



# Time out/ Touchback/ Fair Catch/ Kneel Hack

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By bruddog, June 28, 2013 in Hacking Documentation

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**bruddog**

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 28, 2013

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## WHATS IN THE HACK

1. **KICKOFFS** in the endzone can be **TOUCHBACKED** by **PRESSING B**

2. **PUNTS** are now **RETURNABLE** if they go into the **ENDZONE** . **PRESSING B** will give you a **TOUCHBACK** like a kickoff.

3. **PUNTS** going **OUT OF THE ENDZONE** are still **AUTO-TOUCH BACKED**.

4. **TIMEOUTS** can be taken by **PRESSING AND HOLDING START** after being tackled. OR by **JUST PRESSING START** at the play select screen

**THE NORMAL TIMEOUT MENU COMMAND WILL DO NOTHING.** BUT IT WILL STILL DISPLAY THE CORRECT TIMEOUTS.

5. Punts can be **FAIR CAUGHT** by pressing the **SELECT** button **ONCE YOU CATCH THE BALL**

6. You can **INSTANTLY DOWN** the ball as if you were kneeling or going to the ground by **PRESSING SELECT**.

### ISSUES:

1. **YOU CAN DOWN AND TOUCH BACK WHILE A GRAPPLE IS OCCURING.** Don't be a douche is all I have to say here.

### TEST THE ROM PLEASE!

Someone might want to double check the locations below as well as check for bugs...as my eyes are bleeding from looking at hex for far too long.

[TSB 2007-32\\_special teams hacks\\_ver D.nes](#)

## LOCATIONS AND NOTES

X24031 4C 20 A9 EA EA EA EA play over time out insertion P1

X247B9 4C 2A A9 EA EA EA EA play over time out insertion P2

x2440b 20 DF AD punt back of endzone p2 (jump to my check to prevent auto touchback at front of endzone)

(punt return p2 endzone check code)

0x26def A5 93 C9 DE A5 94 E9 09 90 04 20 70 90 60 4C A0 AF

x24b93 20 6D AC punt back of endzone p1 (jump to my check to prevent auto touchback at front of endzone)

(punt return p1 endzone check code)

x26C7D A5 93 C9 20 A5 94 E9 06 B0 04 20 57 90 60 4C 97 9F

x25108 4C 9B AF kickoff/punt hack p1 (b button touchback)

x25117 4C A0 AF kickoff/punt hack p2 (b button touchback)





x26DEC 4c 97 8D

(start button time out check)

x26B40 A5352910C910D004A200F00DA5362910C910D004A201D00160

(hacked time out decrement. Loads 00 into clock. P1 or P2 is Indexed with X)

X26B59 A5 69 10 0A B5 8C F0 06 D6 8C A9 00 85 69 60

+ Quote

 7



brookstonfowler, quince3800, buck and 4 others reacted to this

## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted June 28, 2013

Report post 

Um. WTF. Dude. This is. A-m-a-z-i-n-g. Like. Amazing.

+ Quote



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street


Posted June 28, 2013

Report post 

yeah, bruddog is killing shit these days

+ 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](#)

Tecmo Titles: Lincoln V  
(2015)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V  
(2015)

Posted June 28, 2013

Report post

bruddog, I'm testing this rom tonight, solo. but I wanted to ask if you looked at the possibility of "pre snap" timeouts by offense or defense?

+ 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

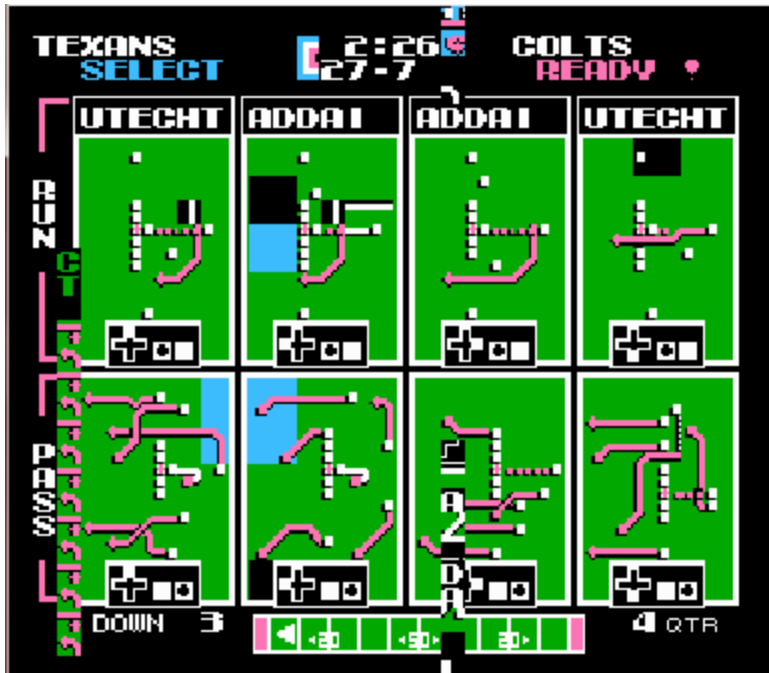
Location: Tecmo Super Street

Tecmo Titles: Lincoln V  
(2015)

Posted June 28, 2013 (edited)

Report post

game shit the bed on me. after this, I picked a play on defense, and stuff went black and froze. fceux 2.1.5...I can't remember the play the COM ran before damage, but I believe it was a long pass.



