFE)

SET(0x8115, 0xD00030ECFFE8BEFFFFFF)
SET(0x811F, 0xD0D80EECFF3CBE)
SET(0x8126, 0xD1360CEC4AFF66BEFFFF)
SET(0x8130, 0xD1C00CECFF60BE)
SET(0x8137, 0xD0080EECFF4EBE)
SET(0x813E, 0xD0F006D3FF30BE)
SET(0x8145, 0xD0E80AEAFF2ABE)
SET(0x814C, 0xD0F80AEAFF36BE)
SET(0x8153, 0xD0E00CEAFF42BE)
SET(0x815A, 0xD0000CEAFF48BE)

Kickoff Coverage

SET(0xA010, 0xD0F038E5E4FFADAA)
SET(0xA018, 0xD0A81EECD70064D70044F53264FFBCAA)
SET(0xA028, 0xD0B01EECD7007FD70044FFADAA)
SET(0xA035, 0xD0C01EECD7007FF43CFFBCAA)
SET(0xA041, 0xD0D01EECFEE7)
SET(0xA047, 0xD0E01EECD7007FF564FFF564FFFFBCAA)
SET(0xA057, 0xD0001EECFEF0)
SET(0xA05D, 0xD0101EECFF35A0)
SET(0xA064, 0xD0201EECFF29A0)
SET(0xA06B, 0xD0301EECFEF2)
SET(0xA071, 0xD0381EECFF0CA0)

FG/XP Formation

SET(0x817A, 0xD0F040D6FF32B8)
SET(0x8181, 0xD0F060ECE7FF32B8)
SET(0x8189, 0xD0D012ECF706FF5ABE)
SET(0x8192, 0xD0D810EAF706FF3CBE)
SET(0x819B, 0xD0E00EEAF706FF42BE)
SET(0x81A4, 0xD0E80CEAFF2ABE)
SET(0x81AB, 0xD0F008F080D3FF30BE)
SET(0x81B4, 0xD0F80CEAFF36BEFFFFFF)
SET(0x81BE, 0xD0000EEAFF48BEFFFFFF)
SET(0x81C8, 0xD00810EAF4EBEFFFFFF)
SET(0x81D2, 0xD01012ECFF54BE)

FG/XP Block

SET(0xA0B5, 0xD0E808EAFADAAFFFFFF)
SET(0xA0BF, 0xD0F008EAFADAAFFFFFF)
SET(0xA0C9, 0xD0F808EAFADAAFFFFFF)
SET(0xA0D3, 0xD0D808EAFADAAFFFFFF)
SET(0xA0DD, 0xD0E008EAFADAAFFFFFF)
SET(0xA0E7, 0xD00008EAFADAAFFFFFF)
SET(0xA0F1, 0xD00808EAFADAAFFFFFF)
SET(0xA0FB, 0xD01C08ECFFADAAFFFFFF)
SET(0xA105, 0xD0C408ECFFADAAFFFFFF)
SET(0xA10F, 0xD0E824ECFFADAAFFFFFF)
SET(0xA119, 0xD0F040ECFFECBD)



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1
Founder of T-Borg

Posted November 2, 2009

Report post



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

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Founder



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[The rom itself can be downloaded here](#)





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

Yak

Tecmo Fanatic



Members

+ 1,541


5,286 posts

Location: Boston, MA

Posted November 2, 2009

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very cool!

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xplozv

Starter



Members

+ 99

246 posts

Posted November 3, 2009

Report post 

Thanks Rod, I did not know how to put up pictures. These are just few surprises I am finished with. I have some more coming.

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Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts





Posted November 5, 2009

Report post 

Upload the pictures as attachments, then choose "Place Inline" when they're uploaded

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

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 23, 2013 (edited)

Report post 

Can anyone tell me what I need to change starting at xA0B5 to move the two nose guards back a couple yards like in the picture attached



?

I'm trying to eliminate easy blocked FG's and extra points, as often victimizes the computer. This seems like the easiest way to do it.

Edited June 23, 2013 by Tecmonster

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Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 24, 2013

Report post 

OK, I answered my own question after stumbling upon Xplozv's awesome defense guide. For anyone interested, if you want to make FG's more difficult to block, my solution is to move the two nose guards back some. To do this, go to xA0D5 and xA0DF and change 0C to either 18 (to move them 1.5 yards back) or 1C (to move them 2 yards back).

Using 18, you can still get through that void between the Center and Guard if you have a fast LB but it takes a split second longer. Using 1C, it's nearly impossible to jet through there.

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Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted June 27, 2013

Report post

✓ On 6/24/2013 at 4:10 AM, Tecmonster said:

OK, I answered my own question after stumbling upon Xplozv's awesome defense guide. For anyone interested, if you want to make FG's more difficult to block, my solution is to move the two nose guards back some. To do this, go to xA0D5 and xA0DF and change 0C to either 18 (to move them 1.5 yards back) or 1C (to move them 2 yards back).

Using 18, you can still get through that void between the Center and Guard if you have a fast LB but it takes a split second longer. Using 1C, it's nearly impossible to jet through there.

I'm glad you're taking the time to look around. When it comes to moving players around on the field in the various formations, just about all of those HEX locations are posted. If peeps spend some time, they can find just about anything they'd think to imagine about making the desired game edit.

