



TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 28, 2007

[Report post](#)

if anyone wants to redo the sim data or correct some action sequence palettes, feel free. if you don't like the ratings, then redo them.

enjoy.  icon_mrgreen.gif

"TSB - PB Ed.zip" is the original game with the playbook editor hack

edit:

v1.11

- Weather (RP, RS, BC, PC, and REC drop)
- 2pt Conversion (has a couple of bugs)
- 1st downs: 10 or 20 yards
- Difficulty: Normal, Juiced

v1.05

- JAX mini-helmet
- the playoff bracket/Team Ranking's palette glitch
- schedule shows all games, has correct dates
- ravens mini-helmet
- NFC west stats are saved correctly
- some other bugs were fixed
- quarter length is adjustable from "options" menu
- weather is not included. the option is a placeholder.**

v1.02

-updated palettes thanks to buck

-beep sound should be gone

-the JAX palette fixed

-and i think some name/numbers were fixed

-playbook editing option in-game

[TSB 2007-32 v111.zip](#)

[TSB 2007 v105.zip](#)

[tsborig_ingamePB.nes](#)

+ Quote



edisaurusrex

Moderator



Members

+ 13

1,050 posts

Location: Blaine, MN

Posted November 28, 2007

Report post

This rom is godlike, congrats man - just beautiful. I almost got an editor done in case people don't like the ratings that I just need to tweak a bit, but that's child's play compared to this masterpiece.

+ Quote



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted November 29, 2007

Report post

Woot!

Change the ratings? Besides being a 32 team rom, that's the best part of it! Sure there might be a few argueable ratings but every rom will have that, and that's part of the fun anyways.

+ Quote



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

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

philleYophish

www.tecmosb.com



Posted November 29, 2007

Report post

Very Nice work.



Members

+ 61

691 posts

Location: Woodridge, IL

I thought the opening scene would look more like something from the 2006 rom.

(see attachment)

Also, is it possible to change the year to read 2007 instead of 1991?

[Graphics.zip](#)

+ Quote



-----\ philleyOphish /-----



kingsoby1

Tecmo Fanatic



Members

+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted November 29, 2007

Report post

Thanks to everyone that helped with the project, especially the guys that got it going after the ratings were completed...

BoFB (Defensive ratings)

Cxrom (Rom hack and editing, playtesting)

GRG (Graphics)

Me (Offensive ratings)

MrBeef (Project Manger ;-p, playtesting)

MrNFL (Tweaking/updating of final rosters)

Slim (Use of webspace for organizing)

TomTupa (Roster updating and playtesting)

Congrats to everyone; I can't wait to get this rom on a cart.

+ 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



MrBeef

Tecmo Super Champion



Members

Posted November 29, 2007

Report post

GJ everyone!

Glad to see this baby up and even before Dec.

Now I can final get my arena rom done...hehe

+ Quote



0

639 posts

Location: Florida

...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!!

x v

kefkaroth

Veteran



Members

+1

328 posts

Location: pennsylvania

Posted November 29, 2007

Report post

awesome work thx to all that has contribute to this rom. this rom is the tsb god of all football games hahahaha. begone madden



Quote



MrNFL

Video Maven



Members

+97

720 posts

Posted November 29, 2007

Report post

Hopefully by next season, we can have every little bug fixed as well, and hopefully a working editor for it. This is insanely great.
(As the NFL adds a 33rd team...)



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 Super ...

1 0 comments

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

MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted November 29, 2007

Report post

LoL that would figure. LA finally gets a team.
I agree hopefully a new manager will be created to help with the players and ratings.

+ 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!!

kingsoby1

Tecmo Fanatic



Members

Posted November 29, 2007

Report post

cx, you wouldn't be able to eventually stuff another team in there, would you? 🤖
(kind of kidding, kind of serious)

+ Quote



Championship Victories:



+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

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

cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 29, 2007

Report post

yeah probably, would have to rework some menu's to further reduce the amount of sram thats used as working ram. one, maybe two teams could added before you just run out of space for stats.

+ Quote



TheCommish

Member



Members



16 posts

Location: New Jersey

Posted November 29, 2007

Report post

I've said it before and I'll say it again: You guys are great!!!
Thanks so much for not only this particular ROM, but for any and all ROMs shared on this site. As an old-time Tecmo fan, I'm continually amazed at the effort and allegiance you guys have to getting out better and better versions.
Of course, HUGE THANKS to cxrom for his "Holy Grail" discovery...the 32-team ROM...and for all of the work put into it. And thanks to everyone else involved on this 32-team ROM. I'll get HOURS of entertainment out of this, and I greatly appreciate all of your time and effort.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

Posted November 29, 2007

Report post

kick ass 😊
thanks!

+ Quote



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

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

[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 November 29, 2007

Report post

cxrom,

Can we get a copy of the HEX addresses (locations) of all the important stuff, like playbooks, screen and team colors, and all that sort of stuff?

I'd do some work on the action sequence colors if I knew where to go and change them.

+ 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](#)

fro30

Tecmo Legend



Members

+ 19

2,303 posts

Posted November 29, 2007

Report post

*Ryan Grant

+ Quote





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This image is no longer available.
Visit tinypic.com for more information.

Sargon

Promising Rookie



Members



52 posts

Posted November 29, 2007

Report post

Thank you thank you thank you! I just can't decide if I want to get this burned onto a cart immediately, or wait awhile to make there all the bugs are ironed out.

Quote



cxrom

Veteran



Posted November 29, 2007

Report post

Quote

Can we get a copy of the HEX addresses (locations) of all the important stuff, like playbooks, screen and team colors, and all that sort of stuff?



Members

+ 19

373 posts

Location: Phoenix, AZ

I'd do some work on the action sequence colors if I knew where to go and change them.

team 1-28 are all in the same places as before. as for the nfc-west, i don't know exact addresses, the assembler resolves all labels for me. when i get home i'll search for 'em. one of the afc-south teams is the old KC so watch out for that 3 palette thing. i think it was KC that had 3 palettes.

Quote

I just can't decide if I want to get this burned onto a cart immediately, or wait awhile to make there all the bugs are ironed out.

use sockets you can easily write it as many times as you want

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted November 29, 2007

Report post

cxrom said:

use sockets you can easily write it as many times as you want

ok, this is another thing - what chip and burner package do I need to make this happen (link?)? I've used NESreproductions a couple times and it's getting expensive. I guarantee you I will buy a handful of chips and the burner once I get the info.

Again, thanks cxrom.

+ 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](#)

haitian ethics

Getting Started



Members

+ 1

5 posts

Posted November 29, 2007

Report post

This is amazing. Many thanks.

+ Quote



cxrom

Posted November 29, 2007

Report post

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Quote

ok, this is another thing - what chip and burner package do I need to make this happen (link?)?

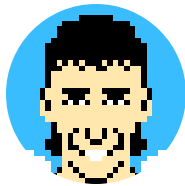
here's a thread about [burners](#) and [another](#) with just some general info. [this](#) one has some pictures. [this](#) is about a different cart type but the process is the same. you're gonna want a [TKROM](#) or [compatible](#) donor cart. hope that helps.

+ Quote



JerryArr

Promising Rookie



Members

0

50 posts

Posted November 29, 2007

Report post

You do know that you guys are awesome, right? 🇳🇮
Thank you so much.

+ Quote



TECMO



haitian ethics

Getting Started



Members

+ 1

5 posts

Posted November 29, 2007

Report post

Just noticed sacks not being recorded for man controlled team.

+ Quote



MrBeef

Tecmo Super Champion



Members

0

639 posts

Posted November 30, 2007

Report post

Cx do you want to start a thread so guys can post any possible bugs they find?

+ 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!

phillyOphish

www.tecmosb.com



Members

+ 61

691 posts

Location: Woodridge, IL

Posted November 30, 2007

Report post

▼ **haitian ethics said:**

Just noticed sacks not being recorded for man controlled team.

Seems to be workn' for me.

Also for the Dolphins...The starting QB Should be John Beck (#9) The rookie standout from BYU.

And you have Jay Feeley (K) and Brandon Fields (P) with the same number. Brandon should wear jersey number 4.

Also, in the NFL Leaders section of the game, there seems to be a terrible sound every once in a while when moving in and out of the leaders.

+ Quote



-----\ phillyOphish /-----



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 30, 2007

Report post

▼ **Quote**

Cx do you want to start a thread so guys can post any possible bugs they find?

[here](#)

▼ **Quote**

Also, in the NFL Leaders section of the game, there seems to be a terrible sound every once in a while when moving in and out of the leaders.

i had to fix that same problem for the Team Data, Team Control, and Preseason screens. i guess ill have to apply a wider fix.

+ Quote



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By cxrom, November 28, 2007 in [Download Support](#)

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TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted November 30, 2007

[Report post](#)**philleyOphish said:****haitian ethics said:**

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Seems to be workn' for me.

Also for the Dolphins...The starting QB Should be John Beck (#9) The rookie standout from BYU.

And you have Jay Feeley (K) and Brandon Fields (P) with the same number. Brandon should wear jersey number 4.

Also, in the NFL Leaders section of the game, there seems to be a terrible sound every once in a while when moving in and out of the leaders.

The rosters aren't a true midseason update. It's more of a beginning of the year while taking into account things that happened roster. Aside from players who were injured for the year extremely early, this is meant to be a replay from the beginning/midseason update hybrid.



Quote

[sigs.php?player=dajabec](#)[Tecmo Tunes](#) Tecmo-themed song parodies

MRTECMOSUPER BOWL

Posted November 30, 2007

[Report post](#)

Awesome work bros!



+ Quote



Members

+ 604

19,150 posts

Tecmo Titles: 16

* NWO Season 1 Champion * TCS Season 11 National Champion * PTT Tourney Champion *
 TBL Season 1 Champion * TCS Season 16 Bowl Champion *
 * NCAA Season 1 National Champion * TPC Tourney Champion * B&G Tourney Champion *
 NCAA Season 2 National Champion *
 * WTFR Season 8 Champion (1977) * WTFR Season 10 Champion (1979) * NTF Season 3
 Champion (1972) * NTF Season 4 Champion (1973) *
 * NTF Season 6 Champion (1975) * TCS 2.0 Season 2 Bowl Champion *
 The OG Original WTF Season 28 Champion (2017)

The image you are requesting does not exist or is no longer available.

imgur.com

Tecmobowler 2007-2014

PeepingMike

Starter



Members

0

147 posts

Posted November 30, 2007

Report post

I've been following this for a couple weeks now, you guys did an amazing job with this. Man, it's a lot harder to edit all the playbooks than I thought. Any ideas on the best way to do this? I'm a stickler for havng passing plays that match and go with running plays. I hate when the playaction doesn't match!!!

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 30, 2007

Report post

@ buck or anyone else interested:
 this is all for the NFC-West:
 the numbers in "()" are length per team and "[]" is total length for all 4 teams
 0x199C1 - sim data (\$30)[\$C0]
 0x23FF0 - large helmet palettes (\$08)[\$20]
 0x27FDB - run/pass ratio (\$01)[\$04]
 0x2CF82 - in game jersey colors (\$0A)[\$28]
 0x348F7 - action sequence palettes (\$08)[\$20]
 0x34953 - division champ screen palettes (\$05)[\$14]
 0x349D2 - conference champ screen palettes (\$04)[\$10]
 lemme know if i missed anything

+ Quote



fleshwound_NPG

Posted November 30, 2007

Report post 

Member



Members



18 posts

it's not letting me edit the rom in tsb manager.
"not a valid ROM"

 Quote



fleshwound_NPG

Posted November 30, 2007

Report post 

Member



Members



18 posts

since I can't edit it:

Bears:

QB

Rex is starter, Griese is backup

Rex should have 31 pc, 56 ps, 31 avoid block...Griese should have 44 pc, 44 ps, 44 block (Rex has the stronger, though less accurate arm....Griese is good all around, but only average)

RB

Benson is out for the year, Peterson is starter and should have slightly higher hp. Benson is useless in this rom.

WR

At least give Hester 31 receptions, he's useless at 19. I did like how you gave Berrian 63 rec. That catch against DEN last week was sick.

C

Kreutz should be white

Jerseys in game are black/black, but celebrations had it white/black. Also, Baltimore also had similar color scheme issues when I played them. Some sound issues with the "hut hut hut" being missing

 Quote



cxrom


Posted November 30, 2007

Report post 

Veteran



Members

 **fleshwound_NPG said:**

since I can't edit it:

...

looks like you'll have to do it by hand then

 Quote



+ 19

373 posts

Location: Phoenix, AZ

edisaurusrex

Moderator



Members

+ 13

1,050 posts

Location: Blaine, MN

Posted November 30, 2007

Report post

✓ **fleshwound_NPG said:**

it's not letting me edit the rom in tsb manager.

"not a valid ROM"

Hahaha, seen this post coming and I guarantee it won't be the last.

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 30, 2007

Report post

maybe i should rename the rom in the zip file to:

"WILL_NOT_WORK_IN_CURRENT_EDITORS.nes"

+ Quote



COA Elway

COAching Phenom



Moderators

+ 119

1,322 posts

Location: Cleveland

Posted November 30, 2007

Report post

First off, Thanks for the most excellent work cxrom!

Second, the noobs need to read the posts more!

+ Quote



COA mode player, since '93

Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!



MrBeef

Tecmo Super Champion

Posted November 30, 2007

Report post



Members

0

639 posts

Location: Florida

cxrom said:

maybe i should rename the rom in the zip file to:
"WILL_NOT_WORK_IN_CURRENT_EDITORS.nes"

LOL. Instant Classic!

+ 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!!

MrBeef

Tecmo Super Champion

Members

0

639 posts

Location: Florida



Members

0

639 posts

Location: Florida

Posted November 30, 2007

Report post

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since I can't edit it:

Bears:

QB

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RB

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Benson is useless in this rom.

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At least give Hester 31 receptions, he's useless at 19. I did like how you gave Berrian 63 rec. That catch against DEN last week was sick.

C

Kreutz should be white

Jerseys in game are black/black, but celebrations had it white/black. Also, Baltimore also had similar color scheme issues when I played them. Some sound issues with the "hut hut hut" being missing

I'm sorry you're a dumbass for not reading the other posts in the thread.

+ 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!!

TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted November 30, 2007

Report post

Crap Kreutz should be white. We could probably make a whole thread of player faces/jersey #s I screwed up.

On a side note about Hester, see original rom - Sam Graddy

+ Quote



 sigs.php?player=dajabec



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

Sargon

Promising Rookie



Members

0

52 posts

Posted November 30, 2007

Report post

TomTupa said:

On a side note about Hester, see original rom - Sam Graddy

While I do understand the logic, it's kind of funny that we're comparing the greatest return man in NFL history to Sam Graddy. That being said, I can see where the original poster was coming from in that Hester shouldn't be completely useless at receiver. He may not know how to run a route, but he can catch the ball.

+ Quote



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted November 30, 2007

Report post

If Hester wasn't a great return man, he might not even have made the rom. Would he even be playing receiver in the NFL if he wasn't so good on special teams?? Knowing routes/getting open is a big part of getting receptions in the NFL, and Tecmo has a "receptions" category, not "hands".

If you want him to have a 75 ms and 44 in receptions there is drummer's rom BTW, you should notice return men have speed corresponding to their team's return game.

+ Quote



 sigs.php?player=dajabec



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

MrBeef

Tecmo Super Champion



Posted November 30, 2007

Report post

preach the word there Tom!



Members

0

639 posts

Location: Florida



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!!

kefkaroth

Veteran



Members

+1

328 posts

Location: pennsylvania

Posted December 1, 2007

Report post

cxrom said:

maybe i should rename the rom in the zip file to:
"WILL_NOT_WORK_IN_CURRENT_EDITORS.nes"

heh poor bastards they should know that by now.



Quote



kingsoby1

Tecmo Fanatic



Members

+20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted December 1, 2007

Report post

Hester being better than 19re makes absolutely no sense at all.
That's like saying that Willis Mcgahee should have 56 rec because he can actually catch...
what about Bo Jackson having 19re on the original? I'm sure he can catch better than that...
While we're at it, we should give Vince Young 63ms and Dante Hall 69ms.



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



MrBeef

Tecmo Super Champion



Posted December 1, 2007

Report post

Soby we also should include Michael Bennett their speedwise I mean hell wasn't he an alternate for the Olympics squad? MB for Bo like 75ms.



Members

0

639 posts

Location: Florida



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!!

goldinguy

Member

0



Members

0

13 posts

Posted December 1, 2007

Report post

Incredible! I was about to buy a PS3 to keep me entertained until Xmas, but this has completely put that by the wayside. Props to all of you who made this possible. Only a few bugs I've noticed thus far. In the playoffs, some of the mini helmets are wrong (STL comes out grey, and also comes out a little strange in team data screens, and carolina's mini helmet came out red/blue instead of grey/white). Oh yea, also the 1991s instead of 2007s and the missing hut, hut sounds (in opponents?).

PS - Can anyone make a "juiced" version of this rom?

AGAIN amazing work by all. I don't meant to point out negatives, only to help find and flaws before people start putting the rom unto carts.



Quote



MrBeef

Tecmo Super Champion

0



Members

0

639 posts

Location: Florida

Posted December 1, 2007

Report post

viewtopic.php?f=34&t=10438



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!!

kefkaroth

Veteran

0



Posted December 2, 2007

Report post

one thing i dont agree with champ bailey faster than both randy moss and devin hester but, i guess i can understand tryin to make the certain defense players more dominate in a way.



Quote



Members

+1

328 posts

Location: pennsylvania

Wizardman

Getting Started



Members

0

4 posts

Posted December 2, 2007

Report post

The Browns playbook irked me; only one play where you can throw to Winslow? Big mistake there. Not gonna complain though because this rom is so awesome. (Though i didn't like the playbook, I thought the Browns' stat were great)
I'm amused that the Dolphins and Falcons won the division m first time through, haha.

+ Quote



PeepingMike

Starter



Members

0

147 posts

Posted December 2, 2007

Report post

What is a "juiced rom"?

