TSB (nes) gameplay code

By cxrom, April 3, 2008 in Hacking Documentation

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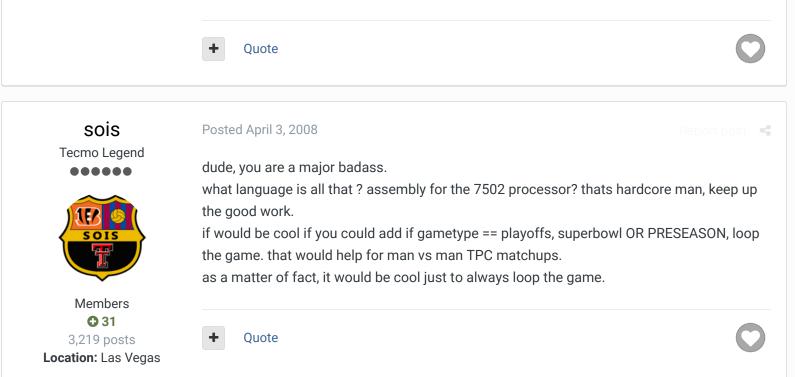Posted April 3, 2008   Report post   ⤳

this is the code that controls a games execution. i'm still unsure of what some of it does (???).

```
$2D     = %.... ..TT

                  ++-game type  0=preseason
                                1=probowl
                                2=season
                                3=playoff/superbowl

        .... .. = UNKNOWN
```

```
$A0D4:20 A6 AD   JSR $ADA6                  ; goto coin toss screen/
$A0D7:A5 2D      LDA $002D = #$80           ;   ???

$A0D9:4A         LSR                        ;   ???
$A0DA:4A         LSR                        ;   ???
$A0DB:4A         LSR                        ;   ???
$A0DC:4A         LSR                        ;   ???
$A0DD:29 01      AND #$01                   ;   ???
$A0DF:85 72      STA $0072 = #$00           ;   ???
$A0E1:A9 03      LDA #$03                   ;   ???
$A0E3:85 8C      STA $008C = #$03           ;   ???
$A0E5:85 8D      STA $008D = #$03           ;   ???
$A0E7:A9 00      LDA #$00                   ; start off in 1st quart
$A0E9:85 76      STA $0076 = #$01           ;
$A0EB:20 36 A2   JSR $A236                  ;   execute gameplay (1s
```

```
$A0ED:20 36 A2  JSR $A236                    ;   execute gameplay (1s
$A0EE:20 95 A3  JSR $A395                    ;   ???
$A0F1:A9 2C     LDA #$2C                      ;   ???
$A0F3:20 1F C4  JSR $C41F                     ;   ???
$A0F6:E6 76     INC $0076 = #$01              ;   increase to 2nd quar
$A0F8:A9 21     LDA #$21                      ;   show scoreboard
$A0FA:20 FA 9D  JSR $9DFA                     ;
$A0FD:20 36 A2  JSR $A236                     ;   execute gameplay (2n
$A100:E6 76     INC $0076 = #$01              ;   increase to 3rd quar
$A102:A9 22     LDA #$22                      ;   show scoreboard
$A104:20 FA 9D  JSR $9DFA                     ;
$A107:20 0D AE  JSR $AE0D                     ;   goto halftime show
$A10A:20 95 A3  JSR $A395                     ;   ???
$A10D:A5 2D     LDA $002D = #$80              ;   ???
$A10F:4A        LSR                           ;   ???
$A110:4A        LSR                           ;   ???
$A111:4A        LSR                           ;   ???
$A112:4A        LSR                           ;   ???
$A113:49 01     EOR #$01                      ;   ???
$A115:29 01     AND #$01                      ;   ???
$A117:85 72     STA $0072 = #$00              ;   ???
$A119:A9 03     LDA #$03                      ;   ???
$A11B:85 8C     STA $008C = #$03              ;   ???
$A11D:85 8D     STA $008D = #$03              ;   ???
$A11F:20 36 A2  JSR $A236                     ;   execute gameplay (3r
$A122:20 95 A3  JSR $A395                     ;   ???
$A125:A9 2C     LDA #$2C                      ;   ???
$A127:20 1F C4  JSR $C41F                     ;   ???
$A12A:E6 76     INC $0076 = #$01              ;   increase to 4th quar
$A12C:A9 23     LDA #$23                      ;   show scoreboard
$A12E:20 FA 9D  JSR $9DFA                     ;
$A131:20 36 A2  JSR $A236                     ;   execute gameplay (4t
$A134:AD 99 03  LDA $0399 = #$06              ;   if (P1_Score == P2_S
$A137:CD 9E 03  CMP $039E = #$00              ;
$A13A:F0 05     BEQ $A141                     ;     goto "Overtime"
$A13C:A9 4E     LDA #$4E                      ;   else ???
$A13E:4C FA 9D  JMP $9DFA                     ;     exit to blue scree
;-------------------------------------------------------------------
                                             ; "Overtime"
$A141:A9 1B     LDA #$1B                      ;   show scoreboard
$A143:20 FA 9D  JSR $9DFA                     ;
$A146:A9 00     LDA #$00                      ;   ???
$A148:A0 FC     LDY #$FC                      ;   ???
$A14A:99 99 02  STA $0299,Y @ $02E6 = #$01    ;   ???
$A14D:C8        INY                           ;   ???
$A14E:D0 FA     BNE $A14A                     ;   ???
$A150:A9 00     LDA #$00                      ;   ???
$A152:A0 FC     LDY #$FC                      ;   ???
$A154:99 9E 02  STA $029E,Y @ $02FB = #$94    ;   ???
```

```
$A154:99 91 CC  JSR $CC91,Y @ $CC11 = #$04       ; ???
$A157:C8        INY                              ; ???
$A158:D0 FA     BNE $A154                        ; ???
$A15A:E6 76     INC $0076 = #$01                 ; increase quarter to
$A15C:20 DB AD  JSR $ADDB                        ; goto OT coin toss
$A15F:A5 2D     LDA $002D = #$80                 ; if (gametype == PLAY
$A161:29 03     AND #$03                         ;
$A163:C9 03     CMP #$03                         ;
$A165:F0 08     BEQ $A16F                        ;    goto "Must decide
$A167:20 36 A2  JSR $A236                        ; execute gameplay (OT
$A16A:A9 4F     LDA #$4F                         ; ???
$A16C:4C FA 9D  JMP $9DFA                        ; exit to blue screen
;----------------------------------------------------------------------
                                                 ; "Must decide winner Ov
$A16F:A0 85     LDY #$85                         ; ???
$A171:A2 BB     LDX #$BB                         ; ???
$A173:20 81 C4  JSR $C481                        ; ???
$A176:A9 00     LDA #$00                         ; ???
$A178:85 8C     STA $008C = #$00                 ; ???
$A17A:85 8D     STA $008D = #$03                 ; ???
$A17C:20 0E D1  JSR $D10E                        ; ???
$A17F:A9 12     LDA #$12                         ; ???
$A181:85 0B     STA $000B = #$13                 ; ???
$A183:A0 FF     LDY #$FF                         ; ???
$A185:A9 7F     LDA #$7F                         ; ???
$A187:A2 07     LDX #$07                         ; ???
$A189:20 45 CC  JSR $CC45                        ; ???
$A18C:A9 16     LDA #$16                         ; ???
$A18E:85 15     STA $0015 = #$02                 ; ???
$A190:A0 02     LDY #$02                         ; ???
$A192:A9 90     LDA #$90                         ; ???
$A194:A2 11     LDX #$11                         ; ???
$A196:20 45 CC  JSR $CC45                        ; ???
$A199:A9 01     LDA #$01                         ; gameplay loop
$A19B:20 9A CC  JSR $CC9A                        ;
$A19E:AD 99 03  LDA $0399 = #$10                 ;
$A1A1:CD 9E 03  CMP $039E = #$10                 ;
$A1A4:F0 F3     BEQ $A199                        ;    loop until winner
$A1A6:A5 2D     LDA $002D = #$C0                 ; ???
$A1A8:09 08     ORA #$08                         ; ???
$A1AA:85 2D     STA $002D = #$C0                 ; ???
$A1AC:A9 01     LDA #$01                         ; ???
$A1AE:20 9A CC  JSR $CC9A                        ; ???
$A1B1:A5 2D     LDA $002D = #$C0                 ; ???
$A1B3:29 08     AND #$08                         ; ???
$A1B5:D0 F5     BNE $A1AC                        ; ???
$A1B7:A9 4F     LDA #$4F                         ; ???
$A1B9:4C FA 9D  JMP $9DFA                        ; exit to blue screen
```

