



Stopping Fumbles After Touchdowns

[Follow](#)

1

By tecmobo, April 23, 2011 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)

Recommended Posts

★ Recommended



Posted by bruddog, April 22, 2016

Here you go. But you always need to make sure that the space at 0x2BF50 is filled with FF's. Otherwise it means there is some other hack there. SET (0x28698, 0x4C40BFEAEAEA) SET (0x2BF50, 0xA5732920D00BA5712910C910F0034C8E864CE886)

“ The set code for this hack Recommended by Knobbe



2 REACTIONS

[Go to this post >](#)**tecmobo**

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 23, 2011

[Report post](#)

Today I had a thought - since ball carriers never seem to fumble while being tackled out of bounds, shouldn't it be possible to stop fumbles from occurring after the ball carrier crosses into the End Zone as well?

I posed this question to Jstout, and he first confirmed that fumbling while out of bounds is not possible in the orig rom, then whipped up some code right-quick for how to stop post-touchdown fumbles as well!

```
x28698 ($8688):
4C 40 BF JMP CODE
EA NOP
EA NOP
EA NOP
```

```
x2BF50 ($BF40):
```

```
A5 73 LDA $73
29 20 AND $20
D0 0B BNE :+
A5 71 LDA $71
29 10 AND #$10
C9 10 CMP #$10
F0 03 BEQ :+
4C 8E 86 JMP RETURN
4C E8 86 : JMP $86E8
```

This code is brand new as of today so it still needs some testing in various scenarios, but once we get this nailed down I think we might see this hack become standard in most leagues. No more bothering with making rules for late tackles, losing stats when an owner causes a post-TD fumble, or punishing the repeat offenders. Plus it allows for all of us to get in on the late-hit action, which has always felt like it should be part of tecmo. Not to mention it can be a great stress reliever 😄

EDIT: IPS and Hacked Rom attached

[No Post TD Fumbles.rar](#)

+ Quote



Bloomington 2018 Tournament Champion



Chicago 2017 Tournament Champion

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)

Primis

Veteran



Members

+7

281 posts

Posted April 24, 2011

Report post

Bah. Tackling after a TD to cause a fumble is one of the great feel-good moments for the defeated! I would feel great loss at the exclusion of it!

+ Quote



1

twister reacted to this



slim_jimmy7

Tecmo Legend



Posted April 24, 2011

Report post

Awesome!



Administrators



+ 348

2,117 posts

Location: Orange City, IA

This may be a dumb question, but does tackling in the end zone (or out of bounds) effect players conditions?

+ Quote



tecmobo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 25, 2011

Report post

Primis said:

Bah. Tackling after a TD to cause a fumble is one of the great feel-good moments for the defeated! I would feel great loss at the exclusion of it!

This is mainly for leagues, almost all of which do not allow late tackling. It is especially useful for the pg leagues.

slim_jimmy7 said:

Awesome!

This may be a dumb question, but does tackling in the end zone (or out of bounds) effect players conditions?

Player conditions can only change at the end of each quarter and are random (not based on stats), so without being 100% sure I'd say no.

+ Quote



[Bloomington 2018 Tournament Champion](#)

[Chicago 2017 Tournament Champion](#)

[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 \(1986, 1987\)](#)



Knobbe

Tecmo Godfather



Posted April 25, 2011

Report post

TecmoBo said:

Today I had a thought - since ball carriers never seem to fumble while being tackled out of bounds, shouldn't it be possible to stop fumbles from occurring after the ball carrier crosses into the End Zone as well?



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

I posed this question to Jstout, and he first confirmed that fumbling while out of bounds is not possible in the orig rom, then whipped up some code right-quick for how to stop post-touchdown fumbles as well!

x28698 (\$8688):

4C 40 BF JMP CODE

EA NOP

EA NOP

EA NOP

x2BF50 (\$BF40):

A5 73 LDA \$73

29 20 AND \$20

D0 0B BNE :+

A5 71 LDA \$71

29 10 AND #\$10

C9 10 CMP #\$10

F0 03 BEQ :+

4C 8E 86 JMP RETURN

4C E8 86 : JMP \$86E8

This code is brand new as of today so it still needs some testing in various scenarios, but once we get this nailed down I think we might see this hack become standard in most leagues. No more bothering with making rules for late tackles, losing stats when an owner causes a post-TD fumble, or punishing the repeat offenders. Plus it allows for all of us to get in on the late-hit action, which has always felt like it should be part of tecmo. Not to mention it can be a great stress reliever 😄

If you have one, please upload a modded rom



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

Max_Fischer

Moderator

Posted April 25, 2011

Report post



Members
+ 2
165 posts

This is awesome.