+ Quote



phillyOphish

www.tecmosb.com



Members

+61

691 posts

Location: Woodridge, IL

Posted December 2, 2007

Report post

PeepingMike said:

What is a "juiced rom"?

You know how after you play some games in the season mode....the computer gets tuffer. For instance, if you go 16-0 after a while the computer get much more difficult. And the same teams that you steamrolled in regular season play are now much more difficult in the playoffs.

Thats called "Juiced".

There is an edit/hack that allows the whole season to be "Juiced" so the computer is more difficult right from week 1.

You can find a Juiced rom here:

viewtopic.php?f=34&t=9756

Wizardman said:

I'm amused that the Dolphins won the division first time through, haha.

My first simmed season, the Dolphins went to the superbowl? I don't see how, their players are rated horrible. The second season, they went 2-14. So, maybe its just one of those things.

 Quote



====\ philleyOphish /====



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TSB 32-Team ROM (2007)

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TomTupa

Tecmo Legend



Members

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Location: Indiana

Posted December 2, 2007

[Report post](#)

The sim data had to be redone by hand, and with there being 32 teams in a different order than before makes it tougher to edit. Plus that really wasn't a big focus of the rom. Remember this project pretty much died for a while, it was just put out there pretty quickly once we got it going since it's so late in the year. I'm sure next year's rom will have most if not all the bugs out and data tweaked so it won't be as rough around the edges. However I do think this rom is pretty awesome as it is!

[+ Quote](#)[sigs.php?player=dajabec](#)[Tecmo Tunes](#) Tecmo-themed song parodies

COA Elway

COAching Phenom



Moderators

+ 119

Posted December 2, 2007

[Report post](#)

PEOPLE NEED TO KEEP THEIR STUPID RATINGS OPINIONS TO THEMSELVES AROUND HERE! 🤦

IT'S A-HOLES LIKE YOU THAT PISS PEOPLE OFF THAT DO ALL THIS SPECTACULAR WORK FOR YOU. APPRECIATE WHAT WAS GIVEN TO YOU AND WAIT FOR THE APPROPRIATE EDITORS TO COME OUT SO YOU CAN FIX THE ROM YOURSELF. 😊

[+ Quote](#)

1,322 posts

Location: Cleveland

COA mode player, since '93

Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted December 2, 2007

Report post

elway7 said:

PEOPLE NEED TO KEEP THEIR STUPID RATINGS OPINIONS TO THEMSELVES AROUND HERE! 🤔

IT'S A-HOLES LIKE YOU THAT PISS PEOPLE OFF THAT DO ALL THIS SPECTACULAR WORK FOR YOU. APPRECIATE WHAT WAS GIVEN TO YOU AND WAIT FOR THE APPROPRIATE EDITORS TO COME OUT SO YOU CAN FIX THE ROM YOURSELF. 😊

I couldn't agree more. If there are bugs fine, but ratings? Shut up already. Be happy you are even playing this game. It's manna from heaven.

+ Quote Edit Options ▾



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

Matlisab

Tecmo Troll Level



Members

0

116 posts

Posted December 2, 2007

Report post

Wizardman said:

The Browns playbook irked me; only one play where you can throw to Winslow? Big mistake there. Not gonna complain though because this rom is so awesome. (Though i didn't like the playbook, I thought the Browns' stat were great)

I'm amused that the Dolphins and Falcons won the division m first time through, haha.

You realize you can change the playbooks right??

+ Quote



MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted December 2, 2007

Report post

and just think when the bugs are all fixed AND we eventually have a working manager. Oh and we release it earlier next season because we have everything needed to do the rom right.

WOW where's DG now.

BUWAHAHAHAHA

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!!

PeepingMike

Starter



Members



147 posts

Posted December 2, 2007

Report post

philleyOphish said:

PeepingMike said:

What is a "juiced rom"?

You know how after you play some games in the season mode....the computer gets tuffer. For instance, if you go 16-0 after a while the computer get much more difficult. And the same teams that you steamrolled in regular season play are now much more difficult in the playoffs.

Thats called "Juiced".

There is an edit/hack that allows the whole season to be "Juiced" so the computer is more difficult right from week 1.

You can find a Juiced rom here:

viewtopic.php?f=34&t=9756

Wizardman said:

I'm amused that the Dolphins won the division first time through, haha.

My first simmed season, the Dolphins went to the superbowl? I don't see how, their players are rated horrible. The second season, they went 2-14. So, maybe its just one of those things.

I see. I had no idea these roms weren't like that already, maybe because I only coach all the time!!

Quote

Sargon

Posted December 2, 2007

Report post

Promising Rookie



Members

0

52 posts

✓ Sargon said:

✓ TomTupa said:

On a side note about Hester, see original rom - Sam Graddy

While I do understand the logic, it's kind of funny that we're comparing the greatest return man in NFL history to Sam Graddy. That being said, I can see where the original poster was coming from in that Hester shouldn't be completely useless at receiver. He may not know how to run a route, but he can catch the ball.

After watching Hester blow by the defensive backs and then drop a sure touchdown pass this afternoon, I'm ok with the ratings as is. 🍷

+ Quote



phillyOphish

Posted December 2, 2007

Report post

www.tecmosb.com



Members

+ 61

691 posts

Location: Woodridge, IL

✓ PeepingMike said:

maybe because I only coach all the time!!

Serious?

+ Quote



====\ phillyOphish /====



mickeyshuler

Posted December 2, 2007

Report post

Member



Members

- 3

18 posts

✓ elway7 said:

PEOPLE NEED TO KEEP THEIR STUPID RATINGS OPINIONS TO THEMSELVES AROUND HERE! 🍷

IT'S A-HOLES LIKE YOU THAT PISS PEOPLE OFF THAT DO ALL THIS SPECTACULAR WORK FOR YOU. APPRECIATE WHAT WAS GIVEN TO YOU AND WAIT FOR THE APPROPRIATE EDITORS TO COME OUT SO YOU CAN FIX THE ROM YOURSELF. 😊

Totally agree.

Many thanks for the rom. Where else could Kellen Clemens throw touchdown passes to Brad Smith, and the Jets actually win?

Only in Tecmo...or if we're playing the Dolphins!

And while on the AFC east, I don't care if he goes undefeated...Tom Brady still has a bastard child and the Pats are the only proven cheaters in the NFL this year.

Let's go Ravens!!! (for this week at least)



Quote



PeepingMike

Starter



Members



147 posts

Posted December 2, 2007

Report post

✓ philleyOphish said:

✓ PeepingMike said:

maybe because I only coach all the time!!

Serious?

hehe, yea. Even in current gen games I usually just coach. TSB coach mode is the best of all time.



Quote



MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted December 2, 2007

Report post

So why don't you join my coaches league over at tecmo world. CIA.



Quote



...I shall strike down upon thee with great vengence 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 vengence upon thee!
CIA is back!!

PeepingMike

Starter



Members



147 posts

Posted December 2, 2007

Report post

Dude, I would friggin LOVE to but three kids 5 and under makes an online league nearly impossible for me to commit to. I'd hate to keep people hanging.



Quote



bruddog

Down with button mashing

Posted December 2, 2007

Report post

Agreeing with Soby and Beef here.



Moderators

+ 3,074

11,466 posts

Location: Ca

I automatically lower most RB's rec due to their speed. Take the original. Even with only 19rec 75ms makes a bo a formidable pass catching weapon. MS and REC are really the only two attribute you have to work with if you go with original style ratings. To me they are roughly equal in terms of value. What would you rather have a 75ms 25rec WR or a 25ms 81rec Wr.

▼ kingsoby1 said:

Hester being better than 19re makes absolutely no sense at all.

That's like saying that Willis Mcgahee should have 56 rec because he can actually catch... what about Bo Jackson having 19re on the original? I'm sure he can catch better than that...

While we're at it, we should give Vince Young 63ms and Dante Hall 69ms.

+ Quote



MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted December 2, 2007

Report post

▼ PeepingMike said:

Dude, I would friggin LOVE to but three kids 5 and under makes an online league nearly impossible for me to commit to. I'd hate to keep people hanging.

Gotcha. Me and Mrs Beef had 3 in 5 yrs so I know what you're going through. They are now 18,17 and 15. If your schedule should change come on over.

+ 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!!

PeepingMike

Starter



Members



147 posts

Posted December 2, 2007

Report post

▼ MrBeef said:

▼ PeepingMike said:

Dude, I would friggin LOVE to but three kids 5 and under makes an online league nearly impossible for me to commit to. I'd hate to keep people hanging.

Gotcha. Me and Mrs Beef had 3 in 5 yrs so I know what you're going through. They are now 18,17 and 15. If your schedule should change come on over.

Thanks man.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted December 2, 2007

Report post

cxrom said:

@ buck or anyone else interested:
this is all for the NFC-West:

cxrom,

A couple questions:

How should I fix stuff - should I just list the HEX address and the bytes to insert - or should I make a .ips, or just replace the bytes myself and apply it to the rom?

Are the rest of the teams' (non NFC-West) data (sim,colors,rosters,..etc) in the same r0xm locations as the original 28 teams are (in the orig rom)? For example, are Carolina's respective addresses where 91 Atlanta's used to be?

I'm just not sure what locations have changed and what have stayed the same. Or the general structure of the things you've added.

+ 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](#)

shinybehiny2477

Tecmo Legend



Members

+ 2

1,146 posts

Location: Old Town,ME

Posted December 2, 2007

Report post

awesome job everybody. and to all those who have rating problems, start a rating thread so people dont have to read through all the questioned ratings. i would but i really dont have a problem with the ratings. i'll wait for a manger to come out, thats really all you can do.

+ Quote



The Paine from Maine
Formerly known as BoKnow34 (2003-2010) and Shinybehiny2477 (2008-2014)

kingsoby1

Tecmo Fanatic



Posted December 3, 2007

Report post

Once an editor is out, I'm probably going to pump out my own post-season hack... I mean, I did the O ratings here, but it's not my typical style. Plus I enjoy rating the entire thing Ed and I were also kicking around the idea of running the first automated 32 team rom online league... we'll see if we get time though.



Members

+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper



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



BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted December 10, 2007

Report post

edisaurusrex said:

This rom is godlike, congrats man - just beautiful. I almost got an editor done in case people don't like the ratings that I just need to tweak a bit, but that's child's play compared to this masterpiece.

What's the timetable on the editor? I want to make an all-time greats rom with 32 teams. Will you be able to see faces on the editor, like in TSBM?



Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



jphaggarty

Getting Started



Members

0

3 posts

Posted December 11, 2007

Report post

An all-time greats 32-team rom would be sweet



Quote



SneakyTurtle

Promising Rookie



Posted December 11, 2007

Report post

Yes. When can we expect the editor for this work of art to come out? And cxrom, can we expect another release of this rom with all the bugs fixed?



Members

+ 6

65 posts

Slow and steady wins the race.

+ Quote



PeepingMike

Starter



Members

0

147 posts

Posted December 12, 2007

Report post

TSBglory91 said:

Yes. When can we expect the editor for this work of art to come out? And cxrom, can we expect another release of this rom with all the bugs fixed?

I believe he did mention he's working on some of the minor bugs\playbooks\and starters.

+ Quote



ApolloSpeed

Tecmo Super Champion



Members

-1

588 posts

Location: Pritchett, TX

Posted December 13, 2007

Report post

i think Junior Seau and Anthony Cromartie and Testeverde are missing.....other wise, its a pretty decent rom. I can't wait for a revised stats version comes out.

+ Quote



black mariah said:

He's obviously one of those dudes that shits himself whenever clean vocals are used.

davidelrod

Getting Started

Posted December 13, 2007

Report post

what website do i need to go to to play other tecmo bowlers online?

davidweldonelrod@yahoo.com



Members

0

1 post



Quote



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted December 14, 2007

Report post

<http://www.sois.com/tpc/main.php>

That's for TPC, mainly using the original rom. You can also find leagues, but I'd try TPC first. I don't think games from this rom could be uploaded though, if that's what you're asking.



Quote



 <sigs.php?player=dajabec>

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

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SBlueman

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TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)[Follow](#)

2

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PREV

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9

NEXT



Page 4 of 13

BigBen7

Starter



Members

+2

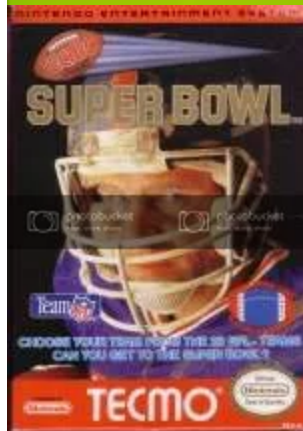
157 posts

Location: Avoca, PA

Posted December 16, 2007

[Report post](#)

Just downloaded it today. Haved been on here since June. You were just in the beginning stages. Good Job!!!!

[Quote](#)

drummer4god

Tecmo Legend

Posted December 17, 2007

[Report post](#)



2.0

+ 58

1,650 posts

Location: evensville,
tennessee
ROM MINDED

And beef i hope you arent hoping to start another league. As the last 2 under you have folded! You always have some lame excuse,im not buyin in that's for sure.....Let the flaming begin!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

+ Quote



Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field,and gameplay with **THE** most downloaded,and popular roms in the Tecmo Super Bowl Universe!
<https://www.facebook...Bowl2k13?ref=hl>

kingsoby1

Tecmo Fanatic



Members

+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted December 17, 2007

Report post

Why do you pretend to be this holier than thou christian, if you say shit like that? That's just fucking stupid and insensitive. Beef's left testicle has done more for tecmo under less ideal circumstances than your idiotic roms ever have/will.

+ 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

MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted December 17, 2007

Report post

✓ drummer4god said:

And beef i hope you arent hoping to start another league. As the last 2 under you have folded! You always have some lame excuse,im not buyin in that's for sure.....Let the flaming begin!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Only flaming around here is from your ears and ass as your dumbass rom has now bit the dust.

By the way if I were to start a league you wouldn't be allowed anyway. 😄😱

+ Quote

...I shall strike down upon thee with great vengence 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 vengence upon thee!
CIA is back!!

MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted December 17, 2007

Report post

✓ kingsoby1 said:

Why do you pretend to be this holier than thou christian, if you say shit like that? That's just fucking stupid and insensitive. Beef's left testicle has done more for tecmo under less ideal circumstances than your idiotic roms ever have/will.

More like left arm. 🤪

as I can get away with that one Soby.

He's just jealous cause we all teamed up and got the best rom for this season done finally and can you imagine next seasons rom as for his statement all we can do Soby is turn the other cheek and let he eat some Jesus pie.

+ Quote

...I shall strike down upon thee with great vengence 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 vengence upon thee!
CIA is back!!

donutbandit

Getting Started

Posted December 18, 2007

Report post

I just used the 49ers to beat the Patriots 35 - 7. You can rant about ratings all you want, but if you know how to play Tecmo Bowl, you know how to beat the computer using any team. Playing head to head with another human is a whole different matter.



Members

● 0

8 posts



Quote



PeepingMike

Starter



Posted December 19, 2007

Report post 

I love the enthusiasim around here for ROMS.



Members

● 0

147 posts



Quote



drummer4god

Tecmo Legend



2.0

+ 58

1,650 posts

Location: evensville,
tennessee

ROM MINDED

Posted December 19, 2007

Report post 

soby and beef you are both idiots! I just made a statement and you attack my religion,that's the best you can do? Soby you are a sad person. Beef i know your mom has been sick,and thats not good. Just sayin your last 2 leagues have folded that's all. And i wouldn't be in your league anyways as you suck at tecmo.....Merry Christmas!



Quote





Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field, and gameplay with **THE** most downloaded, and popular roms in the Tecmo Super Bowl Universe!
<https://www.facebook...Bow12k13?ref=hl>

wemakebelievers

Getting Started



Members

● 0

3 posts

Posted December 19, 2007

Report post

This message is for Drummer4God. I'm a believer hence the name. My point is I've literally been from coast to coast country to country and I surely understand that there are haters everywhere. But the hate that is shown is only fuel for the journey..... and as my homeboys say **"DATSREAL"**

Quote



wemakebelievers

Getting Started



Members

● 0

3 posts

Posted December 19, 2007

Report post

Right now I have about twenty associates and friends in the NFL who feel the same way. Player haters are the ones that killed Sean Taylor..... and My homeboy was his roommate when he first was drafted in the redskins camp.....**"DATSREAL"**

Quote



wemakebelievers

Getting Started

Posted December 19, 2007

Report post



Members

0

3 posts

By the way haes anybody updated the 32 teams ratings.....Drummer4God I really would like you to present a final game since the pro-bowl selections have already been made.....with 21 still starting on the redskins defence....."True"

+ Quote



kingsoby1

Tecmo Fanatic



Members

+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted December 19, 2007

Report post

I'm sorry, I don't consider you to be a good christian and a "true believer" if you are a hypocrite, a liar, a complete asshole, or any kind of general scumbag. I have plenty of religious friends and family, and they're all good people (and by religious, I mean that they understand their religion, and don't worship just because god told them to after they supposedly did lots of drugs).

You have absolutely no fucking right to criticize someone's "lame excuse" if you don't know their situation. You are a racist, a douchebag, and a hypocrite.

Player haters killed Sean Taylor? Are you serious? Did you even see the news or read the paper?

And in response to your coast-to-coast traveling statement, the only reason one could have run into a lot of "player haters" is by being a dick. It's nearly a universal law in the US... you leave people alone, they leave you alone, unless you're not white or straight.

+ 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



suprmnxxx

Starter



Members

+ 1

173 posts

Posted December 19, 2007

Report post

Man, this is better than days of our lives. Anyway, I appreciate everything (anyone) dose for this site cause its the best!!!! The 32 team rom is mind blowing, love the nes version, I'm not a programer but if anyone could do a snes 32team tsb version (don't know if possiable rom is more complex), but if it can be done, I'm sure the (great) people on this site well be the frist to do it and I would try to help anyway I could. sup!!!!