sois
Tecmo Legend
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Posted April 3, 2008

dude, you are a major badass.

what language is all that ? assembly for the 7502 processor? thats hardcore man, keep up the good work.

if would be cool if you could add if gametype == playoffs, superbowl OR PRESEASON, loop the game. that would help for man vs man TPC matchups.

as a matter of fact, it would be cool just to always loop the game.

+ Quote

cxrom
Veteran
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try changing

```
$A163:C9 03    CMP #$03                      ;
$A165:F0 08    BEQ $A16F                     ;      goto "Must decide
```

to

```
$A163:C9 01    CMP #$01
$A165:D0 08    BNE $A16F
```

and it should goto "force winner" for all but A=1 (pro-bowl)

+ Quote

jstout
Tecmo Super Champion
●●●●●

Posted April 3, 2008

That is awesome cxrom and I'll want to use this for certain.

Do you know of a way to check when the team has had a possession or kicking off? I would love to set up a 1 possession each team then check if tied if not then keeping playing

J

overtime for another possession each. If not then don't worry about it and I'll see if I can spot anything.

➕   Quote   ♡

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cxrom

Veteran

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Posted April 3, 2008   Report post   ⤳

> **Quote**
>
> Do you know of a way to check when the team has had a possession or kicking off?

i'm not quite sure what you're looking for, but these are the addresses i jump to for the 2pt conversion hack. (copied from original game code jumping to these spots)

```
$8689 (PAT, P1)
$8E11 (PAT, P2)
$8775 (KICKOFF, P1)
$8EFD (KICKOFF, P2)
$8295 (PLAY SCREEN)
```

all these are in 0x24010 - 0x2800F range. they might be of some help.

➕   Quote   ♡

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averagetsbplayer

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> **jstout said:**
>
> That is awesome cxrom and I'll want to use this for certain.
> Do you know of a way to check when the team has had a possession or kicking off? I would love to set up a 1 possession each team then check if tied if not then keeping playing overtime for another possession each. If not then don't worry about it and I'll see if I can spot anything.

this would be perfect for TCS!

➕   Quote   ♡

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

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