This makes wonder: Does Tecmo erase stats after fumbles in general (not just post-TD fumbles)? I think it does. I guess my question is, is Tecmo's treatment of fumbles and stats in line with the NFL's rules?

+ Quote



buck

DARRELL GREEN



Members
+ 2,060
6,332 posts

Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Posted April 25, 2011

Report post

Max_Fischer said:

This is awesome.

This makes wonder: Does Tecmo erase stats after fumbles in general (not just post-TD fumbles)? I think it does. I guess my question is, is Tecmo's treatment of fumbles and stats in line with the NFL's rules?

any fumble erases the stats that occurred before it. INT, Catch, Long Run, TD, whatever.

+ 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](#)

tecmodo

Bo Knows 0.0



Members
+ 155
1,641 posts

Posted April 25, 2011

Report post

buck said:

Max_Fischer said:

This is awesome.

This makes wonder: Does Tecmo erase stats after fumbles in general (not just post-TD fumbles)? I think it does. I guess my question is, is Tecmo's treatment of fumbles and stats in line with the NFL's rules?

any fumble erases the stats that occurred before it. INT, Catch, Long Run, TD, whatever.

Correct. Sorry I should have made that more clear. And Bruddog tells me the NFL tracks all yards up to the point of the fumble, meaning TSB is not in line with how the NFL tracks stats on fumbles. It would also be awesome if we could get TSB to track everything up to the point of the fumble (and also if we could track fumbles themselves), but a hack that does that would be considerably more complicated.

+ Quote

Bloomington 2018 Tournament Champion
Chicago 2017 Tournament Champion
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)



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted April 25, 2011

Report post

I would like to know why when I'm at the sideline I fumble inbounds while my opponent will fumble out of bounds thx

+ Quote

AIM = bgboud2

sigs.php?player=bgboud2



shinybehiny2477

Tecmo Legend



Members

+ 2

1,146 posts

Location: Old Town, ME

Posted April 25, 2011

Report post

✓ **bgboud2 said:**

I would like to know why when I'm at the sideline I fumble inbounds while my opponent will fumble out of bounds thx

The "MAN" sticking it to you 😂

+ Quote

The Paine from Maine

Formerly known as BoKnow34 (2003-2010) and Shinybehiny2477 (2008-2014)



tecmodo

Bo Knows 0.0



Posted April 26, 2011

Report post

✓ **bgboud2 said:**

I would like to know why when I'm at the sideline I fumble inbounds while my opponent will fumble out of bounds thx

The same reason everyone's drones are better at covering kickoffs than yours are 😂

Members
+ 155
1,641 posts

+ Quote



Bloomington 2018 Tournament Champion
Chicago 2017 Tournament Champion
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



Members

+ 155

1,641 posts

Posted May 14, 2011

Report post

Bump - Added IPS and hacked rom to first post.

+ Quote

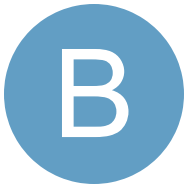


Bloomington 2018 Tournament Champion
Chicago 2017 Tournament Champion
Tecmo Madison XIII: Top 16
HSTL s42, s45 Champion
GTFO Champion (1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005)
WTF:Classic Champion (1992, 1998)
WTF:Retro Champion (1986, 1987)



buckbuck

Promising Rookie



Members

+ 2

50 posts

Posted August 21, 2011

Report post

▼ buck said:

▼ Max_Fischer said:

This is awesome.

This makes wonder: Does Tecmo erase stats after fumbles in general (not just post-TD fumbles)? I think it does. I guess my question is, is Tecmo's treatment of fumbles and stats in line with the NFL's rules?

any fumble erases the stats that occurred before it. INT, Catch, Long Run, TD, whatever.

I assume this hack only works after TDs, so is there a hack that fixes this so stats are kept after any/all fumbles?

+ Quote



macknbyner

Member

Posted September 30, 2011

Report post



Members

+ 2

28 posts

Fumbling after TD is a double-edged sword. I love making Bo Jackson cough it up after sprinting for an 70 yard score. But, I hate when it happens to me. I can see where some folks would want this hack. Good idea.

