



Super Bowl Palettes

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By proads26, September 23, 2012 in [Hacking Documentation](#)[palettes](#)[Palette](#)[Super Bowl](#)[color](#)[team color](#)[Start new topic](#)[Reply to this topic](#)

proads26

Promising Rookie



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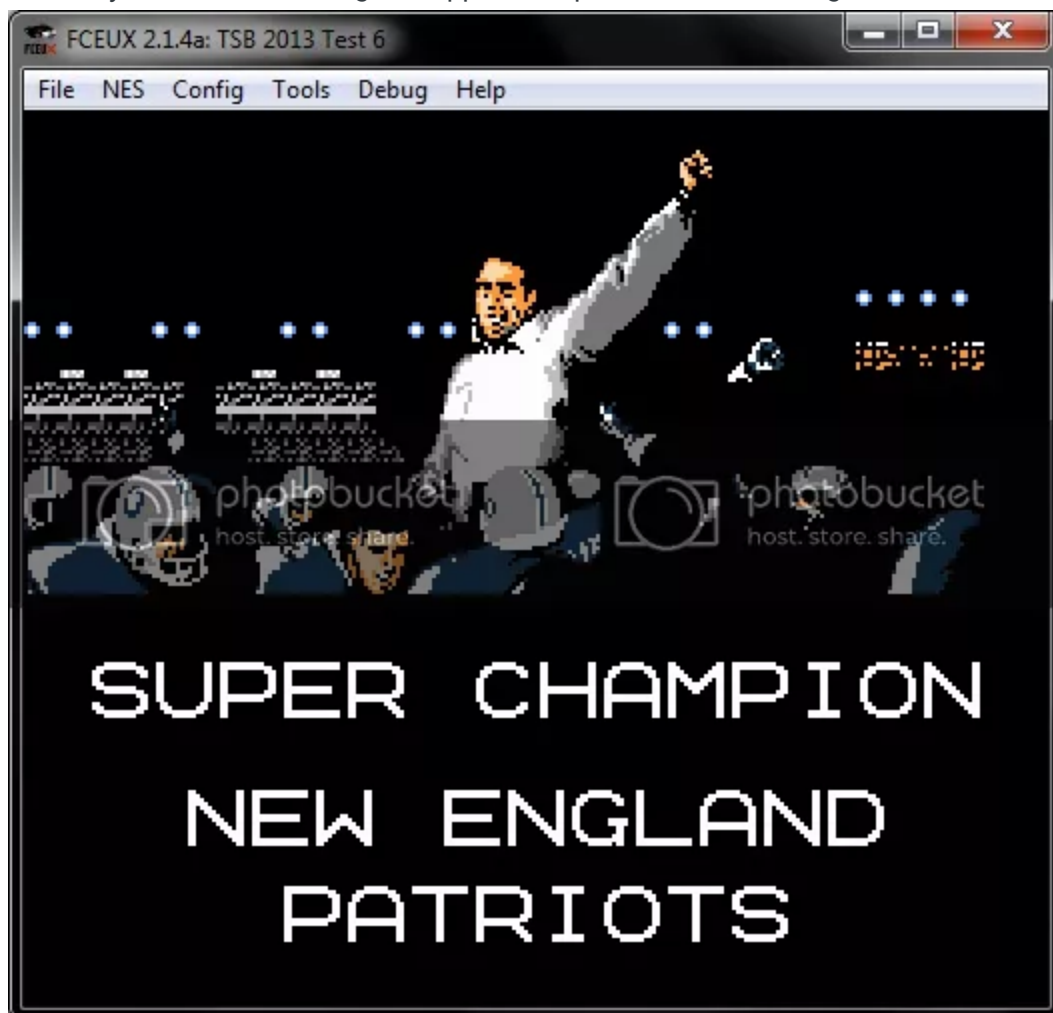
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80 posts

Posted September 23, 2012

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Does anyone know how the game applies the palette of the winning team to this screen?



I'd like to apply the palette of the winning team to all of the scenes in the credits which are in color to make the credits seem more like a year in review for the winning team or

something.

