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Tecmo passer rating requirement

By bruddog, March 9, 2017 in Tecmo Super Bowl - NES

passer rating

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bruddog

Down with button mashing



Posted March 9, 2017

To qualify for the tecmo passer rating you have to have a minimum of 7 attempts per



3,074

Moderators

11,466 posts Location: Ca

game.



Ouote

You, MvG Sports and buck reacted to this

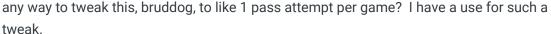




DARRELL GREEN



Posted March 10, 2017





Members **2**,060

6,332 posts

Location: Tecmo Super Street

Quote



link to change one's signature

'individual freedom of mind."'





Tecmo Titles: Lincoln V (2015)

bruddog

Down with button mashing





Moderators

3,074 11,466 posts Location: Ca I think this should work

Posted March 10, 2017

SET (0x31cf7, 0xEAEAEAEAEAEAEA)

This basically gets rid of this part of the function (8 * games played) -1 and makes = games played

Let me know if that works.



Quote



buck reacted to this

buck

DARRELL GREEN



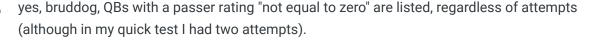
Members **Q** 2,060 6,332 posts

Location: Tecmo Super

Street

Tecmo Titles: Lincoln V (2015)

Posted March 11, 2017 (edited)



I noticed that a QB with a rating of "0" is not even listed. They are listed on the "Attempts" page, but not the passer rating page. so, add that to the "requirements". lol

it's all good. thanks again, man.

Edited March 11, 2017 by buck



Quote

bruddog 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

DetoxScission

Posted July 15, 2017 (edited)

Starter

Kind of related question. I've been doing a season and I noticed something was wrong after last game so I checked it out. All stat screens show my QB having 63 passing TDs (even though it was the same number for the previous game). Thought that seemed wrong, so I



Members **Q** 29 131 posts Location: Connecticut, USA

added up all my teams receiving TDs and it equals out to 70. I figured there would inevitably be stat maxes because it's an NES game, but 63 seems like a weird number to stop at. Is it a glitch or is this an ingrained thing in the game? I really brought this into question because I noticed my passer rating going down, even though I was mostly throwing above 95% accuracy every game.

Edited July 15, 2017 by DetoxScission



Ouote



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!





Members **Q** 211 634 posts

Location: Reno, NV

Posted July 15, 2017

The TD categories carry a 64 number maximum (0 to 63).



Ouote



DetoxScission

Starter



Members **Q** 29 131 posts

Location: Connecticut, USA

Posted July 15, 2017 (edited)



On 7/15/2017 at 8:48 AM, Tecmonster said:



The TD categories carry a 64 number maximum (0 to 63).

Thank you for the info! (4)

Edited July 15, 2017 by DetoxScission



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!



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