+ Quote



PeepingMike

Starter



Members



147 posts

Posted December 19, 2007

Report post

When the hell did we turn at Albuquerque? **"ROM"**

Quote



kingsoby1

Tecmo Fanatic



Members



7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted December 19, 2007

Report post

lol... **"Funny"**

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



drummer4god

Tecmo Legend



2.0



1,650 posts

Location: evensville,

tennessee

ROM MINDED

Posted December 20, 2007

Report post

LOL SOBY YOU ARE A TRUE DUMBASS!

Quote





Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field, and gameplay with **THE** most downloaded, and popular roms in the Tecmo Super Bowl Universe!
<https://www.facebook...Bow12k13?ref=hl>

MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted December 20, 2007

Report post

Jesus rode into town on an ass but I don't think he would like you calling someone an ass.



+ 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!!

suprmnxxx

Starter



Members



173 posts

Posted December 20, 2007

Report post

Albuquerque? What? 🤪 really!!! What dose that mean, I'm sure it's sumthing to put someone on this site down but it's just over my head. Question, does anyone know if it's possible 2 do a 32team snes version of tsb. Please just would like a respectful reply. Thanks sup!!!! The 32team (nes) version is mind blowing (u guys r the best)!!!!

+ Quote



sofakingood

Member



Members



34 posts

Location: Cleveland

Posted December 20, 2007

Report post

I would also like to know if a 32 team ROM would be something that was possible for the SNES version. That is primarily what I play. The graphics are a lot better as well as the cut scenes. The playbooks are the same for both versions as far as I know. It probably would be more work than the nes version. Anyway, thought I'd put in my 2 cents as well. Thanks!!!

Quote



Like a good cup of coffee, the cream always rises to the top.

TomTupa

Tecmo Legend



Members

12

2,004 posts

Location: Indiana

Posted December 20, 2007

Report post

cxrom's response to the question of if a 32 team rom could be made for SNES, as posted in the topic:

viewtopic.php?f=34&t=10292&start=15&st=0&sk=t&sd=a

Quote

the NES has 6502 and the SNES has a 65816 which are in the same family. so they have the same assembly language just with some added instructions. the 65816 even has a mode where it functions as a 6502.

i just don't know very much about the snes architecture and i haven't seen an snes emulator with as many hacking features as fceudxsp. that would make it pretty hard to pull off.

Quote



sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies

MrNFL

Video Maven



Members

97

720 posts

Posted December 20, 2007

Report post

There is a SNES emulator that has a Debugger, Hex Editor, Tracer, and code "usage mapping" features that's here.

<http://www.zophar.net/snes.html>

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.

sofakingood

Member



Members



34 posts

Location: Cleveland

Posted December 20, 2007

Report post

That kinda sucks but oh well. I'll play the 28 team version. It's still awesome. How hard would it be to make some changes to the division placement of some teams? Thanks!!!

+ Quote



Like a good cup of coffee, the cream always rises to the top.



MrNFL

Video Maven



Members

+ 97

720 posts

Posted December 20, 2007

Report post

You can put the players anywhere, editing the graphics is the issue, because different teams use different amounts of sprites for each logo/helmet. Some teams you can't put in some slots without there being graphic issues.

+ Quote





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.

suprmnxxx

Starter



Members

+1

173 posts

Posted December 21, 2007

Report post

Thanks for the info guys (Tomtupa & Mr. nfl) & the snes version is my favorite as well (sofakingood) well maybe that can b sumthing we all can collaborate on later for a new challenge (ready 2 learn any new stuff & ready 2 help in anyway) once agine this site is the best & its the great people on this site that make it so. Long live tsb!!!!!! Thanks sup!!!

+ Quote



Ranatoro

Tecmo Legend



Members

+12

Posted December 24, 2007

Report post

someone needs to change the happy miami dolphin to the scowling miami dolphin

+ Quote



1,563 posts

Location: Brooklyn, NY



PREV

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TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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Starter



Members

[+1](#)

173 posts

Posted December 27, 2007

[Report post](#)

yeah!!!! like a prune fish, tuff year for the fins!!!!

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

Getting Started



Members

0

5 posts

Posted January 5, 2008

[Report post](#)

I keep getting errors any time I try to load the ROM.

Error: -2147221264

Error Creating Input Device!

The device or devince instance is not registered with DirectInput.

Then it closes NESTen. I'm not sure if it has anything to do with the ROM itself... perhaps it is just my comp. Any idea what the problem could be?

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

Posted January 5, 2008

[Report post](#)

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

That has nothing to do with the ROM, that's NESTen being a pain in the ass and not reading your controller or keyboard. I suggest using another emulator. I prefer [VirtuaNES](#).

+ Quote Edit Options ▾



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

suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 5, 2008

Report post

nestopia_v3.7, rocknes x2.0 and jnes 0.6 are all great emulators nestopia, jnes have graphic enhancements that smooth out the pixels for a better picture and nestopia, rocknes have net play and they have self adjust window not 4 set sizes to choose from, nestopia is the highest rated nes emulator w/ 8.7 you can download all these emulator and ck the ratings at <http://www.emulator-zone.com/doc.php/nes/> SUP!!!

+ Quote



Outrider42

Getting Started



Members

0

7 posts

Posted January 5, 2008

Report post

I just wanted to say this rom is pretty amazing! I downloaded when it was released, I love it. I really appreciate all the effort everyone put in to make it possible.

It is so wild to play this game I've loved after all these years with 32 teams and correct divisions. (I have downloaded many other updated roms over the years, and I still have my nes.) I just grin looking at the team select screen 🤪

Plus it works perfectly, the small handful of bugs don't effect actual gameplay.

I've lurked on this site for a long time, but never posted before. I don't have any programming skills, so there isn't much I can contribute. But I just had to say something about this rom.

Even the ratings are fine by me. Nothing is ever perfect, and it's always opinion. The ratings you put in work out pretty well, and reflect the current state of the NFL. And like somebody said, if you know how to play, you can handle the cpu Pats or whoever. I like the challenge of beating them with a weak team.

I agree, this is the best Tecmo site out there! I admire your dedication.

Great job!

Can't wait for the update!

+ Quote



orangeslippy

Getting Started



Members

● 0

2 posts

Location: Yuma, Arizona

Posted January 7, 2008

Report post

Is this the most current update? The tsb2007 zip?

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted January 11, 2008

Report post

updated to v1.02

whats new:

-updated palettes thanks to buck

-beep sound should be gone

-the JAX palette fixed

-and i think some name/numbers were fixed

there is now an option to edit plays from within a game. they last the duration of that game only.

+ Quote



PeepingMike

Starter



Posted January 11, 2008

Report post

Holy shit, that's amazing dude.

+ Quote



Members

0

147 posts

TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted January 11, 2008

Report post

Wow that playbook changing option is freakin amazing! So quick and easy, just awesome. All the players are named right now too 😊

+ Quote



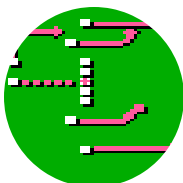
[sigs.php?player=dajabec](#)



Tecmo Tunes Tecmo-themed song parodies

BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted January 12, 2008

Report post

TomTupa said:

Wow that playbook changing option is freakin amazing! So quick and easy, just awesome. All the players are named right now too 😊

I agree.

Being able to change the playbook in game is awesome!

Great Work!!!!!!!

+ Quote



COA Elway

COAching Phenom



Moderators

+ 119

1,322 posts

Location: Cleveland

Posted January 12, 2008

Report post

WOW!!!!!!!!!!!!

+ Quote



COA mode player, since '93



Try out my COA mode only roms here.....<http://tecmobowl.org...hp?f=34&t=15039>

PLAY AT YOUR OWN RISK!

SBlueman

Posted January 12, 2008

Report post

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Just when you thought this version couldn't get any better....he gives us even more manna from heaven with this new feature! Amazing!

+ Quote Edit Options ▾



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

genjin

Getting Started



Members

0

1 post

Posted January 12, 2008

Report post

This is really like a whole new game. Way to go! If Tecmo had created a new version themselves, I am not sure it would be any better! Thanks for all of your hard work.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Posted January 12, 2008

Report post

holy shit, cxrom! great addition!
now all we need is ability to swap defender positions in-game. 😊

+ Quote



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

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

cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted January 12, 2008

Report post

▼ buck said:

now all we need is ability to swap defender positions in-game. 😊

it's funny that you say that, because i have a hack that does just that with the select button. the only thing i'm hung up on is re-assigning an AI to the player you just vacated. otherwise they just stand there.

+ Quote

BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted January 12, 2008

Report post

▼ cxrom said:

▼ buck said:

now all we need is ability to swap defender positions in-game. 😊

it's funny that you say that, because i have a hack that does just that with the select button. the only thing i'm hung up on is re-assigning an AI to the player you just vacated. otherwise they just stand there.

even so, I'm assuming in a game situation the guy you want to leave is out of the play anyway. Let them just stand there 😊

+ Quote

"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler

PeepingMike

Starter



Members

● 0

147 posts

Posted January 12, 2008

Report post

The ability to have a defensive guy return kicks would be sweet also.

+ Quote

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 12, 2008

Report post

So why not just swap the AI bytes (individual defense play data) for the players swapped. Like if RCB swapped with FS, then RCB uses former FS AI - and FS uses former RCB AI? edit - I just realized you're talking about "in play" switching guys...I was thinking of during play select, swapping positions.

for "in play" switching, even if they stand there, who cares ? that's the punishment for vacating them. And like BO_FB says, they're probably out of the play anyways (like laying on their ass after running into a lineman)



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](#)

PeepingMike

Starter



Members

0

147 posts

Posted January 12, 2008

Report post

While we're at it, how about injuries? Would it be possible to make them longer, even season ending, and have reports about them? So and so is out 4 weeks and this dude is out for the season.

Maybe a franchise mode complete with a draft and an FA system, lmao.

No, but the injury thing would be sweet.



Quote



MrNFL

Video Maven



Members

+ 97

720 posts

Posted January 12, 2008

Report post

The two best possible hacks I would want that don't exist are

1, Two Point Conversions

2, Defenders returning kicks

Any chance either is possible?



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.

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 12, 2008

Report post

Given that most of the subs hardly ever make it into a game anyways its almost better just to use one player slot for a dedicated kr.

+ Quote



bruddog

Down with button mashing



Posted January 12, 2008

Report post

By the way I already told cxrom this in a private messgae but the playbook hack is freaking amazing!
I'm still working on brand new plays but its slow going.

+ Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 13, 2008

Report post

BUG-

In "Team Data" page, upon selection of any team from NFC West, VirtuaNES crashes. I haven't tested the crash w/ another emu yet.

+ 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](#)

bURNINGrOID

Getting Started



Members

0

1 post

Posted January 13, 2008

Report post

cxrom, I registered just to say hats off to you man. This is outstanding! Thanks!

+ Quote



MAnderson

Member



Members

0

14 posts

Posted January 13, 2008

Report post

Great work on the rom so far. Quick question.... I'm missing the sound byte for the QB saying "hut hut hut hut...". There is no sound for those few seconds but then everything returns to normal after the snap. I'm using FCEUltra so is it a problem with the rom or one of my sound settings? All other TSB roms sound fine.

+ Quote





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TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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NEXT



Page 6 of 13

cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted January 13, 2008

[Report post](#)**MrNFL said:**

The two best possible hacks I would want that don't exist are

- 1, Two Point Conversions
- 2, Defenders returning kicks

the 2pt conversion has been on my list for awhile. i'm still hopeful, but haven't made any progress on it.

Quote

BUG-

In "Team Data" page, upon selection of any team from NFC West, VirtuaNES crashes. I haven't tested the crash w/ another emu yet.

that is strange, other emulators seem to work fine. i'll take a look at it.

Quote

Quick question.... I'm missing the sound byte for the QB saying "hut hut hut hut....".

There is no sound for those few seconds but then everything returns to normal after the snap.

that's normal for this rom (and any derivatives). i removed the rest of that sound sample to free up some space, so only the "ready..." plays.



Quote

**TomTupa**

Posted January 13, 2008

[Report post](#)

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

✓ buck said:

BUG-

In "Team Data" page, upon selection of any team from NFC West, VirtuaNES crashes. I haven't tested the crash w/ another emu yet.

Works in FCE Ultra for me.

+ Quote



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



Tecmo Tunes Tecmo-themed song parodies

fatmatt

Promising Rookie



Members

0

60 posts

Location: ME

Posted January 13, 2008

Report post

i have to say a giant THANK YOU to cxrom also. this rom is friggin awesome!!!! great job man. i wish i had the know-how to do this stuff but man thank god theres people like you around 😊

+ Quote



"What do you mean I'm not kind, just not your kind." - Dave Mustaine

QBSHARKS

Starter



Members

+ 6

109 posts

Posted January 13, 2008

Report post

has anybody found a way to fix the jags mini helmet logo in all the screens except the team control screen? it shows up as just a blank black helmet in every other screen.

+ Quote



cxrom

Veteran



Posted January 14, 2008

Report post

✓ Quote

has anybody found a way to fix the jags mini helmet logo in all the screens except the team control screen? it shows up as just a blank black helmet in every other screen.



Members

+ 19

373 posts

Location: Phoenix, AZ

this is not fixable in the current form because of the way the logo is placed. when i find the code i need, i'll fix it the right way.

+ Quote



suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 14, 2008

Report post

CX, could you tell me the hex location of the playbook that you put in the in game menu of your new 32 team rom, I would like to add it to a version of yours that I had perviously updated w/ the pass and run defensive reaction hacks and new alternate unies for teams and also added new nfl endzones to that rom as well, thought it might be easier to add the new play book to the in-game menu of this rom instead of redoing the new one and could you also tell me the hex location for the sound that you remove for the qb to add more space to the 32 team rom I read were you said if the nfl expanded that there was enough room for maybe two more teams to be added untill then would I be able to put the qb's sound back in the rom threw the hex location? thanks for everything you have done cx and I'll show my appreciation by keeping what ever you released updated to the best of my knowledge as i'm still learning. SUP!!!

+ Quote



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted January 14, 2008

Report post

The "hut hut hut" sound was garbled for some reason on this rom, that's the main reason he took it out.

+ Quote



 [sigs.php?player=dajabec](https://www.sigsgames.com/signatures.php?player=dajabec)

Tecmo Tunes Tecmo-themed song parodies



cxrom

Veteran



Posted January 14, 2008

Report post

Quote

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Members

+ 19

373 posts

Location: Phoenix, AZ

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trust me it won't be easier. you'll have to update ~120 pointers in order to just copy/paste the menu stuff. you might try making an *.ips out of your changes against whatever copy u started from. then apply that to the new version.

the problem is that i have to place all new code before the 4 new teams' roster so that the trailing space can be for future name usage. this in turn shifts all the names and screws up the pointers.

Quote

and could you also tell me the hex location for the sound that you remove for the qb to add more space to the 32 team rom I read were you said if the nfl expanded that there was enough room for maybe two more teams to be added untill then would I be able to put the qb's sound back in the rom threw the hex location?

ahh that damn sample. i'm no sound guru, so bear with me, but here's the exact reason its not included (warning: technical bs to follow):

the nes can output 1-bit samples through the DMC (delta modulation channel). those qb sound effects are created with this channel. the address of the sample to be played is set by writing to \$4012. the address itself is 2 bytes, but the programmer can only specify 1 byte.

(16-bit address)

```
%11aaaaaa aa000000
```

the 0s and 1s are set, i can only specify the value of the As. this gives an effective address range of \$C000 to \$FFC0.

the original had names and numbers stored in prg bank 1 which was mapped to \$8000 - \$BFFF (cpu address space). and since \$C000 - \$Fxxx was already taken (and cannot be remapped), that left me with \$Fxxx - \$FFF0. this is where the above sample is stored.

one day i'd like to restore the sample and have the code that loads the names/attributes bank switch if accessing an NFC west team. though thats another can of worms.

+ Quote



mi64

Member



Members

Posted January 14, 2008

Report post

Wow. Just wow.

Been playing Tecmo Super Bowl since it first came out (I'm 30). ALWAYS hoped for a totally updated, complete team ROM.

Excellent work all. Can't wait for the editor.

+ Quote



QBSHARKS

Starter



Members

+ 6

109 posts

Posted January 15, 2008

Report post

i updated the new rom with the new tsbtool and when i go check league leaders the screen messes up and the game freezes. Does anynody know why?

+ Quote



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted January 15, 2008

Report post

✓ **mattjones18 said:**

i updated the new rom with the new tsbtool and when i go check league leaders the screen messes up and the game freezes. Does anynody know why?

You updated it with a previous version, he has since corrected this problem. Here's a thread on how to fix what you've already done to the rom

viewtopic.php?f=34&t=10578&start=5

Here's the newest version

viewtopic.php?f=34&t=6941&start=141

Yes it's the same link you got the other one from, but it's been updated.

+ Quote



sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies

TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted January 15, 2008

Report post

Hey any luck with the defensive players stats not showing up for NFC West teams when controlled by man players?

+ Quote



sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted January 15, 2008

Report post

TomTupa said:

mattjones18 said:

i updated the new rom with the new tsbtool and when i go check league leaders the screen messes up and the game freezes. Does anybody know why?

You updated it with a previous version, he has since corrected this problem. Here's a thread on how to fix what you've already done to the rom

<http://www.tecmobowl.org/forum/viewtopic.php? ... 78&start=5>

I am assuming this is the fix for the NFL leaders issue.....but I don't see an actual solution there.

+ Quote Edit Options



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Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 15, 2008

Report post

😊 why, please tell

+ Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted January 15, 2008

Report post

I figured out why I wasn't seeing the solution, the link was this:

viewtopic.php?f=34&t=10578&start=5

instead of this:

viewtopic.php?f=34&t=10578

So I was seeing everything from the 5th post on but nothing from before.

+ Quote Edit Options



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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 15, 2008

Report post

just download the updated tool and you want have that problem, that you have posted all over this site, peepinmike has told you this already. unless it's a rom that you can't go w/ out and not the old tool that you keep using 😊

+ Quote



SBlueman

Tecmo Legend



Posted January 15, 2008

Report post

I've already downloaded the latest tool and tried to apply the fix on my end to no avail.