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Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

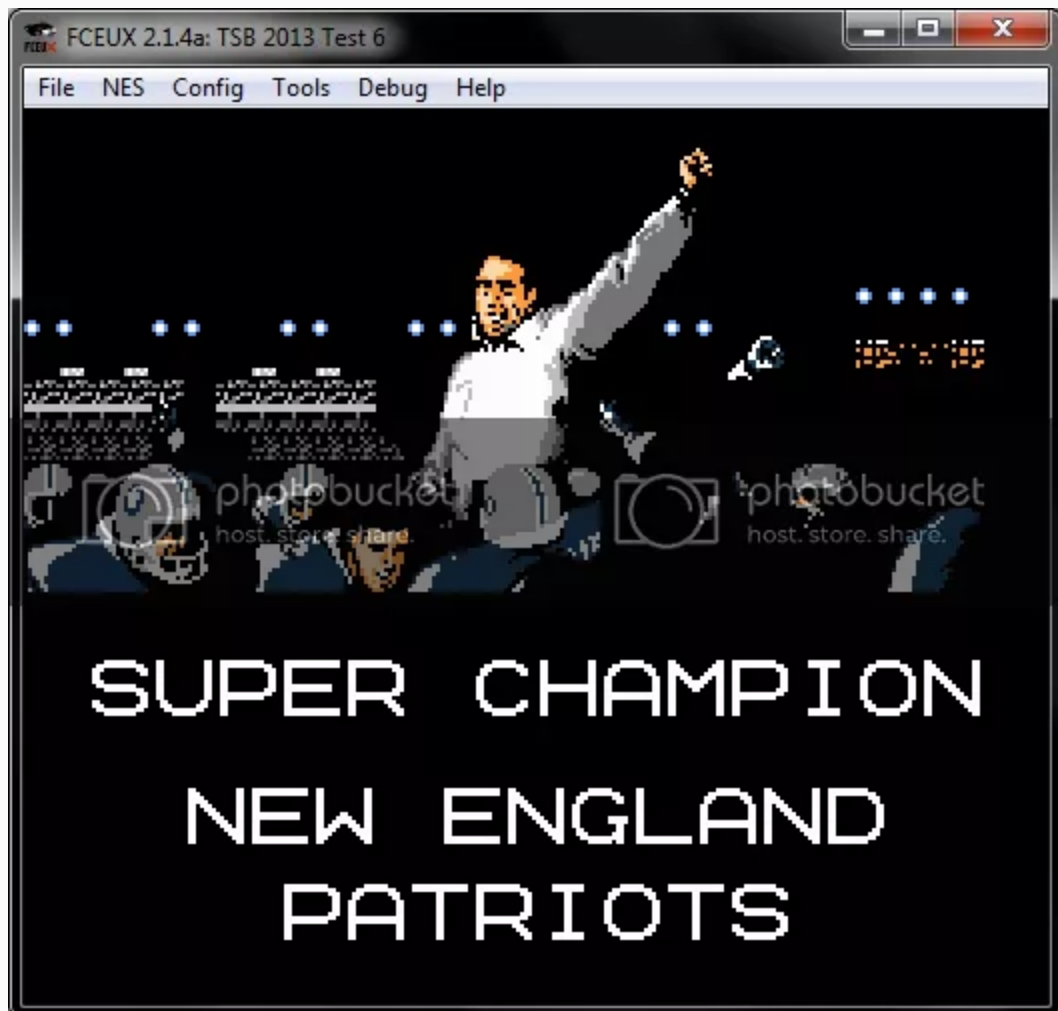
Founder of T-Borg

Posted September 26, 2012

Report post

On 9/23/2012 at 9:12 AM, proads26 said:

Does anyone know how the game applies the palette of the winning team to this screen?



I'd like to apply the palette of the winning team to all of the scenes in the credits which are in color to make the credits seem more like a year in review for the winning team or something.

TSB TOOL!

When you first open tsbtool, go under the menu and check "show colors" (or something like this)

When you load the rom you'll now see the team colors and will be able to change the SB colors

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Elsewhere



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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 February 2, 2013

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Try [here](#) and [here](#)?

