



Tecmo passer rating requirement

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

passer rating

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Down with button mashing



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Location: Ca

Posted March 9, 2017

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

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You, MvG Sports and buck reacted to this

buck

DARRELL GREEN



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Posted March 10, 2017

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any way to tweak this, bruddog, to like 1 pass attempt per game? I have a use for such a tweak.

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

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Tecmo Titles: Lincoln V
(2015)

bruddog

Down with button mashing



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@buck

I think this should work

SET (0x31cf7, 0xEAEAEAEAEAEAEAE)

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

Let me know if that works.

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buck reacted to this



buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V
(2015)

Posted March 11, 2017 (edited)

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yes, bruddog, QBs with a passer rating "not equal to zero" are listed, regardless of attempts (although in my quick test I had two attempts).

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

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bruddog reacted to this



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

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DetoxScission

Starter



Posted July 15, 2017 (edited)

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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



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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

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Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted July 15, 2017

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

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DetoxScission

Starter



Members

+ 29

131 posts

Location: Connecticut, USA

Posted July 15, 2017 (edited)

Report post

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! 😊

Edited July 15, 2017 by DetoxScission

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