+ Quote Edit Options



Members

+ 289

1,048 posts

Location: San Jose, CA



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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

PeepingMike

Starter



Members



147 posts

Posted January 15, 2008

Report post

▼ **SBlueman said:**

I've already downloaded the latest tool and tried to apply the fix on my end to no avail.

I think you need to use the fix in the .8 version of supreme and the .8.1 version doesn't cause the bug at all.

+ Quote



suprmnxxx

Starter



Members



173 posts

Posted January 16, 2008

Report post

▼ **PeepingMike said:**

▼ **SBlueman said:**

I've already downloaded the latest tool and tried to apply the fix on my end to no avail.

I think you need to use the fix in the .8 version of supreme and the .8.1 version doesn't cause the bug at all.

that's got to be it

+ Quote



TomTupa

Tecmo Legend



Posted January 16, 2008

Report post



Members

+ 12

2,004 posts

Location: Indiana

✓ SBlueman said:

I figured out why I wasn't seeing the solution, the link was this:

viewtopic.php?f=34&t=10578&start=5

instead of this:

viewtopic.php?f=34&t=10578

So I was seeing everything from the 5th post on but nothing from before.

sorry about that, trying to help

+ Quote



 sigs.php?player=dajabec



Tecmo Tunes Tecmo-themed song parodies

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted January 16, 2008

Report post 

Nah, it's cool. I got it all figured out and am now back on track with my edit of this great version.

+ Quote Edit Options ▾



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

cxrom

Veteran



Posted January 16, 2008

Report post 

✓ Quote

Hey any luck with the defensive players stats not showing up for NFC West teams when controlled by man players?

so it's only NFC west defensive players? and none of the stats show up?

i've mostly been playing preseason the last couple weeks. kinda dropped the ball...



+ Quote



Members

+ 19

373 posts

Location: Phoenix, AZ

PeepingMike

Starter



Members

0

147 posts

Posted January 16, 2008

Report post

cxrom said:

Quote

Hey any luck with the defensive players stats not showing up for NFC West teams when controlled by man players?

so it's only NFC west defensive players? and none of the stats show up?

i've mostly been playing preseason the last couple weeks. kinda dropped the ball...

I thought this was resolved?

+ Quote



suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 16, 2008

Report post

CX, still working on that sound byte for the qb's. the sound is good untill he say hut then it gets distorted, any ideas? would love to fix this cause your 32team rom is the best ever!!!

+ Quote



cxrom

Veteran



Members

Posted January 16, 2008

Report post

suprmnxxx said:

CX, still working on that sound byte for the qb's. the sound is good untill he say hut then it gets distorted, any ideas? would love to fix this cause your 32team rom is the best ever!!!

lemme quote myself:

Quote

ahh that damn sample. i'm no sound guru, so bear with me, but here's the exact reason its not included (warning: technical bs to follow):

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(16-bit address)

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the 0s and 1s are set, i can only specify the value of the As. this gives an effective address range of \$C000 to \$FFC0.

the original had names and numbers stored in prg bank 1 which was mapped to \$8000 - \$BFFF (cpu address space). and since \$C000 - \$Fxxx was already taken (and cannot be remapped), that left me with \$Fxxx - \$FFF0. this is where the above sample is stored.

one day i'd like to restore the sample and have the code that loads the names/attributes bank switch if accessing an NFC west team. though thats another can of worms.

combined with the pm i sent you:

Quote

i think you are confusing the cpu addressing space with the actual rom addresses. so here is a better explanation:

PC = Program Counter

PPU = Picture Processing Unit

APU = Audio Processing Unit

the NES has a 16-bit PC which holds the address of the next instruction to be executed. with a 16-bit PC you can only address \$0000-\$FFFF. here is a break-down of what is what in CPU address space.

```
$0000-$07FF: RAM
```

```
$0800-$1FFF: Mirror of RAM
```

```
$2000-$2007: PPU registers
```

```
$2008-$3FFF: Mirror of PPU registers
```

```
$4000-$4017: APU registers/sprite DMA register/controller port regi:
```

```
$4018-$5FFF: for TSB, there is nothing here
```

```
$6000-$7FFF: SRAM
```

```
$8000-$9FFF: prg bank 1
```

```
$A000-$BFFF: prg bank 2
```

```
$C000-$DFFF: prg bank 3
```

```
$E000-$FFFF: prg bank 4
```

so the NES can only "see" \$8000 bytes of data that is on the cartridge at a time (mapped to \$8000-\$FFFF). to get around this, they created special chips called "mappers" to swap in different banks of data into the address space the the NES can see. TSB uses the MMC3 mapper.

in my post i usually write NES addresses with a '\$' (e.g. \$C000) and actual file addresses with "0x" (e.g. 0x08457). now the addresses you see in a hex editor mean nothing to the NES because that data can only be mapped to \$8000-\$FFFF.

\$4012 is an NES address. it is part of memory mapped I/O. this means that instead of having special instructions for I/O between the main cpu and the ppu/apu, the programmer just writes the data to an address. the co-processors watch for writes to those addresses and act accordingly.

now to add another layer of confusion, the MMC3 has it's own set of memory mapped registers. these registers swap PRG (code/data) and CHR (graphic) banks, changing mirroring modes (has to do with scrolling), enable/disable sram, and set IRQs (interrupt requests). these are mapped to \$8000, \$8001, \$A000, \$A001, \$C000, \$C001, \$E000, \$E001. so not only can code or data be located at these addresses, but writing to them will have some effect on the MMC3. it will not overwrite what's there since \$8000-\$FFFF is technically read-only.

i hope this clears up the confusion. the nesDev wiki will have a better explanation and more info if you are interested.

so in short: **it will not be possible to restore the soundfx without some serious work.** i don't mean to come off as an ass but there is no other way i can explain it.

+ Quote



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SBlueman



TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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PREV

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NEXT



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suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 17, 2008

[Report post](#)

CX, I had a playoff party and about 30 or so of my friends showed up, I broke out your 32team rom on the laptop and we had a mini playoff, the ones that hadn't played it loved the simple controls and addictive game play, sum had played it back in the day and remembrered why they loved it so much (they all loved it), we played until six in the morning the ones that had played it remembered the (missing) qb's hut sound and it originally only had 28 teams, they were amazed at what you had done, anyway this rom is a true peace of art just wanted to know if I could help in the final few stokes until it's a master peace, not to say it's not now, were there is a will there is a way, if or when, you get ready to take this great task on, if there is anyway I can help, just let me know, i won't bother you w/ this again, thanks for all the knowledge that you have shared and for all the knowledge you will share w/ us on this site and for the fire that you have giving to me to help make this ***THE BEST TECMO SITE AROUND*** just wanted to let you know that you have put alot of smiles on the faces of people on this site and others to.

peace cx GOD be w/ you!!!

[Quote](#)**suprmnxxx**

Starter



Posted January 19, 2008

[Report post](#) **TDO said:**

can anyone sticky this?

What's up TDO, glade you could join us and thanks for the fast reply on the email letting me know that I was a tcp member!!!



Members
+1
173 posts

later sup!!!

+ Quote



SBlueman

Tecmo Legend
●●●●●●



Members
+289
1,048 posts
Location: San Jose, CA

Posted January 19, 2008

Report post

...a post that could have been a PM... 😊

+ Quote Edit Options



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Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

suprmnxxx

Starter
●●●●



Members
+1
173 posts

Posted January 19, 2008

Report post

✓ SBlueman said:
...a post that could have been a PM... 😊

AW, their my good friend SBLUEMAN 😊 you you-est to post after me all the time, nice to know that you still care 😊 and I know you love this 😊 later sup!!!

+ Quote



PeepingMike

Starter

Posted January 19, 2008

Report post



Are you two dating?



Members



147 posts



Quote



suprmnxxx

Starter



Members



173 posts

Posted January 19, 2008

Report post

PeepingMike said:

Are you two dating?

he likes playing hard to get 😊 but he's so easy 😊



Quote



buck

DARRELL GREEN



Members

+2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 20, 2008

Report post

cxrom - how do you access teams in NFC West for the pro-bowl?

for example, teams 1-28 are '0 thru 1B'. I tried using 1C, 1D, 1E, 1F but this doesn't point to the teams.



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](#)

cxrom

Veteran



Posted January 20, 2008

Report post

1E=SF

1F=STL

20=SEA

21=ARZ

Members

+ 19

373 posts

Location: Phoenix, AZ



Quote



AZisBack

Member



Members

+ 1

24 posts

Posted January 23, 2008

Report post

This is the greatest and best thing in the world! Well maybe not but I love it! I've ran the game on by Nintendo DS (emulator Nes DS) and it works great. There are minor game bugs but who cares because there are 32 teams and a mid game playbook editor! I mainly registered my account here so you guys know you are amazing to spend the time and effort to work on this project.



Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted January 24, 2008

Report post

first post updated to v1.05. thank jstout for fixing a lot of the bugs. the quarter length is now adjustable from an "options" menu on the main menu. the weather option is a placeholder at this point and doesn't do anything. the blank slot below "weather" is not a bug, it's for future uses.



Quote



brakos81

Promising Rookie



Members



71 posts

Location: houston tx

Posted January 24, 2008

Report post

Do I have to sacrifice a chicken? 🤪



Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted January 24, 2008

Report post

cxrom said:

first post updated to v1.05. thank jstout for fixing a lot of the bugs. the quarter length is now adjustable from an "options" menu on the main menu. the weather option is a placeholder at this point and doesn't do anything. the blank slot below "weather" is not a bug, it's for future uses.

Wow....this gets better and better. I have gone ahead and downloaded the latest version and re-applied my work to it. The TSB TOOL and this game are the best thing to happen to this community in a LONG time!

+ Quote Edit Options



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

Vanisher

Promising Rookie



Members

+ 1

59 posts

Posted January 25, 2008

Report post

Hmm, it plays better than the first one.
Keep it up, cxrom. You've almost made it into a perfect TSB rom!

+ Quote



AZisBack

Member



Posted January 25, 2008

Report post

You have made the best game of 2008!



+ Quote



arizona-cardinals-382.jpg



Members

+ 1

24 posts

philleyOphish

www.tecmosb.com



Members

+ 61

691 posts

Location: Woodridge, IL

Posted January 25, 2008

Report post

AZisBack said:

You have made the best game of 2008!

Maybe Ever?

+ Quote



====\ philleyOphish /====



brakos81

Promising Rookie



Members

0

71 posts

Location: houston tx

Posted January 26, 2008

Report post

philleyOphish said:

AZisBack said:

You have made the best game of 2008!

Maybe Ever?

Nah. The original was better in its hayday.

+ Quote



drummer4god

Tecmo Legend



2.0

+ 58

1,650 posts

Posted January 26, 2008

Report post

brakos you are definAtely drunk or stoned!

+ Quote



Location: evensville,
tennessee
ROM MINDED



Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field,and gameplay with **THE** most downloaded,and popular roms in the Tecmo Super Bowl Universe!
<https://www.facebook...Bow12k13?ref=hl>

suprmnxxx

Starter



Members



173 posts

Posted January 26, 2008

Report post

brakos81 said:

philleyOphish said:

AZisBack said:

You have made the best game of 2008!

Maybe Ever?

Nah. The original was better in its hayday.

Yes, the original was great back in the day but know we can update the rosters to the original and the hybrid 32team rom by (CXROM) easily thanks to (BAD_AL) and CXROM is doing sum stuff to the original that now in my opinion making it better than the super nes version which in the past was head and shoulders above the nes version, this is truly a great and exciting time for nes version of this rom and what CXROM has planed for the rom in the future like maybe weather effects and god only knows what else besides CX himself is truly separating this rom from anything else, we might be looking in a year or so and say, this can't be from the original and that's not a bad thing since if you want to play the original you can always go back and do so, this is about the (evolution of tecmo super bowl). I would also just like to say thanks to CXROM, Jstout and BAD_AL for all ther hard work and time they have put into making this the best TSB ever!!!

+ Quote



PeepingMike

Starter



Members



147 posts

Posted January 26, 2008

Report post

The thing about the original is that the teams really do have their own personality. For example, you know what you're going to get when you go against SF. They're friggin awesome and you really have to work to beat them, run time down, stuff like that. With Houston and that R&S you're toast if you play the run. And vice versa with Detroit. I can go an entire game and not choose a pass play on defense when playing Sanders. It's hard to get that today, maybe the parity in the NFL is now effecting TSB!!! With the newer games, it takes a lot of time and editing to get that feel. Yes, this is the best game ever after some tweaking but the original will always have that swagger, that thing that distinguishes it.

Quote



Bodom

Tecmo Legend



Members



3,912 posts

Location: Boston MA

Posted January 26, 2008

Report post

PeepingMike said:

The thing about the original is that the teams really do have their own personality. For example, you know what you're going to get when you go against SF. They're friggin awesome and you really have to work to beat them, run time down, stuff like that. With Houston and that R&S you're toast if you play the run. And vice versa with Detroit. I can go an entire game and not choose a pass play on defense when playing Sanders. It's hard to get that today, maybe the parity in the NFL is now effecting TSB!!! With the newer games, it takes a lot of time and editing to get that feel. Yes, this is the best game ever after some tweaking but the original will always have that swagger, that thing that distinguishes it.

Well said

Quote



suprmnxxx

Starter



Members



173 posts

Posted January 26, 2008

Report post

Bodom18 said:

PeepingMike said:

The thing about the original is that the teams really do have their own personality. For example, you know what you're going to get when you go against SF. They're friggin awesome and you really have to work to beat them, run time down, stuff like that. With Houston and that R&S you're toast if you play the run. And vice versa with Detroit. I can go an entire game and not choose a pass play on defense when playing Sanders. It's hard to get that today, maybe the parity in the NFL is now effecting TSB!!!

With the newer games, it takes a lot of time and editing to get that feel.

Yes, this is the best game ever after some tweaking but the original will always have that swagger, that thing that distinguishes it.

Well said

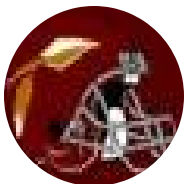
Yes, well said but like you just wote you know what you got w/ the original since "91" and it will always have that swagger (to some ex-stint) because it was the first of it's kind but I'm talking about the evolution of TSB and if your saying you would rather play the original over the new hybrid 32 team rom by CXROM than thats something I can't say my-self and just like you also said you can now tweak the game to your liking w/ the original or the 32 team rom, to give each team and player their own personality sum-thing back in the day only the developers who did original TSB had that power, now were able to edit the entire game anyway at anytime the way we want to tweak it just the way we want and all that debating over players, ratings and teams w/ the original or the 32 team rom doesn't apply anymore because of that ability, to me anyway, don't get me wrong nobody loves the original more than me, it's because of the original that were at this point but all things have to start at a point and more times than not, get better w/ time and to me TSB has done just that, (gotten better over time) and to me w/ all of this keep in mind, better than the original, the new hybrid 32 team rom has all that swagger and then sum (32 teams, playbook in start menu, selectable quarter time) and only will get even better when CX puts in stuff like maybe weahter effects or who know's what else CX will come up w/ he is a very talented programmer. 2- year's from now, if TSB keeps evolving the way it has here lately, it may very well be remembered to every-one just as the starting point and not as the best TSB game ever made, but as I have posted in other threads everyone has ther own opinion, some may agree w/ this some may not, Im just glade were at this point in time w/ this great game!!!

+ Quote



Tusharp103

Tecmo Super Champion



Members



550 posts

Posted January 26, 2008

Report post

Simply amazing even has playbook editing during the game. I might use this rom for a league pretty soon.

+ Quote



StalkingButler

Starter



Posted January 27, 2008

Report post

Hello all.. long time lurker, first time poster.

I appreciate all that is done here and I'll have to say this is the greatest thing to hit my computer, this is real amazing stuff. Thanks to all that make it possible.

A few questions about the game that the people here should be able to answer:



Members

+ 1

124 posts

Location: Mankato, Minnesota

When the defensive player gets an interception/fumble, what makes them fast or have a strong hitting power when running it back? Example: I just picked one with Ed Reed and he was extremely slow when running it back, yet he was breaking every tackle. I know this was pretty random in the '91 version as well, but I was wondering if it is random or whether it can be set through the programming of the game? (I don't run any of those programs to change the roms and such.. so I don't know)

Now that we have a time option.. when I'm playing a season with four minutes games, does the computer in the simulations of games then score less, or are they still in the same simulation time and score literally the same as the old roms? Example: If I have it set at 7 mins will they score 42-38 instead of 31-28?

Also I was hoping to throw out a few major/maybe unreasonable goals for this rom in the future:

1. Trading.. I'd love to play with Hester but not have to play with the Bears. heh.
2. Formation setting in game (OF Starters Set).. It'd be cool to run 4 WR offense with the Pats, or 3 WR 1 TE. (I'm sure you can do this with an editor that most of the people here have)
3. Tackles Statistic.. Probably too far-fetched, but would be way cool.

I guess that's it.. and since I don't want to post in the bugs thread also, I'll just throw out an irritating mention of the fact that Ben Leber is white, not black. 🤪

Keep on keepin' on.. love you guys.

Thanks,

-jb



Quote



 [sigs.php?player=StalkingButler05](https://www.last.fm/user/StalkingButler05)

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted January 27, 2008

Report post

PeepingMike said:

The thing about the original is that the teams really do have their own personality. For example, you know what you're going to get when you go against SF. They're friggin awesome and you really have to work to beat them, run time down, stuff like that. With Houston and that R&S you're toast if you play the run. And vice versa with Detroit. I can go an entire game and not choose a pass play on defense when playing Sanders.

It's hard to get that today, maybe the parity in the NFL is now effecting TSB!!!

With the newer games, it takes a lot of time and editing to get that feel.

Yes, this is the best game ever after some tweaking but the original will always have that swagger, that thing that distinguishes it.

That's why rushed out ROMS usually are panned. Getting the right feel takes lots of testing and isn't just about the player ratings.