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1
Founder of T-Borg

Posted November 9, 2015

Report post

This wasn't ever linked in the hacking documentation. This is the go-to fix for end zone fumbles, right?

+ 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

joeygats

Tecmo Fanatic



Mods: TTL

+ 744

5,655 posts

Posted April 22, 2016

Report post

can someone edit this so it can be copy and pasted?

+ Quote



Rest In Peace mikeyscull - one of the best online players ever

www.twitch.tv/gatstecmoboys

BAN RACISM!!!

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted April 22, 2016

Report post



Here you go. But you always need to make sure that the space at 0x2BF50 is filled with FF's. Otherwise it means there is some other hack there.

SET (0x28698, 0x4C40BFEAEAEA)

SET (0x2BF50, 0xA5732920D00BA5712910C910F0034C8E864CE886)

+ Quote

2

Rees157 and joeygats reacted to this



joeygats

Tecmo Fanatic



Mods: TTL

+ 744

5,655 posts

Posted April 22, 2016

Report post

ty!

+ Quote



Rest In Peace mikeyscull - one of the best online players ever

www.twitch.tv/gatstecmoboys

BAN RACISM!!!

quince3800

Starter



Members

+ 15

151 posts

Posted June 4, 2016

Report post

There's something different that happens here when the player catches the ball in the endzone. I'm trying to create plays and I noted a WR fumbling immediately after a catch in the endzone a few weeks ago. I just now checked the code. It's the same (I used ctrl+f). It's in a different location (@2bf74), but the jump command is 4c 64 bf, so that shouldn't be a problem. I don't know if the stats were changed because I was testing and it's was a preseason game. Just a note.

+ Quote



kamphuna8

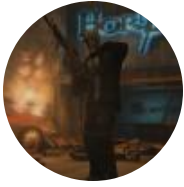
Posted March 9, 2018

Report post

Tecmo Fanatic

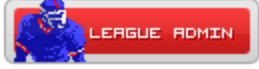


Is there a way to hack allowing the fumbles but keeping the stats even after fumbles?



+ Quote

PureTecmo Administrators

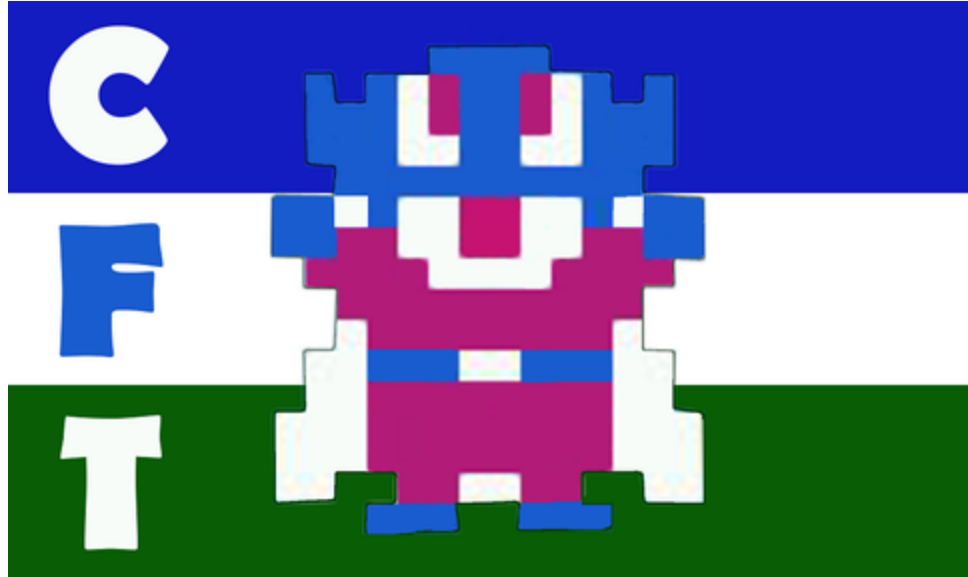


+ 3,917

14,517 posts

Location: Tacoma

Tecmo Titles: Overrated
Overstated



tecmo gods, über alles

PLAY HARD



Reply to this topic...

< GO TO TOPIC LISTING

NEXT UNREAD TOPIC >

RECENTLY BROWSING 1 MEMBER

SBlueman

Theme ▼ Contact Us

TecmoBowl.org

Powered by Invision Community