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Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 27, 2013

Report post

OK, I think a better solution is, instead of making the FG block formation weaker, to make the FG formation stronger by adding personal protectors of sorts. I got the idea from buck's rom but I slightly adjusted their position so that they'd actually block the charging nose guards. Here's the code change:

at x818A, change to DC 20

at x818E, change to 04 FF 7E A6

at x81D3, change to 04 20 EA FF 7E A6

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quince3800

Starter



Posted June 28, 2013

Report post

@Tecmonster: byte 03 is for XP block formation, while byte 02 is for FG block. You'd have to re-write some pointers (they all receive identical commands--though you can change



Members
 + 15
 151 posts

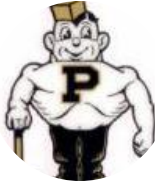
that), but you can have one of the kick block formations be "softer" than the other one if you want.

+ Quote



Tecmonster

rom producer



Members
 + 211
 634 posts

Location: Reno, NV

Posted June 28, 2013

Report post

After reading this board for weeks, I still don't know what "pointers" are, but I think that's definitely an interesting idea. If nobody ever blocked another computer XP in our league, I would be happy. I think it's an ultra cheap way to win games against the com.

Field goals . . . that's a different story.

With my current system of using personal protectors on the FG team, if you have a really fast CB, you can get around the edge and into FG blocking "range" with the guy about 20% of the time. Since blocks only seem to happen about 25% of the time that you have a guy within range (i.e. a diving player enters the FG cut scene), that means you're only blocking a FG about 5% of the time. I like that %, very realistic. I don't like it with extra points though. A human player hits XP's 100% of the time, so a computer should too in my opinion.

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SBlueman

Tecmo Legend



Members
 + 289

1,048 posts

Location: San Jose, CA

Posted February 17, 2017

Report post

Can someone explain what these modifications do:

- Punt Block Return
- Punt Coverage
- Kickoff Coverage

These are a bit more obvious since the formations change:

- Kickoff Wedge Return
- FG/XP Formation
- FG/XP Block

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buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 19, 2017

Report post

1st of all, I don't understand why you posted in this thread, as it regards TSB, and it has to do with special teams.

but, did you poke around in the sections before or after the offense code? sometimes the best thing to do is just open up fceux, save a state, log some bytes, and start corrupting shit.

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"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](#)

TheFes75

Veteran



Members

+ 117

287 posts

Posted February 19, 2017

Report post

On 2/19/2017 at 7:55 PM, buck said:

1st of all, I don't understand why you posted in this thread, as it regards TSB, and it has to do with special teams.

but, did you poke around in the sections before or after the offense code? sometimes the best thing to do is just open up fceux, save a state, log some bytes, and start corrupting shit.

Perhaps I see it differently than you and I did not explain it completely. Below are the bytes for all the know formations in the Original Tecmo Bowl. I wanted to know within those sets if anyone could point me in the right direction to alter them or create new sets or formations. Unless I'm way off base the topic at hand talks about the sets in the special teams formations and changing the lineups/player commands. I posted this here to see if anyone can show me or assist me in finding the areas within the Original Tecmo Bowl ROM to change the player positions on the field and/or change the player responsibilities within those formations: Special Teams or otherwise. I posted it here also because it will see more eyes of those familiar with TSB edits that may be able to help me. There aren't too many folks that know the editing for the Original Tecmo Bowl and if posted in that forum it will come across less eyes.

I have poked around some, but to no results of what I am looking for.



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 \(Use with NES TSB & TSBTool\)](#)

TheFes75

Veteran



Members

+ 117

287 posts

Posted February 19, 2017 (edited)

Report post ↗

All,

If you watch this video (around the 1:30 mark) or just look below it shows the Giants in a 3-3-3 defense. Of course this is in the **ORIGINAL TECMO BOWL** with only 9 players. I have tried to use the Tecmo Super Bowl information to attempt to switch the formations in the **ORIGINAL TECMO BOWL** but to no avail. Is there someone that can help me pinpoint in the **ORIGINAL TECMO BOWL** game how to change formations around. I have been able to move around in the Original ROM pretty well but still don't know about moving players around on the field. Any help would be appreciated.

Interesting Tecmo Bowl discovery



Formations (The first 2 bytes of each play).

00=Kick Return
01=Kickoff
02=Single back
03=Single back offset
04=Split backs
05=Shotgun
06=3-4 defense
07=4-3 defense
08=FG offense
09=FG defense
0A=Punt Offense
0B=Punt Return

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TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football
Owners (TFO)

Posted May 27, 2019

Report post

I love these formation changes, but is there a way I could have say the Defense on the field for Kick Returns? I want the Defense to be on the field for all Special Teams plays (Punts and Kickoffs)

+ Quote



r17085

Getting Started



Members

0

4 posts

Posted April 10

Report post

On 10/31/2009 at 9:42 AM, xplozv said:


Punt Coverage

```
SET( 0x810C, 0xD0F048ECE6F400FEFE )  
SET( 0x8115, 0xD00030ECFFE8BEFFFFFF )  
SET( 0x811F, 0xD0D80EECFF3CBE )  
SET( 0x8126, 0xD1360CEC4AFF66BEFFFF )  
SET( 0x8130, 0xD1C00CECFF60BE )  
SET( 0x8137, 0xD0080EECFF4EBE )  
SET( 0x813E, 0xD0F006D3FF30BE )  
SET( 0x8145, 0xD0E80AEAFF2ABE )  
SET( 0x814C, 0xD0F80AEAFF36BE )  
SET( 0x8153, 0xD0E00CEAFF42BE )  
SET( 0x815A, 0xD0000CEAFF48BE )
```

I've tried adding this to a 28 team ROM and haven't had any luck.

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