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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

suprmnxxx

Starter



Members

+1

173 posts

Posted January 27, 2008

Report post ↗

✓ SBlueman said:

✓ PeepingMike said:

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Dose anybody even talk or listen to this guy 🤪 and have you ever even posted a rom since you been a member? or do you just try to tare down the hard working people on this site that at least make an effort 😏 and it really hurts I can't pm you 🤪

+ Quote





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TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted January 28, 2008

[Report post](#)

suprmnxxx said:

SBlueman said:

PeepingMike said:

The thing about the original is that the teams really do have their own personality. For example, you know what you're going to get when you go against SF. They're friggin awesome and you really have to work to beat them, run time down, stuff like that. With Houston and that R&S you're toast if you play the run. And vice versa with Detroit. I can go an entire game and not choose a pass play on defense when playing Sanders.

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Dose anybody even talk or listen to this guy 🤔 and have you ever even posted a rom since you been a member? or do you just try to tare down the hard working people on this site that at least make an effort 😊 and it really hurts I can't pm you 🤔

Did you notice he's been a member since the board was created? He's made many roms. Have you ever rated an entire rom or just tweaked other people's ratings?



Quote



suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 28, 2008

Report post

I have been on this board for over 3 months and he has been a ass to me from the start, in his own words (I worry about the quality of a ROM when someone cant even master uploading a file to the site) just have posted the ROM and decided to make a quick change to it and he wants to post that stupid remark, like his better than sum-one cause he's been a member for a longer time and because of that he thinks he has that right, I haven't seen any ROM post from him only complaints about other peoples hard work on Roms, what he thinks it should be like and if he did it he would have done this and asking and multi posting the same repeated question that me and peepmike have answered for him but thats right were below him, he's been a member longer, then tells me I couldn't have edited a ROM w/ the old tool be-for bad_al came-out w/ his beta tool for the 32 team ROM and then when he gets the beta tool he says in his own words (now I don't have to deal w/ the poster who ends every thing w/ sup!!!) < -- thats me by the way, after that remark in-spite of the all the other's, I lost all respect for him. I mean at the time how in the hell do you think you were playing CX's 32 team ROM w/ those changes nobody els had did anything to that ROM until AL's beta release, ow please give us one of your great creation ow ROM master and yes I have rated an entire ROM for the nes and super nes, ck them out for your self their posted w/ pass and run hacks, haven't seen a ROM here before w/ that combination, anyway I try to be courtesy and try to help out everybody on this site w/ the thing Ive learned from other members and on my own and I try to be positive to everyone, just read my other Post's and you well see that for your-self and now you know what my problem is w/ him why don't you ask him, what his problem is (or what is his problem with me) I think he likes to try to be a bully because he has been a member for a long time on this site and maybe he can say sum things to other posters on this site and they won't say anything back because of that, but thats not me!!!

+ Quote



drummer4god

Tecmo Legend



2.0

+ 58

1,650 posts

Posted January 28, 2008

Report post

I back Super!

+ Quote



Location: evensville,
tennessee
ROM MINDED



Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field, and gameplay with **THE** most downloaded, and popular roms in the Tecmo Super Bowl Universe!
<https://www.facebook...Bowl2k13?ref=hl>

PeepingMike

Starter
●●●●



Members
●●
147 posts

Posted January 28, 2008

Report post

Don't get me in the middle of this, I have no problem with anyone!!
I'm just learning and trying to help as much as I can.

+ Quote



suprmnxxx

Starter
●●●●



Members
+1
173 posts

Posted January 28, 2008

Report post

✓ drummer4god said:

I back Super!

Thanks bro, It's nice to know you got my back and I have your as-well our friendship has come from this site and form the higher power.

+ Quote



suprmnxxx

Posted January 28, 2008

Report post

Starter



Members

+1

173 posts

PeepingMike said:

Don't get me in the middle of this, I have no problem with anyone!!
I'm just learning and trying to help as much as I can.

Sorry peepingmike, I wasn't trying to get you in the middle of this, I was just explaining whats been going own to some fellow members so they don't think I'm the one being such a jerk.

+ Quote



PeepingMike

Posted January 28, 2008

Report post

Starter



Members

0

147 posts

TDO said:

all of you are jerks, this thread was for the tsb2007 32 team rom not your little spat.
to get back on subject, i wonder what cxrom has for that blank menu item, hell i am pumped at him just putting a 32 team rom and he just keeps going. the rom is bad ass

I think he's hard at work trying to get a 2pt conversion in there. That, and whatever he had planned for the weather.

+ Quote



Bodom

Posted January 28, 2008

Report post

Tecmo Legend



Members

+876

3,912 posts

Location: Boston MA

TDO said:

id crap my pants for a 2pt conversion

i hear that

+ Quote



suprmnxxx

Posted January 28, 2008

Report post

Starter



TDO, I wasn't trying to be a jerk, its just hard when your trying to help and contribute and their someone blue 🙄 their trying to cut you down when you make a post but your right about this post, I was being a jerk, this thread is for the 32 team ROM and not someone trying to get attention, if CX can pull this off, wait let me rephrase that, when he get the 2-



Members

+1

173 posts

point conversion completed, this ROM will rival madden on all levels and can you imagine, if he can put in weather effects in the ROM to, I think CX should get poster of the decade because of what he has done in such a short period of time and what he will do in the future as-well. keep up the good work everybody and long live TSB!!!

SUP!!!



Quote



PeepingMike

Starter



Members

0

147 posts

Posted January 28, 2008

Report post

▼ TDO said:

id crap my pants for a 2pt conversion

I'm not so sure I'd like that, I'm still a fan of the old school game.



Quote



StalkingButler

Starter



Members

+1

124 posts

Location: Mankato, Minnesota

Posted January 28, 2008

Report post

▼ PeepingMike said:

▼ TDO said:

id crap my pants for a 2pt conversion

I'm not so sure I'd like that, I'm still a fan of the old school game.

Suck it up and embrace it. 2008 rosters should have 2008 rules.. put in replay too! haha.

No, but 2 point conversion would be a great addition.. one that makes sense to add. I just hope that if one does get added the cpu will know when to go for it.. and will actually go for it.



Quote



sigs.php?player=StalkingButler05

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

MrBeef

Posted January 28, 2008

Report post

Tecmo Super Champion



Members



639 posts

Location: Florida

I think Tecmo would crap its pants if it knew what a few guys who really, really love this game and are getting it updated been over 15 yrs now and someone is always finding something new to make this game much better.

+ 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!!

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 29, 2008

Report post

I'd rather see defensive substitutions or alignment (ie 3-4, 4-3, nickel) than a 2pt conversion but that might be out of the realm of possibility. I don't even think there is enough room left for extra defensive players. Same with 3-4, 4-3, nickel.
Shit i'm amazed by what has been accomplished so far.

+ Quote



suprmnxxx

Starter



Members



173 posts

Posted January 29, 2008

Report post

bruddog said:

I'd rather see defensive substitutions or alignment (ie 3-4, 4-3, nickel) than a 2pt conversion but that might be out of the realm of possibility. I don't even think there is enough room left for extra defensive players. Same with 3-4, 4-3, nickel.
Shit i'm amazed by what has been accomplished so far.

Yea, he said that there was enough room for probably two more teams, if the NFL expanded but that was before what ever he is up to now, if he does the 2-point conversion and maybe weather effects that might eat up the Left over ram and and two or maybe one teams might not still be a possibility but he can always rework the ROM if the NFL expands that much, which it looks like it will sooner than later

+ Quote



TomTupa

Posted January 29, 2008

Report post

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

I'm just hoping for an off switch for fumbles and an on switch for preseason injuries. And to dream I'd love for the stats to go on unlimited.... while I'm at it including tackles as well.



Quote



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



Tecmo Tunes Tecmo-themed song parodies

PeepingMike

Starter



Members



147 posts

Posted January 29, 2008

Report post 

What is the point behind an off switch for fumbles?
I don't think he would implement a 2pt conversion if the CPU didn't react correctly.
then again, nobody else but me plays the CPU daily!!



Quote



suprmnxxx

Starter



Members



173 posts

Posted January 29, 2008

Report post 

PeepingMike said:

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I don't think he would implement a 2pt conversion if the CPU didn't react correctly.
then again, nobody else but me plays the CPU daily!!

ME to bro, thats all I play is the CPU, thats why i did the pass and run hacks w/ custom juice to have a better CPU challenging not unless a friend comes over, can't play on-line w/ nestopia put in tpc and aim just won't connect 😊



Quote



BigBen7

Starter



Posted January 29, 2008

Report post 

suprmnxxx said:

PeepingMike said:

What is the point behind an off switch for fumbles?
I don't think he would implement a 2pt conversion if the CPU didn't react correctly.

Members

+2

157 posts

Location: Avoca, PA

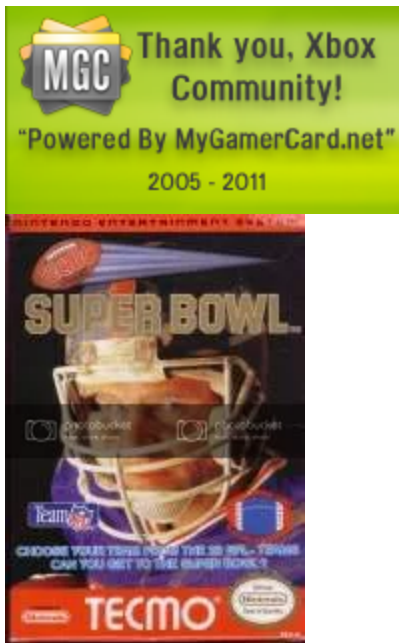
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Me three!!! 😁 Thats all I play is the CPU.



Quote



suprmnxxx

Starter



Members

+1

173 posts

Posted January 29, 2008

Report post

😊 AW, the three amigos!!!



Quote



AZisBack

Member



Posted January 29, 2008

Report post

As far as me personally I would like the 2 point conversion put in even if the CPU doesn't use it correctly. The game AI can get tweaked to get it right eventually. As far as changing the D I think that is a bad idea. The reason I think so is because I love TSB because it is a fun simple game. If I wanted to start changing the D I'd be playing Madden 08. I do like the sound of unlimited stats.

Now that I can play TSB on my DS I try and play everyday (But my 360 still gets a lot more love). So I can't be part of the amigos 😁 .

Members

+1

24 posts



Quote



shinybehiny2477

Posted January 29, 2008

Report post

Tecmo Legend



Members

+2

1,146 posts

Location: Old Town,ME

add me to the strictly only playing the cpu. i only have dialup and 20 hours a month of free internet. Beside that i hate nesticle, fce ultra has always been my favorite since 2003. 2pt conversion would be awesome. ive played a 4-3 rom before so i know its possible.



Quote



The Paine from Maine

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



suprmnxxx

Posted January 29, 2008

Report post

Starter



Members

+1

173 posts

wow!!! five amigos, I think we might have sum thing here form now on CPU player's only will be now as the amigos, a new brother hood sorta, anyway there is only so much ram in the ROM 😊 if there was only a way to increase the amount of ram in a ROM maybe by having pointers from an extra ram sour,like a ram to ROM upgrade 😊 no, no that wouldn't work or would it 😊



Quote



bruddog

Posted January 29, 2008

Report post

Down with button mashing



Moderators

+3,074

11,466 posts

Location: Ca

dial-up... damn! I wouldn't even want internet anymore if all i had is dial-up.



Quote



PeepingMike

Starter



Members



147 posts

Posted January 29, 2008

Report post

Polly-O is the official string cheese of the amigos.

In any event, what do you mean by unlimited stats? Tracking over the years or just more seasonal stats?

Quote



suprmnxxx

Starter



Members



173 posts

Posted January 29, 2008

Report post

PeepingMike said:

Polly-O is the official string cheese of the amigos.

In any event, what do you mean by unlimited stats? Tracking over the years or just more seasonal stats?

I think he means, more seasonal stats like maybe having as many defensive stats like it is for the offence.

Quote



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SBlueman



TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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2

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PREV

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ELanz10

Getting Started



Members

0

2 posts

Posted January 30, 2008

[Report post](#)

Someone mentioned earlier about how difficult it is to get the rosters straight these days. I totally agree. I've been working on mine for a while now and I still don't feel as if I'm done. I'll attach them to this post for anyone who wants to take a gander.

The 2-point conversion would be nice, but I'd imagine that there would have to be some CPU logic added to the game, so that might not be possible. Actually, I'd like to see a very basic fantasy draft available for preseason games. I doubt that would be viable for a season (again, CPU draft selection logic would be necessary), but would be nice for man vs man competition. I'm not a programmer and space is at a premium right now, so it probably can't happen. I'm very interested in seeing what will happen with this weather option...

Have a good one.

[tecmo2007_32.zip](#)



Quote



TomTupa

Tecmo Legend



Members

Posted January 30, 2008

[Report post](#)

I mean exceeding the game's set yardage, td, etc. limits in all statistical categories. Maybe double the storage somehow? That should be enough, 126 tds might be hard to get.



Quote



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

+ 12

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

2,004 posts

Location: Indiana

Nusm

Member



Members



16 posts

Location: Eastman, GA

Posted January 30, 2008

Report post

Long time lurker, very few posts. I have to say that the 32 team ROM is amazing. You guys have squeezed more out of TSB than I ever thought possible. Just mind blowing. And now I can set the quarter lengths, and change plays in the middle of the game. I'm almost speechless. It's TSB nirvana!

I would vote for the 2-point conversion as well, but there is still one thing about TSB the way it is that bugs me. I've always lived with it up until now, but seeing all the things you've accomplished with this ROM, I would think that it wouldn't be too hard to fix. After a safety in the NFL, the team caught in the endzone must kick to the other team from their own 20. On-sides kicks are not allowed, but in TSB, the CPU can and, if it's late in the 4th quarter and they're losing, *will* kick an on-sides kick and sometimes get it. Nothing irritates me more than to be in a tight game leading by a point or two, make a big play by tackling the CPU in the endzone, only to have him recover an on-sides kick. I know I still get the two points, but *I* should get the ball and be able to run out the clock for the win. Instead I'm fighting defensively again to keep him from scoring on some BS long run or pass play.

Anyway, is there any "switch to flip" in all that code that will prevent on-side kicks when kicking off from the 20 (as opposed to the 35 for a normal kickoff)?

P.S. I have a Palm T1X with an emulator called NesEm on it. I was concerned, but the 32 team ROM runs great on it. The screen's a little small, but not intolerable, and the speed is almost perfect. TSB anywhere, anytime!

Quote



shinybehiny2477

Tecmo Legend



Members



1,146 posts

Location: Old Town,ME

Posted January 30, 2008

Report post

im kinda torn between the 2pt conversion and a fantasy draft. i mean we've all played this game for over 16 years without the 2pt conversion, and dealt fine so i guess thats secondary to me compared to a fantasy draft. its a tough one but if anyone can do either it would make this game by far the best football game EVER!

Madden could never accomplish what has been done over the last few months in terms of adding great features to an already great game engine. i seriously might not ever be able to play madden again.

Amigos 4life son

Quote



The Paine from Maine

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



suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 31, 2008

Report post

Let CXROM do what ever he wants to the ROM, he has only made it better and only we'll continue to do so, I would hate to think he has been working on a 2-point conversion system for the game for months now to have to read I don't know if I want that, I mean if not for him we wouldn't have a 32team ROM, in-game playbook and adjustable quarter time, as far as I know he isn't taking a poll on this, everybody is entitled to their opinion and I respect that, I just don't think he should have to read sumthing to discourage him on his HARD WORK!!!

This is a reply to the people that have been posting, they don't think he should do a 2-point conversion!!!

You can't imagine the hours he has on this and the rom it's self!!!



Quote



MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted January 31, 2008

Report post

You can play vs your cpu all you want. The 2 point conversion would be incredible for league play. strategy would become different and just add more excitement and intensity to games.

Could you imagine a title game coming down to a 2 point conversion instead of the player opting for a tie and head into OT.

The Madden game has adjusted through the yrs going from console to console. We now have enough knowledgable guys who are willing to make Tsb more up to date. If you dont like whats being done to the game thats cool as you have the original if you like the 32 rom with all the bells and whistles you can now enjoy that also. Its a win-win situation for everyone.



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!!

cxrom

Veteran



Members

Posted January 31, 2008

Report post

dial-up internet and only 20 hours of it. very nice.

i recently started playing with the 2pt conversion idea again and this time around is looking a lot more promising. i have a 6pt conversion working. 😊 i've only tried it with man vs man and man vs com and no the com didn't use it. still got some more stuff to do.

as with the other gamplay hacks, you'll be able to turn it off from the options menu. that way everyone is happy.

+ 19

373 posts

Location: Phoenix, AZ

+ Quote



suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 31, 2008

Report post

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Just brilliant, you have just made everbody here 😁 and now there want be a battle of sides, should he or shouldn't he!!!! again just Brilliant!!!

+ Quote



StalkingButler

Starter



Members

+ 1

124 posts

Location: Mankato, Minnesota

Posted February 1, 2008

Report post

cxrom said:

dial-up internet and only 20 hours of it. very nice.

i recently started playing with the 2pt conversion idea again and this time around is looking a lot more promising. i have a 6pt conversion working. 😊 i've only tried it with man vs man and man vs com and no the com didn't use it. still got some more stuff to do.

as with the other gamplay hacks, you'll be able to turn it off from the options menu. that way everyone is happy.

If you feel the need to ever get weird with someone... I'll throw my name out there.

+ Quote



[sigs.php?player=StalkingButler05](#)

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

shinybehiny2477

Tecmo Legend

Posted February 1, 2008

Report post



Members

+ 2

1,146 posts

Location: Old Town,ME

you know what screw it, after thinking about it 2pt conversion would probably be way better cause if you really wanted to spend the time on "fantasy rosters" you could just change the names and shit of the players to the corresponding teams. (time consuming!) I mean with everything added recently that would be the most logical of additions.
oh yeah on the fantasy roster thing, can you like copy and paste the names and attributes of players to different teams with the TSBTool? cause then you really wouldnt need a fantasy draft.



