



## The 2nd TSB Book of Armaments

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By Tundrayeti311, October 12, 2017 in ROM Editing Discussion

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### Tundrayeti311

Starter



Members

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200 posts

Posted October 12, 2017 (edited)

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Hello,

I wrote a script\* to look at a .csv output file produced by a TSB rom roster/attribute extractor ("Roster Extractor", nice tool, thanks!), and produce the spreadsheet attached here which includes a bunch of sheets listing TSB players and attributes by team, position, etc. and providing some analysis based on my own attribute weights\*.

The file includes ratings, ranks, scores (an attempt at normalized ratings across positions), and attribute stats (e.g min,min,mean,mode of - e.g. RS, MS, RP, INT - at bottom of sheet) based on position (including KR, PR), ranking OL, DL, O, D, teams, as well as a suggested "best"\* lineup. It also colors the min and max value for a particular attribute (per position), and provides some highlighting to draw attention to better players and attributes.

Each team has two sheets: the first being a "raw" roster, and the second breaks it down a bit further, separates by position, and provides a suggested starting lineup.

This file is based off of "The TSB Book of Armaments" (couldn't find the thread again on this site btw), which a few years ago when I started getting "serious" about playing Tecmo was a valuable resource (although it did have some issues and limitations).

While the file here is not much beyond what you would find at tecmogeek.com or the tecmosuperapp (awesome resources!), perhaps the value would be in generating a reference for a custom rom such as for HSTL or TSB'18, etc or possibly having a reference when you don't have the internet and/or your smartphone. Additionally, the script could be re-run (takes seconds) to re-generate if you want to alter the stat weights in the source code (2).

This was a project I made from the curiosity and challenge of being able to create a custom spreadsheet reference for myself, but hopefully others may find it helpful as well.

1. If this post is in the wrong spot, apologies, and fee free to re-thread
2. The script is in Perl, happy to share if anyone is interested -- or even regenerate spreadsheet and post if you send me request with rom and/or stat weights
3. These are generated through a very simple algorithm and are intended to provide a suggestion for initial lineup subs (no WR/TE allowed at RB1 btw). The team rankings are more an indication of total stat allocation across entire roster than actually being "better" e.g. PIT is not the 4th best team, but scores high for BC on O, and of course D and a bit for S/T.
5. The only other name I could think of was "TSB Grimoire" (any guitar players out there?), but it isn't nearly *that* expansive
6. "Roster Extractor" was found here: [http://www.tecmosb.com/Downloads/Editors/Roster\\_Extractor.zip](http://www.tecmosb.com/Downloads/Editors/Roster_Extractor.zip)



The 2nd TSB Book of Armaments.xlsx  
282.91 kB · 29 downloads

Edited October 17, 2017 by Tundrayeti311

for clarity



Quote



1



gojiphen malor reacted to this

## Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted October 12, 2017

Report post

What TSB stat extractor are you using, and does it work for 32-team roms?



Quote



## Tundrayeti311

Starter



Posted October 13, 2017 (edited)

Report post

@Tecmonster I used "Roster Extractor", and yes it (my script, not Roster Extractor) should work on 32-team rosters too.

Edited October 17, 2017 by Tundrayeti311

clarity

Members  
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200 posts

+ Quote



## gojiphen malor

Tecmo Super Champion



Members  
+ 669

838 posts

Location: Monster Island

Posted October 14, 2017

Report post

On 10/13/2017 at 12:42 PM, Tundrayeti311 said:

@Tecmonster I used "Roster Extractor", and yes it should work on 32-team rosters too.

When I open a 32 team rom with Roster Extractor, the program crashes 😞

+ Quote



## Tecmonster

rom producer



Members  
+ 211

634 posts

Location: Reno, NV

Posted October 14, 2017

Report post

On 10/13/2017 at 12:42 PM, Tundrayeti311 said:

@Tecmonster I used "Roster Extractor", and yes it should work on 32-team rosters too.

OK, thanks. When you said "stat extractor" though, I didn't realize you were referring to roster/attribute extractor (vs. stats from season play).

I've been looking for a program that would extract season stats from a 32-team rom.

+ Quote



## Tundrayeti311

Starter



Members  
+ 17

200 posts

Posted October 17, 2017 (edited)

Report post

On 10/14/2017 at 3:44 PM, Tecmonster said:

OK, thanks. When you said "stat extractor" though, I didn't realize you were referring to roster/attribute extractor (vs. stats from season play).

I've been looking for a program that would extract season stats from a 32-team rom.

@Tecmonster, sorry for confusion, this might be of help:

<http://tecmobowl.org/forums/topic/12809-tecmobowltools-stat-extractor/>

Edited October 17, 2017 by Tundrayeti311

+ Quote



# Tundrayeti311

Posted October 17, 2017

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Starter



Members

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200 posts

On 10/14/2017 at 8:05 AM, gojiphen malor said:

When I open a 32 team rom with Roster Extractor, the program crashes 😞

@gojiphen malor me too - for a 32-team rom, you could generate a .csv roster extract (different format than Roster Extractor) from this tool -

<http://tecmobowl.org/forums/topic/11106-tsb-editor-tsbtool-supreme-season-generator/>

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1



gojiphen malor reacted to this

# malferds

Member Title



Members

+ 5

1,160 posts

Location: 43.601165,  
-90.056930

Tecmo Titles: Bo jackson  
award

JuuuuuustBleeeeed!!!!

Posted March 25, 2018 (edited)

Report post

you ranked PIT having better offense than PHI?

im on the hunt to try to find the value of running quarterbacks in relation to team total offense. i know its huge but i need to learn more of other peoples opinions. i dont want to just throw in my own personal bias.

Edited March 25, 2018 by malferds

+ Quote



malferds.png

malferdsrushingrecordsar6.png

Quote

once again validating how dead on balls accurate I typically am.....

2 movies by me currently live on google video, just search for malferds i guess.

# Tundrayeti311

Posted June 19, 2019

Report post

Starter



Members

+ 17

200 posts

On 10/14/2017 at 8:05 AM, gojiphen malor said:

When I open a 32 team rom with Roster Extractor, the program crashes 😞

@gojiphen malor - if you are still looking,



Tundrayeti311 created a topic in Editors/Emulation

June 19, 2019



## Roster Extractor 2 (32-team support)

Hello, I wrote a version in Perl to also handle 32-team rosters (tested w/ 'Tecmo2019\_rev1.nes') for the challenge of it and decided to post in case others may want to use it. The original "Roster Extractor" is found here: <http://w...>



1



0 replies



Quote



## Tundrayeti311

Starter



Members

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200 posts

Posted June 19, 2019

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On 3/25/2018 at 6:33 AM, malferds said:



you ranked PIT having better offense than PHI?  
im on the hunt to try to find the value of running quarterbacks in relation to team total offense. i know its huge but i need to learn more of other peoples opinions. i dont want to just throw in my own personal bias.

**@malferds** - no, not exactly. It was the outcome of the [crude] stat weights and ratings formulas I was using. I've adjusted recently to give less value to ball control, more value to defensive RP, and only count offensive starters. There are inherent problems with using static stat weights though. For example DB's HP - bad if 38 or less (e.g. popcorned by 88 HP RB), good if enough (63) to popcorn a 13 HP WR coming to block you, but other than that not really valuable imo i.e. 56 isn't really better than 50. That type of situation just can't be captured by  $score = stat1 * weight1 + stat2 * weight2$ , etc.



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