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buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 3, 2013

Report post

both replies don't understand the question. he is saying: "Does anyone know how the game applies the palette of the winning team to this screen? **I'd like to apply the palette of the winning team to all of the scenes in the credits which are in color** to make the credits seem more like a year in review for the winning team or something."

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1

Knobbe reacted to this



"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](#)

Knobbe

Tecmo Godfather



Posted February 8, 2013

Report post

On 2/3/2013 at 6:31 AM, buck said:





Founder



+ 3,242

17,586 posts

Tecmo Titles: 1
Founder of T-Borg

both replies don't understand the question. he is saying: "Does anyone know how the game applies the palette of the winning team to this screen? **I'd like to apply the palette of the winning team to all of the scenes in the credits which are in color** to make the credits seem more like a year in review for the winning team or something."

Good point.

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Elsewhere



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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



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Location: Boston, MA

Posted February 8, 2013

Report post

If he's saying he'd like for TSB to automate colors into the way black & white end credits cut screens show the winning team--good luck! 😊

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jstout

Tecmo Super Champion



Members

Posted February 8, 2013

Report post

Trying to keep this answer fairly short. TSB has a draw screen routine that handles the screen and effects. The relevant draw section for the screen you want is:

SUPER_CHAMPION_SCREEN:

.BYTE \$C8

.BYTE \$F1

.BYTE \$F7, \$20

.BYTE \$C0, \$01, \$88, \$18, \$1A

.BYTE \$F9, \$02, \$B6, \$B7

.BYTE \$F6

.BYTE \$8A, \$42

.BYTE "SUPER CHAMPION"

.BYTE \$FD, <L_7_ADF9, >L_7_ADF9 ; **Commands to Draw Team Name**

.BYTE \$FA, \$1B ; **Set Team Colors**

.BYTE \$E5, \$FF

.BYTE \$F3, \$44

.BYTE \$FB, \$F0

...

The FA 1B command does the following code:

L_24_8BCB: ; **Do FA 1B command**

LDA *#BANK27*

LDY *#<L_27_800C*

LDX *#>L_27_800C*

JSR bank_swap_8000_jump

LDA #\$02

JMP L_24_8C48

L_27_800C: JMP L_27_82BA

L_27_82BA: ; Set Palette Buffer

LDY #\$E0

: LDA L_27_84F4-\$E0,Y

STA \$031A-\$E0,Y ; Store in Palette Buffer

INY

BNE :-

JMP L_27_8290

L_27_8290: ; Set Team Colors

LDA \$6E ; Team

ASL

ASL

TAX

LDA L_27_8484+0,X

STA \$031B

STA \$032B

LDA L_27_8484+1,X

STA \$031C

STA \$032C

LDA L_27_8484+2,X

STA \$031F

STA \$032F

LDA L_27_8484+3,X

STA \$0320

STA \$0330

RTS

The Palette Buffer is then transferred as the screen palette later.

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 2



buck and Yak reacted to this

proads26

Promising Rookie



Members

+ 10

80 posts

Posted May 11, 2013


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I had forgotten all about this. So all I need to do is find the correct place to insert FA 1B for each of the credit screens?

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Tecmo Super Bowl 2020

By Thomas

Does the weather change in Super Bowl 2020? I remember playing one of the older versions a long time ago In different weather conditions

The Unlucky 13: Who will win the Super Bowl

By Mike Gordan



The Unlucky 13 as the title implies are the 13 teams that to this day have yet to win a Super Bowl—four of which have never even played in the Super Bowl. As a reference, here are the Unlucky 13:

...

TLL 1981 Super Bowl - LIVE STREAMING

By TecSpectre



In just under 1 hour (9:30pm est on 4/18/2016) the Tecmo Legacy League will be live streaming it's 1981 Super Bowl game.

...

Fairfield, OH - 07/18/2015 - 2015 Midwest Tecmo Super Bowl Tournament (8th Annual)

By vogtcd11



What: 2015 Midwest Tecmo Super Bowl Tournament (8th Annual)

When: Saturday, July 18, 2015

...

Requesting Critique of this TSB fanart/wallpaper

By Buonvino



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