Quote



The Paine from Maine

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



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted February 1, 2008

Report post

suprmnxxx said:

Just brilliant, you have just made ever body hear 😊 and now there want be a battle of sides, should he or shouldn't he!!!! again just Brilliant!!!

Dude, your posts read like a scam EBay ad from Singapore.



Quote



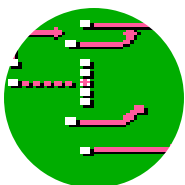
sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies



BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted February 1, 2008

Report post

boknows34 said:

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oh yeah on the fantasy roster thing, can you like copy and paste the names and attributes of players to different teams with the TSBTool? cause then you really wouldnt need a fantasy draft.

Yes.



Quote



PeepingMike

Posted February 1, 2008

Report post

Starter



Members



147 posts

StalkingButler said:

cxrom said:

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as with the other gamplay hacks, you'll be able to turn it off from the options menu. that way everyone is happy.

If you feel the need to ever get weird with someone... I'll throw my name out there.

Alllllllrighty then.

+ Quote



suprmnxxx

Posted February 1, 2008

Report post

Starter



Members



173 posts

TomTupa said:

suprmnxxx said:

Just brilliant, you have just made ever body hear 😊 and now there want be a battle of sides, should he or shouldn't he!!!! again just Brilliant!!!

Dude, your posts read like a scam EBay ad from Singapore.

What rock have you been hiding under Tup, haven't seen you post in a while on this thread, nice to see your back!!! BAB_AL said the 2-point conversion he's working on now can be turned on and off as a option, now everybody that wanted it and didn't want it can rejoice alike, I thought that was brilliant move on his part, don't you? sorry about the miss spelling, I had been up for 21 hours straight working on the new madden legend site, we have madden 08 and tecmo super bowl threads come ck it out, <http://maddenlegends.gametalk.ws/> we need someone w/ tecmo experience at the site to be a moderator!!! and as sleepy as I was when I posted that, I was in Singapore. LOL!!!

+ Quote



AZisBack

Posted February 8, 2008

Report post

Member



My 360 and PS3 are getting minimal game time since I found the TSB 2007 Rom. I still think this is going to be my favorite game of 2008. I'm actually going to get it made into a cartridge so I can play it on my TV. I noticed two little problems with the rom (probably easy fixes but I'm technologically impaired). After you win the Super Bowl it says the 1991 (yeah



Members
+1
24 posts

it is minor nitpicking but the front screen and season info has already been fixed). The second is that the Bears are always wearing a black uniform. I haven't noticed any other errors as of yet. I love this game!
Also a minor off-topic question about ratings (I'm not arguing about them). How did you guys decide what player gets what rating? I think the my Cards are pretty close to perfect for TSB.

+ Quote



TecmoTurd

Tecmo Legend



Members
+102
2,947 posts

Posted February 9, 2008

Report post

TomTupa said:

suprmnxxx said:

Just brilliant, you have just made ever body hear 😊 and now there want be a battle of sides, should he or shouldn't he!!!! again just Brilliant!!!

Dude, your posts read like a scam EBay ad from Singapore.

Hilarious. I agree. I also love how words like "HARD WORK" or "AWESOME SKILLS" are always accentuated with caps or 17 exclamation points. How about some RITALIN!!!!!!!!!!!!!! It really makes me wonder sometimes just how much Superman loves cxrom and the 32 team rom.

P.S. If you really want a laugh, read one of Super's posts out loud with all the voice inflections and shouting...

+ Quote



AIM: TecmoTurd



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

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

jstout

Tecmo Super Champion



Posted February 11, 2008

Report post

bruddog said:

I'd rather see defensive substitutions or alignment (ie 3-4, 4-3, nickel) than a 2pt conversion but that might be out of the realm of possibility. I don't even think there is



Members

+ 92

537 posts

enough room left for extra defensive players. Same with 3-4, 4-3, nickel.
The rom could be expanded to 512k of program for this. I'm honestly surprised cxrom didn't expand it from the start and use the new areas for the code. But then again I don't know how much of a pain it would be to write and check all the bank changes.

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted February 11, 2008

Report post

✔ jstout said:

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i bank swapped for large segments of code, but for short pieces the costs outweighed the benefits. at minimum you'd need this for every swap:

```

lda #BANK_TO_SWAP      ; swap new bank
sta $8000
pha
lda #NEW_BANK_INDEX
sta $8001

jsr Some_Function

pla                    ; swap back
sta $8000
lda #PREV_BANK_INDEX
sta $8001

rts

```

and the 32rom is really just a bunch of pointer hacks:

```

; teamIndexLOW = $1E
; teamIndexHI = $22

cpx teamIndexLOW
bcs _isExp


_isReg: lda REGULAR_DATA, X
rts

```

```
_isExp: cmp teamIndexHI
        bcs _isReg

        lda EXPANSION_DATA, X
        rts
```

having correct 4-3/3-4 defenses would be cool. especially if the reactions were updated to match up.

 [Quote](#)



jstout

Tecmo Super Champion



Members

 92

537 posts

Posted February 11, 2008

[Report post](#) 

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        jsr Some_Function

        pla                          ; swap back
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        rts
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_isExp: cmp teamIndexHI
        bcs _isReg


        lda EXPANSION_DATA, X
        rts
```

having correct 4-3/3-4 defenses would be cool. especially if the reactions were updated to match up.

Right, I understand how to do it but it does make sense that a lot of the stuff was small jumps of code. Also it might be possible to use something similar to the existing swapping routine for less code.

```
SWAP_8000: ; $D8DD
          STX $2E
          LDA #$06
          BNE :+
SWAP_A000: ; $D8E3
          STX $2F
          LDA #$07
:         ORA $33
          STA $34
          SEC
          ROR $2C
          STA BANKSELECT
          STX BANKDATA
          LSR $2C
          RTS
```

Yeah, if it could be setup to read the team and select the 34 or 43 defense than I could easily make the reactions for a 43 defense. The offense would need to adjust the blocking and run assignments though so correct blocks and holes existed especially for the CPU.

 [Quote](#)



cxrom

Veteran



Posted February 11, 2008

[Report post](#) 

 **jstout said:**

Yeah, if it could be setup to read the team and select the 34 or 43 defense than I could easily make the reactions for a 43 defense. The offense would need to adjust the blocking and run assignments though so correct blocks and holes existed especially for the CPU.

this just might be doable.

Members

+ 19

373 posts

Location: Phoenix, AZ

i figure, hack the toss screen to read base defense for both teams and set 2 variables. keep 2 copies of offense and defense ai data. hack the bank swapping routines for the ai to swap in different data banks depending on the 2 variables. someone would need to find out how the game tracks who has possession because i still haven't figured it out.

writing ai for a 3-4 defense and an offense against a 3-4 is gonna be a lot of work. if you're up to it, i'll set it up.

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 11, 2008

Report post

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writing ai for a 4-3 defense and an offense against a 4-3 is gonna be a lot of work. if you're up to it, i'll set it up.

I'm up to it for sure though I'd probably ask to let me finish the current playbook I'm doing for my rom as I wanted it done by the end of March and ready for the easy stuff.

I've looked everywhere for how it tracks the possession. The closest I've been is when it changes players it uses a jsr then jmp to one code for player1 and a different set for player2 but I didn't spot anything obvious yet in those and they do merge back to the same area. I'll look in my notes and post them back in this.

I can't seem to find the kickoff change in my notes but here is the turnover spots I was looking through. The core jumps are below.

FG Miss, Punt, Turnovers:

To Player 2: x2477F

\$876F:20 9A CC JSR \$CC9A

\$8772:4C 7B 87 JMP \$877B

\$8775:20 81 87 JSR \$8781

\$8778:4C A1 87 JMP \$87A1

\$877B:20 81 87 JSR \$8781

\$877E:4C AB 88 JMP \$88AB

To Player 1: x24F07

\$8EF7:20 9A CC JSR \$CC9A

\$8EFA:4C 03 8F JMP \$8F03

\$8EFD:20 09 8F JSR \$8F09

\$8F00:4C 19 80 JMP \$8019

\$8F03:20 09 8F JSR \$8F09

\$8F06:4C 23 81 JMP \$8123

+ Quote



Nusm

Member



Members



16 posts

Location: Eastman, GA

Posted February 11, 2008

Report post

✓ Nusm said:

Long time lurker, very few posts. I have to say that the 32 team ROM is amazing. You guys have squeezed more out of TSB than I ever thought possible. Just mind blowing. And now I can set the quarter lengths, and change plays in the middle of the game. I'm almost speechless. It's TSB nirvana!

I would vote for the 2-point conversion as well, but there is still one thing about TSB the way it is that bugs me. I've always lived with it up until now, but seeing all the things you've accomplished with this ROM, I would think that it wouldn't be too hard to fix. After a safety in the NFL, the team caught in the endzone must kick to the other team from their own 20. On-sides kicks are not allowed, but in TSB, the CPU can and, if it's late in the 4th quarter and they're losing, *will* kick an on-sides kick and sometimes get it. Nothing irritates me more than to be in a tight game leading by a point or two, make a big play by tackling the CPU in the endzone, only to have him recover an on-sides kick. I know I still get the two points, but *I* should get the ball and be able to run out the clock for the win. Instead I'm fighting defensively again to keep him from scoring on some BS long run or pass play.

Anyway, is there any "switch to flip" in all that code that will prevent on-side kicks when kicking off from the 20 (as opposed to the 35 for a normal kickoff)?

So I guess I'm the only one this bothers?

+ Quote



Randy Moss

Starter



Members



242 posts

Posted February 11, 2008

Report post

Jstout, I'm curious about the playbook you're making. I'm hoping that some of the common playbook hacks might be included, namely; the FB blocking the gap on the T formation sweep and adjusting the FB T formation sweep to the top so that the HB carries it. A couple plays that I put on my rom might be of interest to you as well. The R&S dive play, which is a simple formation hack stemmed from the singleback dive, and the R&S screen pass. Of all the plays I made, those two were probably my favorite ones. If you're interested, I still have their hex data saved and I could post it here.

+ Quote



buck

DARRELL GREEN



Posted February 11, 2008

Report post

✓ Randy Moss said:



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

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I'd like to see the hex for the R&S screen.



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](#)

Randy Moss

Starter



Members

+ 1

242 posts

Posted February 11, 2008

Report post

R and S Screen

Def reaction 1DD88 – C2 C2 C2 C2 D6 DA D6 D6

old one back flare A slot

formation : 0C, pointers: 4D 4D 4D 4D 4D 4D 4D 4D (no back pointers)

Play info: 4AAE

c1b3 15bd 5fa6 9bb8 77bc d8af bbbe acbe 48be 99be 67b0

Play graphics: 27CFC

01A0 A191 b1cc

018F 0193 0101

0198 9296 0101

0193 019C 0101

0101 0191 0101

0101 0193 0101

0101 0194 b1c3

An olineman actually pulls out and blocks down field for the screen The defensive reaction should work pretty well at stopping it at times. One issue is the cpu doesn't use it all that effectively against you.



Quote



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SBlueman

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TecmoBowl.org

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TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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PREV

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 12, 2008

[Report post](#)

I have some good plays I'm working on. a few counter runs, some better shotgun runs, fixing the blocking on certain runs
a downtoss flea-flicker
WR smoke/screen play



Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted February 12, 2008

[Report post](#)

jstout said:

I'm up to it for sure though I'd probably ask to let me finish the current playbook I'm doing for my rom as I wanted it done by the end of March and ready for the easy stuff.
no rush, it's gonna be a long offseason.

Quote

I've looked everywhere for how it tracks the possession. The closest I've been is when it changes players it uses a jsr then jmp to one code for player1 and a different set for player2 but I didn't spot anything obvious yet in those and they do merge back to the same area. I'll look in my notes and post them back in this.

I can't seem to find the kickoff change in my notes but here is the turnover spots I was looking through. The core jumps are below.

FG Miss, Punt, Turnovers:

To Player 2: x2477F

\$876F:20 9A CC JSR \$CC9A

\$8772:4C 7B 87 JMP \$877B

\$8775:20 81 87 JSR \$8781

\$8778:4C A1 87 JMP \$87A1

\$877B:20 81 87 JSR \$8781

\$877E:4C AB 88 JMP \$88AB

To Player 1: x24F07

\$8EF7:20 9A CC JSR \$CC9A

\$8EFA:4C 03 8F JMP \$8F03

\$8EFD:20 09 8F JSR \$8F09

\$8F00:4C 19 80 JMP \$8019

\$8F03:20 09 8F JSR \$8F09

\$8F06:4C 23 81 JMP \$8123

i'll check it out. i need to find how it does it so i can finish up on the 2pt conversion.

+ Quote



suprnmxxx

Starter



Members

+ 1

173 posts

Posted February 13, 2008

Report post

tkamsem said:

TomTupa said:

suprnmxxx said:

Just brilliant, you have just made ever body hear 😊 and now there want be a battle of sides, should he or shouldn't he!!!! again just Brilliant!!!

Dude, your posts read like a scam EBay ad from Singapore.

Hilarious. I agree. I also love how words like "HARD WORK" or "AWESOME SKILLS" are always accentuated with caps or 17 exclamation points. How about some RITALIN!!!!!!!!!!!!!!!!!!!!

It really makes me wonder sometimes just how much Superman loves cxrom and the 32 team rom.

P.S. If you really want a laugh, read one of Super's posts out loud with all the voice inflections and shouting...

Glade to see that a couple of my post have piqued your interest. tkamsem, I do love the 32 team rom cxrom released, anybody who has ever played tecmo super bowl has got to love that rom, CX did put a lot of hard work into the rom and yes he is a talented programmer, I give credit when credit is due, you should know this but you probably just download rom's and make idiot remarks to other people that actually make a contribution to the site, right!!! Thought I would add little accentuate with caps for you and please read this out loud to

yourself, since now one else will probably talk to you. "SUCK IT" "YOU BUM" LOL!!! Now that's funny.

+ Quote



MrNFL

Video Maven



Members

+ 97

720 posts

Posted February 13, 2008


Report post


Hey Cx, I know that right now on the NES version, either pass control or pass accuracy actually does nothing, and the other controls all. Is their a way to change that so that both are important like on the SNES game?

+ 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 Super ...

 1  0 comments

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

DetoxScission

Starter



Posted February 17, 2008

Report post

I just played through a full season with this rom and loved it, maybe even a little more than the original. So a great job done!

For anyone interested, the year end stats were as follows:



Members

+ 29

131 posts

Location: Connecticut, USA

Team: Tampa Bay Buccaneers (14-2-0) [[1st Place In NFC South Division, 1st Place In NFC]]

Playoffs:

- Divisional Matchup: 35-7 Victory over New York Giants
- NFC Championship: 30-0 Victory over Atlanta Falcons
- Super Bowl: 35-27 Victory over Cincinnati Bengals

Statistics:

QB **Jeff Garcia**: 164-203 Passing (80.7% Complete), 50 TD Passes, 3 Interceptions, 3478 Yards (17.1 Avg), 216.7 QB Rating

68 Rushing Attempts, 382 Yards (5.6 Avg), 5 TD Runs

QB **Luke McCown**: 8-17 Passing (47.0% Complete), 4 TD Passes, 3 Interceptions, 206 Yards (12.1 Avg), 96.6 QB Rating

1 Rushing Attempt, 2 Yards (2.0 Avg), 0 TD Runs

RB **Cadillac Williams**: 41 Rushing Attempts, 188 Yards (4.5 Avg), 4 TD Runs

6 Receptions, 61 Yards (10.1 Avg), 0 TD Catches

RB **B.J. Askew**: 11 Rushing Attempts, 55 Yards (5.0 Avg), 1 TD Run

28 Receptions, 485 Yards (17.3 Avg), 3 TD Catches

2 Punt Returns, 36 Yards (18.0 Avg), 0 TD Returns

RB **Earnest Graham**: 3 Punt Returns, 80 Yards (26.6 Avg), 1 TD Return

WR **Joey Galloway**: 15 Receptions, 651 Yards (43.4 Avg), 11 TD Catches

WR **Ike Hilliard**: 68 Receptions, 1563 Yards (22.9 Avg), 25 TD Catches

22 Kickoff Returns, 337 Yards (15.3 Avg), 0 TD Returns

17 Punt Returns, 163 Yards (9.5 Avg), 0 TD Returns

WR **Michael Clayton**: 6 Receptions, 98 Yards (16.3 Avg), 3 TD Catches

16 Kickoff Returns, 294 Yards (18.3 Avg), 0 TD Returns

WR **Maurice Stovall**: 3 Kickoff Returns, 55 Yards (18.3 Avg), 0 TD Returns

4 Punt Returns, 28 Yards (7.0 Avg), 0 TD Returns

TE **Alex Smith**: 49 Receptions, 826 Yards (16.8 Avg), 12 TD Catches

TE **Anthony Becht**: 6 Kickoff Returns, 114 Yards (19.0 Avg), 0 TD Returns

K **Matt Bryant**: 63-65 Point After Kicking (96.9% Complete), 0-2 Field Goal Kicking (0.0%)

LB **Derrick Brooks**: 20 Quarterback Sacks, 0 Interceptions

SS **Jermame Phillips**: 1 Quarterback Sack, 4 Interceptions, 12 Yards (3.0 Avg)

Team Defense: 52 Quarterback Sacks, 4 Interceptions

Offensive Yards Gained: 4311 (7th In NFC, 14th In NFL) [[3684 Passing, 627 Rushing]]

Defensive Yards Allowed: 2935 (1st In NFC, 1st In NFL) [[1093 Passing, 1842 Rushing]]

Points Scored: 461

Points Allowed: 219

+ Quote



[The CarrNage Report on Youtube](#)



I play various video games (including **Tecmo Super Bowl**) from different eras regularly, do live action videos, post music i've done and try to be entertaining. Come visit!

Promising Rookie



Members



65 posts

Slow and steady wins the race.

I don't know if it has been mentioned or not but in the latest version of the 32 team rom when a timeout is called and the drop down menu is exited the bottom half of it stays on the screen and covers two of the pass plays.

+ Quote



brakos81

Promising Rookie



Members



71 posts

Location: houston tx

Posted February 18, 2008

Report post

TSBglory91 said:

I don't know if it has been mentioned or not but in the latest version of the 32 team rom when a timeout is called and the drop down menu is exited the bottom half of it stays on the screen and covers two of the pass plays.

Yeah... I thought it was just me.

+ Quote



Sargon

Promising Rookie



Members



52 posts

Posted March 2, 2008

Report post

Where does the bug list stand on this? Will we hopefully have all the bugs cleaned up (NFC West stats, etc.) in time for an awesome 2008/2009 ROM? Thanks for everyone's efforts, especially cxrom!

+ Quote



Nusm

Member



Posted March 2, 2008

Report post

Sargon said:

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Which version are you playing? Go to page 1 of this thread and get version 1.05. Most all bugs (including the NFC West stats you mentioned) have been fixed.

Members

● 0

16 posts

Location: Eastman, GA



Quote



Sargon

Promising Rookie



Members

● 0

52 posts

Posted March 2, 2008

Report post

✓ **Nusm said:**

✓ **Sargon said:**

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Which version are you playing? Go to page 1 of this thread and get version 1.05. Most all bugs (including the NFC West stats you mentioned) have been fixed.

Somehow I missed 1.05 completely. Thank you!



Quote



StalkingButler

Starter



Members

+ 1

124 posts

Location: Mankato, Minnesota

Posted March 5, 2008

Report post

I went through and fixed the rosters and sim levels of the teams and players. Now the depth charts are more accurate, some ratings adjusted for the end of the seasons, cromartie and a few others have been added, I added a few players like allen rossum (with limited offensive ability) to take back kicks, and I adjusted the sim levels of all the teams and a ton of players. Adjusting the sim levels now gives players like Brady and Moss a better chance of leading the league on simulations, and it makes it so the Pats and Colts are the leagues best teams, not the Dolphins and Falcons (like it seemed to be before).

check it out.. lemme know what ya think.

[TSB 2007-32\(roster edit\).rar](#)

[TSB 2007-32\(roster edit\).zip](#)



Quote



[sigsgames.com/sigs.php?player=StalkingButler05](http://www.sigsgames.com/sigs.php?player=StalkingButler05)

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

jer

Member

Posted March 14, 2008

Report post

Hi. I hope this is posted in the right place. I have no computer programming skills at all, but



Members

0

13 posts

thanks to many of you I've been able to contribute (hopefully) something here. I've added an appropriate 2008-09 schedule of opponents to v105 rom. While the official NFL schedule won't be released for a month or so, the opponents each team will face in the coming season has already been established. So if you want the fun of playing with your favourite team against all the teams they will face this year (home and away accurate) hopefully you will download this modified ROM. You can just take the schedule from it if you want using the TSBtoolsupreme. I've made most of the recent roster changes, and revised many of the players attributes. I compared each position to the original 1991 game and tried to get a similar distribution of abilities among players. I think it plays well.

I hope some of you find this ROM entertaining even if you just take the schedule from it. I took way longer than I would have imagined to put it together.

Thanks to everyone who has contributed to the production of the 32 team ROM (cxrom et al.) and the TSBtool supreme (BAD_AL). It's fantastic what you have created.

jer

[2008-09 opponents.zip](#)



Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted March 25, 2008

Report post

after a bit of a hiatus:

Quote

I don't know if it has been mentioned or not but in the latest version of the 32 team rom when a timeout is called and the drop down menu is exited the bottom half of it stays on the screen and covers two of the pass plays.

haha i thought i got rid of all those. anyone know of any other bugs?



Quote



Gaffney

Starter



Members

+ 1

133 posts

Posted March 25, 2008

Report post

In response to someone's earlier comments about the appearance of the weather, I remember tinkering with this several years ago. I always thought the snow looked best as a light grey (10) and that the rain looked best represented as a brown field (18):



+ Quote 

MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted March 25, 2008

Report post 

what did you do to change the field color gaffney? just change the palette or a hex edit?

+ 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!!

buck

DARRELL GREEN

Posted March 25, 2008

Report post 



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

MrBeef said:

what did you do to change the field color gaffney? just change the palette or a hex edit?

set the value at address 0x2c422. input the hex value of the color you want. so to set the field brown like he shows, you could use a TSBTool SET command: SET(0x2c422, 0x18) or just go there in a hex editor and overwrite it yourself.

+ 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](#)

MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted March 25, 2008

Report post

ty buck!

+ 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!!

CXrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted March 26, 2008

Report post

here's a rough copy of the weather hack. since i made this long before the options menu, there is no way to turn weather on/off or set type in game. i recommend using fceuxdsp since it has a built in hex editor.

goto sram (Tools->Hex Editor->View->NES Memory) at \$7FF0.

\$7FF0: 0=off, 1=on

\$7FF1: 0=clear, 1=snow, 2=rain

as you can tell its hard to make the animated rain look good since the NES only has one background plane, which in turn forces the sprites to have to have higher priority. again this is rough, since i didn't update all the rain graphics or fix the nametable shearing. cut scenes also revert back to default palettes. if i remember correctly only BC is affected by weather at this point.

i may just can the animation and go with Gaffney's idea.

[weather.zip](#)

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted March 26, 2008

Report post

cxrom said:

again this is rough, since i didn't update all the rain graphics or fix the nametable shearing. cut scenes also revert back to default palettes. if i remember correctly only BC is affected by weather at this point.

i may just can the animation and go with Gaffney's idea.

yeah, the rain is a little rough - would make for a good Tecmo ACID bowl or something 😄 . I think the brown field for rain would be ok.

+ 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](#)

Gaffney

Starter



Members

+ 1

133 posts

Posted March 26, 2008

Report post

Wow, I had no idea animating the weather was even a possibility. It actually looks surprisingly good, and hopefully my previous post doesn't discourage you from continuing to explore this.

I have to say, I hadn't visited the boards in a while, but it's amazing what you guys have been able to do with the game. The rom hacking has definitely been taken to a whole new level - 32 teams, in-game playbook changes, it's incredibly impressive.

On a more basic front, would it be possible to have an option to turn injuries ON for Pre-Season games? I imagine the one major complication would be if the rom applied a Pre-Season game injury to the in-progress Season players, but even if that were the case hopefully folks wouldn't be using their season save states to play Pre-Season games... and if they did, hopefully they would be wise enough to turn the option off.

+ Quote



cxrom

Veteran



Posted March 26, 2008

Report post

Gaffney said:

On a more basic front, would it be possible to have an option to turn injuries ON for Pre-Season games? I imagine the one major complication would be if the rom applied



Members

+ 19

373 posts

Location: Phoenix, AZ

a Pre-Season game injury to the in-progress Season players, but even if that were the case hopefully folks wouldn't be using their season save states to play Pre-Season games... and if they did, hopefully they would be wise enough to turn the option off.

from my understanding, two copies of team data are kept in ram for each team while playing. one is the data saved for the season (each team has a slot) and lasts until a data reset; the other is a temp storage (2 slots only) for in game only and is cleared across games. if you're playing season games, the temp data is merged with the season data after the blue screen.

it may possible without interfering with season data. it seems all you'd have to do is just find the code that skips injuries if in preaseason mode and disable it. though i haven't looked into it.

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted March 26, 2008

Report post

cxrom said:

it seems all you'd have to do is just find the code that skips injuries if in preaseason mode and disable it. though i haven't looked into it.

my post below has how to enable injuries but it glitches when you play pro bowl mode (someone would have to find a way around that to make it work totally correct but I haven't looked seriously into this yet).

viewtopic.php?f=22&t=9807

+ Quote



segathonsov

Tecmo Legend



Members

+ 2,040

2,466 posts

Location: South of the River

R.O.Y Buring Mort 2

Posted March 27, 2008

Report post

This ROM is the Best!

+ Quote



cxrom

Veteran

Posted March 28, 2008

Report post



Members

+ 19

373 posts

Location: Phoenix, AZ

jstout said:

cxrom said:

...

my post below has how to enable injuries but it glitches when you play pro bowl mode (someone would have to find a way around that to make it work totally correct but I haven't looked seriously into this yet).

<http://www.tecmobowl.org/forum/viewtopic.php?f=22&t=9807>

thanks for the info, i'll see what i can do.

+ Quote



champ

Getting Started



Members

0

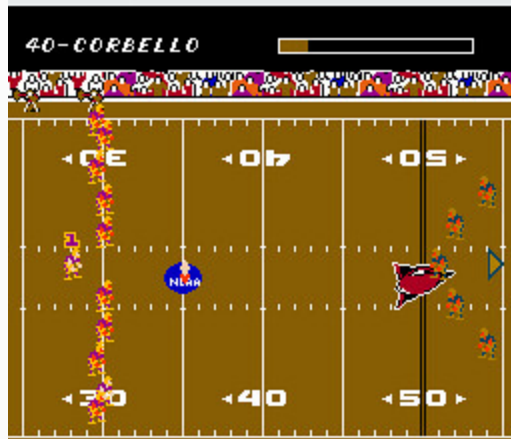
8 posts

Posted March 29, 2008

Report post

Gaffney said:

In response to someone's earlier comments about the appearance of the weather, I remember tinkering with this several years ago. I always thought the snow looked best as a light grey (10) and that the rain looked best represented as a brown field (08):



| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
|---|-------|------|------|--------|------|-----|-----|-------|-------|-------|-------|-------|------|------|------|------|
| 0 | Grey | Blue | Blue | Purple | Pink | Red | Red | Brown | Brown | Green | Green | Green | Teal | Teal | Teal | Teal |
| 1 | Grey | Blue | Blue | Purple | Pink | Red | Red | Brown | Brown | Green | Green | Green | Teal | Teal | Teal | Teal |
| 2 | White | Cyan | Blue | Purple | Pink | Red | Red | Brown | Brown | Green | Green | Green | Teal | Teal | Teal | Grey |
| 3 | White | Cyan | Blue | Purple | Pink | Red | Red | Brown | Brown | Green | Green | Green | Teal | Teal | Teal | Pink |

Did you have this problem when you edited the field colors? When I changed the colors behind the right endzone didn't take all the way.



+ Quote



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SBlueman



TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted March 29, 2008

[Report post](#)

Quote

Did you have this problem when you edited the field colors? When I changed the colors behind the right endzone didn't take all the way.

i had that same problem with my weather hack. you can try changing which solid tile the grass uses (to your grey one) if the endzone has grey available, or hack the palette that the endzone is using to included a grey.

what would be a good distance for a 2pt conversion? in tsb, being what it is, two yards just doesn't seem difficult enough to keep people honest.



Quote

**TomTupa**

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted March 29, 2008

[Report post](#)

cxrom said:

Quote

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what would be a good distance for a 2pt conversion? in tsb, being what it is, two yards just doesn't seem difficult enough to keep people honest.

Agreed. Maybe 4 or 5.

+ Quote



sigs.php?player=dajabec



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

brakos81

Promising Rookie



Members



71 posts

Location: houston tx

Posted March 29, 2008

Report post

cxrom said:

Quote

Did you have this problem when you edited the field colors? When I changed the colors behind the right endzone didn't take all the way.

i had that same problem with my weather hack. you can try changing which solid tile the grass uses (to your grey one) if the endzone has grey available, or hack the palette that the endzone is using to include a grey.

what would be a good distance for a 2pt conversion? in tsb, being what it is, two yards just doesn't seem difficult enough to keep people honest.

I'd say about 5 or 6.

+ Quote



TomTupa

Tecmo Legend



Members



2,004 posts

Location: Indiana

Posted March 29, 2008

Report post

In the NFL the 2 pt conversion rate is almost 50%, so it shouldn't be too far away.

+ Quote



sigs.php?player=dajabec



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

bruddog

Down with button mashing



Posted March 29, 2008

Report post

Especially since passing gets pretty difficult inside the 10 yard line. It's easier to pass in the NFL than it is in temco that close.



Moderators

+ 3,074

11,466 posts

Location: Ca

I'd say between 3-5 yards.

+ Quote



shinybehiny2477

Tecmo Legend



Members

+ 2

1,146 posts

Location: Old Town,ME

Posted March 30, 2008

Report post

10 yards to 20 minimum for 2pts like in college overtime.

+ Quote



The Paine from Maine



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

MrBeef

Tecmo Super Champion



Members

0

639 posts

Location: Florida

Posted March 30, 2008

Report post

▼ boknows34 said:

10 yards to 20 minimum for 2pts like in college overtime.

WHAT???

+ 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!!

BO FB Offtackle
Left

Tecmo Legend



Posted March 30, 2008

Report post

I say leave it where the XP is set up. If it's easy it's easy, so what. Most things in Tecmo are far easier than the real deal, isn't that why we love it? 😊 You can't break off 50-yard runs every other play in real football, but you do in Tecmo.

As someone said, passing from the 2 is pretty hard, and you only have one play. It could get called, your opponent could pick the right LB to stuff you, it's not automatic like the XP and



that's really all that matters.

+ Quote



Members

+ 253

3,135 posts

Location: New York

"There's nothing wrong with reading the game plan by the light of a jukebox."



- Kenny Stabler

TomTupa

Tecmo Legend



Posted March 30, 2008

Report post

Ideally you'd like it to be a tough decision to go for 2 though, and only in cases where you need it. If not it becomes a case of hardly ever kicking extra points.

+ Quote



Members

+ 12

2,004 posts

Location: Indiana

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



Tecmo Tunes Tecmo-themed song parodies

SBlueman

Tecmo Legend



Posted March 30, 2008

Report post

I am all for leaving it at the two.

+ Quote Edit Options

Members

+ 289

1,048 posts

Location: San Jose, CA



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

champ

Getting Started



Members

● 0

8 posts

Posted March 31, 2008

Report post

cxrom said:

Quote

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i had that same problem with my weather hack. you can try changing which solid tile the grass uses (to your grey one) if the endzone has grey available, or hack the palette that the endzone is using to include a grey.

what would be a good distance for a 2pt conversion? in tsb, being what it is, two yards just doesn't seem difficult enough to keep people honest.

the endzone is not the problem. it's the green that shows up around the sides of the field at the right end. i looked for it in both hex editor and in tile layer pro. was just wondering if anyone found where that small patch of green is located in hex editor. looks like it has to be changed in a hex editor and not in tile editor.

im going to go against the grain on the 2pt conversion thing. i personally would put it exactly where it is in the NFL. the two yard line.

like someone else said .. passing is harder there so you mainly have to just play good run defense. most pass plays will be ineffective from that close.

let the gamers fight over keeping it honest. i say stick with authenticity.

+ Quote



StalkingButler

Starter



Members

+ 1

124 posts

Location: Mankato, Minnesota

Posted March 31, 2008

Report post

Not sure what's going on with this weather thing.. that weather rom hurt my eyes though. Anyways, the 2pt conversion... please, please, PLEASE keep it at the standard (2+ yard) NFL hash. For the same reasons as everyone else said here.

+ Quote



 sigs.php?player=StalkingButler05

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

eagles2231

Promising Rookie



Posted April 1, 2008

Report post

maybe this has been posted somewhere, but i dont see it - is there an editor that works with the 32 team rom yet? when this version came out, the editor was supposedly almost



Members

+ 4

52 posts

finished but i havent seen it yet.

if not, what are people using to change the ratings?

stalkingbutler - i like your update, but one question: why the hell does frank gore have 94 HP? he's not really that big or powerful in real life but he has the same HP as Okoye for some reason. he's an unstoppable beast in your update.

+ Quote



eagles2231.png



MrNFL

Video Maven



Members

+ 97

720 posts

Posted April 1, 2008

Report post

Eagles: Bad_ALs TSB_Tool Supreme edits the 32 team rom. Search for that on the boards. As for the endzone color patch, I know on the SNES rom that with the endzone palettes are some colors of the things nearby. Perhaps that will solve that problem? And 2-yd line for the 2 pt conversion.

+ 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 Super ...



1



0 comments

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

StalkingButler

Posted April 1, 2008

Report post

Starter



Members



124 posts

Location: Mankato,
Minnesota

▼ eagles2231 said:

maybe this has been posted somewhere, but i dont see it - is there an editor that works with the 32 team rom yet? when this version came out, the editor was supposedly almost finished but i havent seen it yet.

if not, what are people using to change the ratings?

stalkingbutler - i like your update, but one question: why the hell does frank gore have 94 HP? he's not really that big or powerful in real life but he has the same HP as Okoye for some reason. he's an unstoppable beast in your update.

Alright good point, I f'd up a few playbooks too, sort of minor (like 3 wr, I accidentally had Glenn in a running play and I need to stop with the 4 running plays for one rb, cuz they dominate sims then). And yes, I used the TSB_Tool_Supreme.

[TSB 2007-32\(roster edit-april 1st\).zip](#)



Quote



 [sigs.php?player=StalkingButler05](#)

Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>



champ

Getting Started



Members



8 posts

Posted April 2, 2008

Report post

▼ MrNFL said:

Eagles: Bad_AL's TSB_Tool Supreme edits the 32 team rom. Search for that on the boards.

As for the endzone color patch, I know on the SNES rom that with the endzone palettes are some colors of the things nearby. Perhaps that will solve that problem?

And 2-yd line for the 2 pt conversion.

The left endzone color is connected with the complete field color at .. 0x2c422. For some strange reason the right endzone is not in the same area. At least I haven't been able to find it. Chances are the right endzone is connected with the rest of the field that isn't edited at 0x2c422.

Anyone know where that location is?

(another pic)



+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted April 2, 2008

Report post

✓ champ said:

The left endzone color is connected with the complete field color at .. 0x2c422. For some strange reason the right endzone is not in the same area. At least I haven't been able to find it. Chances are the right endzone is connected with the rest of the field that isn't edited at 0x2c422.

Anyone know where that location is?

The game does a color switch from blue/red/white (midfield) to green/red/white when going to the right endzone.

Change x2C0C5 and x2C154 to the color you want instead of green.

+ Quote



eagles2231

Promising Rookie



Members

+ 4

52 posts

Posted April 2, 2008

Report post

OK - maybe I am an idiot, but I downloaded the tool and I can't access the command prompt. how the heck do i do that? Basically I open it up and I see the command prompt in the background for a split second, but then the GUI opens and the command prompt disappears and I can't figure out how to access it. When I close the GUI, I see the command prompt close again for a split second. The GUI works fine and I'm using Vista if that matters. Any help would be awesome.

+ Quote



 eagles2231.png



Hush7

Posted April 3, 2008

Report post

Member



Members

0

33 posts

I just registered on the forum to say thank you for this ROM! I was playing the original TSB with a friend the other day, and I commented on how cool it would be if it were updated with current rosters and teams. A quick google search a few hours later and here it is! Is anyone else using a modded Xbox to play? I have a softmod with mednafenx_nes and this ROM runs great on it! Thanks again, this is awesome!!!!



Quote



champ

Getting Started



Members

0

8 posts

Posted April 4, 2008

Report post

▼ **jstout said:**

▼ **champ said:**

The left endzone color is connected with the complete field color at .. 0x2c422. For some strange reason the right endzone is not in the same area. At least I haven't been able to find it. Chances are the right endzone is connected with the rest of the field that isn't edited at 0x2c422. Anyone know where that location is?

The game does a color switch from blue/red/white (midfield) to green/red/white when going to the right endzone.

Change x2C0C5 and x2C154 to the color you want instead of green.

Thanks a lot! That's the ticket. 🤔



Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted April 4, 2008

Report post

cxrom is there any way to add number of yards required for a first down to the options menu?



Quote



cxrom

Posted April 5, 2008

Report post

Veteran
●●●●

i glanced at [this](#) thread, and it seemed you only need to change 3 values. if that's so, then i think it'd be pretty easy to add. like 10, 15, 20?



+ Quote



Members
+ 19

373 posts

Location: Phoenix, AZ

bruddog

Down with button mashing



Posted April 5, 2008

Report post

unfortunately 15 seems to cause some weird issues where you can really be past the yard marker and be short of the first down or vice versa.
10, 16, 20 maybe.



+ Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

StalkingButler

Starter
●●●●

Posted April 6, 2008

Report post

How about a no first downs option on that too.. everything is "and goal".. that'd be a new twist to the game.



+ Quote



Members
+ 1

124 posts

Location: Mankato, Minnesota

 sigs.php?player=StalkingButler05



Hip-Hop Enthusiast

Last.fm: <http://www.last.fm/user/StalkingButler/>

Rateyourmusic.com: <http://rateyourmusic.com/~StalkingButler>

Look what I can make: <http://www.youtube.com/watch?v=s2ClclFFW0>

Randy Moss

Starter
●●●●

Posted September 21, 2008

Report post

I'm not sure if this has been brought up before, but the Tecmo lettering on the top of the main menu page is white, and I can't seem to change it to any other color.
Offset: x1A147 (should change that color, doesn't appear to be doing anything)



Quote



Members

+1

242 posts



PREV

6

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TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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Page 12 of 13

cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted May 1, 2009

[Report post](#)updated the first post with [v1.11](#).

Quote

v1.11

-Weather (RP, RS, BC, PC, and REC drop)

-2pt Conversion (has a couple of bugs)

-1st downs: 10 or 20 yards

-Difficulty: Normal, Juiced

Still has the 2007 version rosters.

There are 3 things I know of when using the 2pt conversion:

-scoring a td after time expires at half or 4th

-returning an int or fumble will not give you the option for 2pt

-stats get thrown off by 2pt attempts

Quote

**lastwhitesoxfansta**
nding

Member



Posted May 1, 2009

[Report post](#)

Wow!!!!

Is it possible to release the 2 pt conversion hack as an IPS so I can use it with the Time Machine or Super Coach hacks?

Again, Well done!!!!



Members

0

11 posts

+ Quote



lastwhitesoxfansta

Posted May 1, 2009

Report post

nding

Member



Members

0

11 posts

Granted, I only tried this once, but on my very first play, I threw a bomb and on a jj it was going to a cut-scene and instead of the cut-scene it took me back to the title screen and the game froze. Just an fyi.

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted May 1, 2009

Report post

Seems v112 is only half baked, try v111. This one was tested by others awhile back and didn't have those problems.

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

Posted May 1, 2009

Report post

Meeerrraaargh. I'd love to add, at the very least, that 2pt conversion to Tecmo Super Coach, for sure. I don't know how IPS patches function, but if a patch can be provided/is possible for this update to your ROM CXROM, and without it causing a hassle to create, that would be pretty rad. If not, totally understandable. It goes without saying that your work on TSB continues to change the game--for the better.

**EDIT: Pffft. I just checked out your update, CXROM. That is sick. That's all I have to say. Sick.

You may or may not know, but during poor weather games, when first downs get measured by the ref, the ground is still green. I mention it only because it seems like you spent some

5,286 posts

Location: Boston, MA

time making the adjustments on every other cut scene showing turf.

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted May 1, 2009

Report post

It's alright, list whatever you find.

Another one is when you get stopped on a run attempt for 2pt. I remember testing it out a lot when I was working on it, o well. So for now the 2pt conversion is still a work in progress.

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted May 1, 2009

Report post

cxrom said:

It's alright, list whatever you find.

Another one is when you get stopped on a run attempt for 2pt. I remember testing it out a lot when I was working on it, o well. So for now the 2pt conversion is still a work in progress.

It. Is. Awesome.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted May 1, 2009

Report post

Doesn't look like ti is working quite right yet. The game goes to the opening cutscenes at random points.

+ Quote



buck

DARRELL GREEN



Members
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 1, 2009

Report post

RE: 1.11

Did some major things get changed or moved around?

I'm trying to make a patch of a rom I'm currently working on (based on 1.05) and apply it to 1.11, but the patch isn't working.

So I tried to make a patch of 1.11 to 1.05 and apply it to my rom - doesn't work - minihelmets color is off, some text is wrong, and it freezes on kickoff.

Any ideas of a workaround?

(PS - thanks for the update!!!) 😊

+ 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 May 2, 2009

Report post

cxrom - I'm curious as to how the "normal/Juiced" switch works - I would like to custom-define what "normal" is and what "juiced" is.

+ 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](#)

TomTupa

Tecmo Legend



Members
+ 12

Posted May 2, 2009

Report post

I think juiced puts it into "16-0" mode.

+ Quote



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

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



2,004 posts

Location: Indiana

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 2, 2009

Report post

TomTupa said:

I think juiced puts it into "16-0" mode.

Yeah, I figured that. I'd just like to know where in hex I could go in and set each individual juice value myself - because I don't like the same values as 16-0 (or the "normal"). 😂

+ 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](#)

TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted May 2, 2009

Report post

Ah ok. It's pretty awesome that everyone won't have to come out with two different versions of their roms now 😂

I like 20 yard 1st downs, is there any way to make a 200 yard field??

+ Quote



sigs.php?player=dajabec

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

cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted May 2, 2009

Report post

I think some things did get moved around. I made the mistake of mixing code and data and as code gets changed, everything behind it gets pushed around. I should probably move all data in front of code to avoid this. The rom was also expanded to the max size, but I don't really remember where along the line I did that. So that may not be the problem.

buck: Here's the addresses you wanted. It works by skipping the normal juice values and using a different set (same as the 16-0 values).

```

$89DA:A9 03      LDA #$03      <- 0x349EB
$89DC:8D 78 66   STA $6678
$89DF:A9 04      LDA #$04      <- 0x349F0

```

```
$89E1:8D 79 66 STA $6679
$89E4:A9 06 LDA #$06 <- 0x349F5
$89E6:8D 7A 66 STA $667A
$89E9:A9 09 LDA #$09 <- 0x349FA
$89EB:8D 7B 66 STA $667B
$89EE:A9 09 LDA #$09 <- 0x349FF
$89F0:8D 7C 66 STA $667C
```

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 2, 2009

Report post

cxrom said:

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buck: Here's the addresses you wanted. It works by skipping the normal juice values and using a different set (same as the 16-0 values).

EDIT: when "JUICED" is on - the values at the addresses given by cxrom are loaded.

(So, when "juiced" is on it just jumps and grabs the 16th juice values?) = NO

Man, I don't know if I can bear to update the rom I've been hacking (Time Machine 2) to this v 1.11...too much copy and paste - and I'm not sure where to paste.

The weather hack is nice!

+ 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](#)

Coach_Bama

Starter



Posted May 3, 2009

Report post

The playbook changer on the original ROM doesn't work. Any chance of posting a fix?

+ Quote



Members

+3

121 posts

"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

buck

DARRELL GREEN



Members

+2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 6, 2009

Report post

RE: v 1.11

I'm unable to edit NFC West teams in TSB TOOL Supreme. Also getting the "ROM is not correct size" error. That's a bitch...

+ 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](#)

drummer4god

Tecmo Legend



2.0

+58

1,650 posts

Location: evensville, tennessee
ROM MINDED

Posted May 27, 2009

Report post

I sure hope this gets fixed as this 2 pt conversion rocks! Great work CX! Here's hoping it gets fixed so that teams (all) can be edited in tsbsupreme!

+ Quote



Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field, and gameplay with **THE** most downloaded, and popular roms in the

philleyOphish

www.tecmosb.com



Members

+ 61

691 posts

Location: Woodridge, IL

Posted May 28, 2009

Report post

Started to play v1.1.
Picked Preseason Dolphins vs Bears.
I kicked off. Stopped hester. They went 3 and out and then punted.
When the snap went to the punter, the screen went back to the title screen.
the music stayed on the "in game" instead of the intro.
I played using Nestopia.
Just an FYI.

+ Quote

---==\ philleyOphish /===--

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 12, 2009

Report post

- here's a fix for the NFC West COM teams (they won't use the correct "offensive preference" value when actually playing against COM - **now they will** 😁)
at x273B4 - x273B6 overwrite with 20 B6 9F
credit to jstout

+ Quote

"The right to speak and the right to refrain from speaking are complementary components of ...

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

cxrom

Veteran



Members

+ 19

373 posts

Posted September 2, 2009

Report post

I've been knocking out some of the bugs and merged jstout's fixes. My xbox shat out on me about a month or so ago, so I don't have a way to test MAN vs MAN. I do plan on getting a used one and modding it, but in the mean time, anyone mind being a tester?

+ Quote

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted September 2, 2009

Report post

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This is exciting to me in all ways that makes it unclean in the eyes of the Mother Mary.

Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 2, 2009

Report post

cxrom said:

I've been knocking out some of the bugs and merged jstout's fixes. My xbox shat out on me about a month or so ago, so I don't have a way to test MAN vs MAN. I do plan on getting a used one and modding it, but in the mean time, anyone mind being a tester?

I could test a bit or two.

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](#)

suprmnxxx

Starter



Members

+ 1

173 posts

Posted September 3, 2009

Report post

Hi cxrom,

Hope all is well, thanks for your continued efforts and breathing new life into a 16 year old game. If you need any help or testing done, I would be more than glade to help... but I don't think you could find a better tester than BUCK to assist you. Again thx's and keep up the great work and long live TSB.

Quote



TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted September 3, 2009

Report post

cxrom said:

I've been knocking out some of the bugs and merged jstout's fixes. My xbox shat out on me about a month or so ago, so I don't have a way to test MAN vs MAN. I do plan on getting a used one and modding it, but in the mean time, anyone mind being a tester?

You know I'll give it a go.

+ Quote



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

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



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TSB 32-Team ROM (2007)

By cxrom, November 28, 2007 in [Download Support](#)

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Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted September 3, 2009

[Report post](#)

I'll be sending you guys a pm in the next day or two. Thanks.

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

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 3, 2009

[Report post](#)

I'm always interested...

[+ Quote](#)

rholden

Promising Rookie



Members



56 posts

Posted March 14, 2010

Report post

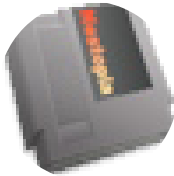
So on the pb-ed (original rosters) I can access plays in game but they won't change. Any advice?

Quote



mrpaulryan

Member



Members



18 posts

Posted September 16, 2010

Report post

It would be pretty amazing to see a version 1.11 with the buggy 2-pt conversion removed and everything else left in. I'd love to have all my favorite roms - and my own - have a juiced option within one game instead of having to release two.

Quote



Nin1234

Member



Members



14 posts

Posted September 19, 2010

Report post

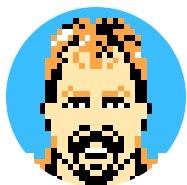
would you make the 4-3 defense version for the tsb 32 teams

Quote



estang74

Starter



Members

Posted September 22, 2010

Report post

how do you go for 2 in this rom?

Quote



Used to post as BigE



+2

113 posts

Location: reno

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

drummer4god

Tecmo Legend



2.0

+58

1,650 posts

Location: evensville,
tennessee
ROM MINDED

Posted September 22, 2010

Report post

Nice sig estang 😊

+ Quote



Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field, and gameplay with **THE** most downloaded, and popular roms in the Tecmo Super Bowl Universe!
<https://www.facebook...Bow12k13?ref=hl>

TecmoTurd

Tecmo Legend



Members

+102

2,947 posts

Posted November 22, 2010

Report post

I've been around this site for too long. I saw this post, remembered that someone else has posted this exact post a while back, and immediately recognized it as SPAM (see the "Canada Drugs" in the signature). A failed attempt at cleverly thwarting us, itself thwarted by an addiction to this forum.

+ Quote



AIM: TecmoTurd



www.rbibaseball.us/players

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

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted November 22, 2010

Report post

Thanks for the heads up, that "guy" had accumulated 4 posts

+ 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

Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted September 9, 2012

Report post

Just looking at the hacks implemented in 1.11. Considering that the 2pt conversion is buggy has anyone ever considered simply disabling that particular menu item?

+ 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

buck

Posted January 29, 2013

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

this thread needs to be linked hard, MGK. especially the 1st post with the downloads - it has the "virgin" 28-team with in-game playbook changer as well.

+ Quote



DFM 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](#)

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted January 29, 2013

Report post

This thread is the 1st hyper-link in my "[New to TSB.org?](#)" thread. It will also be contained in the '[Most Important Forum Links](#)' thread that I'll be creating, and am currently drafting (thanks for the suggestion, Buck). You're right in that this ROM is basically *the* ROM at the base of everything now-a-days. I have also added it to the [pinned resources thread](#).

+ Quote



philleYophish

www.tecmosb.com



Members

+ 61

691 posts

Location: Woodridge, IL

Posted April 10, 2013

Report post

This attached Rom doesn't actually change the playbook. The option is there, but when you try to change it in game it doesn't do anything? Anyone know how to fix this?

On 11/28/2007 at 8:35 PM, cxrom said:

"TSB - PB Ed.zip" is the original game with the playbook editor hack

+ Quote



---==\ philleYophish /===---



wtz0r

Member



Members

+ 8

22 posts

Posted July 21, 2013

Report post

does anyone know what rom editor was used to edit ratings tsb tool supreme doesn't open the file with the 2pt conversion please help! 😞

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 21, 2013

Report post

You are aware that the 2pt conversion isn't fully functional right?

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 6, 2013

Report post

I edited the main post because the 28 team rom with in game playbook was broken as had been mentioned years ago. I used the patch Tecmobo made years ago and posted a corrected rom.

+ Quote



buck

DARRELL GREEN



Posted August 6, 2013 (edited)

Report post

On 8/6/2013 at 5:44 PM, bruddog said:





Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

I edited the main post because the 28 team rom with in game playbook was broken as had been mentioned years ago. I used the patch Tecmobo made years ago and posted a corrected rom.

I never knew that! what was broke about it?

oh, and thanks for fixing it.

Edited August 6, 2013 by buck

+ 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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 6, 2013

Report post

The playbook changes didn't save... At least in nestopia.

+ Quote



phillyOphish

www.tecmosb.com



Members

+ 61

691 posts

Location: Woodridge, IL

Posted August 20, 2013

Report post

On 8/6/2013 at 5:44 PM, bruddog said:

I edited the main post because the 28 team rom with in game playbook was broken as had been mentioned years ago. I used the patch Tecmobo made years ago and posted a corrected rom.

Thank you so much. I hate to say that I have been losing sleep about this, but it has bothered me that version didn't save. Thank you so much for editing it. I believe that everyone can agree that the original rom with only the playbook change is about as good as it gets. Thank you, thank you thank you!

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted September 16, 2013

Report post

I recently tried to copy and paste Tecmonster's roster file onto a TSB2007 rom (with most defenses) that I'm editing. All of the NFC West rosters are jumbled (names, skin, numbers and what not, the attributes went through). What version am I supposed to download for this or is there a fix? I'm using FCEUX.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 16, 2013

Report post

You probably need to shorten a number of the player names in tecmonsters roster file.

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 16, 2013

Report post

Drummer sent me this a long time ago when I had the exact same problem with the NFC West, and it works:

open the rom up in translhextion (of course)
on the menu, Offset / Jump to... / x3C010 / Ok

on the menu, Selection / Select Block... / x4000F (Select up to and including offset:) / Ok

on the menu, Selection / Copy / Ok

click on the hex area so it unhighlights

on the menu, Offset / Jump to... / x7C010 / Ok

on the menu, Selection / Paste / Overwrite and Paste Data how many times: 1 / Ok

on the menu, File / Save or Save As...

done

+ Quote

1

Knobbe reacted to this



quince3800

Starter



Members

+ 15

151 posts

Posted September 16, 2013

Report post

@Bruddog and Tecmonster,

Thank you the cutting and pasting worked. Also, I REALLY like what you did with the ratings. I've been tinkering with something like this, but was thinking of doing something for college. This allows me to test things along with editing the defenses. Good work

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 16, 2013

Report post

Thanks quince. My only change to those ratings since I posted them was some minor RS,RP,and MS adjustments to the quarterbacks to slow them down a little bit, but I've been pretty happy overall with them. I would definitely recommend using bruddog's dynamic com vs. com HP hack since my high-low spreads on HP are kind of tight though.

+ Quote



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