Edited June 28, 2013 by buck

+ Quote

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 June 28, 2013 (edited)

Report post

game shit bed again. 4th quarter. defenders start disappearing and grappling each other. an incomplete pass becomes an endless scrum for an untouchable football.

so basically, this ROM crashes after the 2nd half. 2 times in a row.



Edited June 28, 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



Posted June 28, 2013

Report post

Crap. I forgot to remove some of the com jumps to the old timeout routine. I was concerned with man vs com. I'm guessing the first crash has to do with that.





+ Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

## bruddog

Posted June 28, 2013

Report post

Down with button mashing



Don't suppose you have a man to test it against.



+ Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

## buck

Posted June 28, 2013

Report post

DARRELL GREEN



nope. internet too lame to play online for the last year. long story. but new service/company coming to town and I will be all up in online tsb again.



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 6/28/2013 at 8:17 PM, bruddog said:

Don't suppose you have a man to test it against.

+ 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 June 28, 2013

Report post

played myself man v man and it ran fine. It must be some dumb com issue.

+ Quote



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 29, 2013

Report post

On 6/28/2013 at 9:23 PM, bruddog said:

played myself man v man and it ran fine. It must be some dumb com issue.

yeah, come to think of it - the crashes happened in the 4th quarter, when COM might have been wanting to call a TO.

+ Quote

2



Leonard Fournette and Yak 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](#)

## bruddog

Down with button mashing



Posted June 29, 2013

Report post

It was what I was talking about I'll post a fix for the com soon.

+ Quote

1



Yak reacted to this





bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 1, 2013

Report post

Nevermind. I figured out the problem. I had left out one byte above in the change at x26ac1 so it was jumping off into never never land. Hopefully the third time is a charm.

[TSB 2007-32\\_special teams hacks\\_ver C.nes](#)

+ Quote



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted July 1, 2013

Report post

Was this also going to be the dive/giveup/reduce fumbles on scrimmage plays?

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 1, 2013

Report post

On 7/1/2013 at 8:31 PM, bgboud2 said:  
Was this also going to be the dive/giveup/reduce fumbles on scrimmage plays?

That is included in this hack.

"You can **INSTANTLY DOWN** the ball as if you were kneeling or going to the ground by **PRESSING SELECT**"

**This applies to any time a ball carrier has the ball. So you can instantly give up, down the ball, whatever you want to call it at any time the QB, KR, PR, WR has control of the ball.**

+ Quote



**bgboud2**

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted July 1, 2013

Report post

Cool wasn't sure from title if it was only on returns, thx

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2



**TheRaja**

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted July 2, 2013 (edited)

Report post

Broke the new one.

COM vs COM

2nd Quarter, Pass thrown Interception in the EndZone for a Touchback. Screen went black and never returned.

UPDATE: I did it again too. Time was still on the clock in both cases. I think what is happening is that the Def is trying to call a time out because of a successful completion.

Edited July 2, 2013 by TheRaja

+ Quote



**TheRaja**

TFO Chief Operating Officer



Posted July 2, 2013 (edited)

Report post

So does COM never call TimeOuts now in this hack?



Members

+73

273 posts

Owner of the Tecmo Football Owners (TFO)

UPDATE: Nevermind, they are calling Timeouts they are just not going into the menu to do so.

Edited July 2, 2013 by TheRaja

+ Quote



Yak reacted to this



bruddog

Down with button mashing



Posted July 2, 2013

Report post

Could you try throwing an int in man mode in the endzone to see if its just the touchback in the endzone causing a problem?



Moderators

+3,074

11,466 posts

Location: Ca

+ Quote



bruddog

Down with button mashing



Posted July 2, 2013

Report post

Nevermind man ints in the endzone have the same problem due to another bank being loaded.

Looks like there will be another fix...



Moderators

+3,074

11,466 posts

Location: Ca

+ Quote



Yak reacted to this



bruddog

Down with button mashing



Posted July 3, 2013

Report post

Try try again....



Moderators

+ 3,074

11,466 posts

Location: Ca

+ Quote

2

Knobbe and Yak reacted to this



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# Time out/ Touchback/ Fair Catch/ Kneel Hack

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By bruddog, June 28, 2013 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)

## TheRaja

TFO Chief Operating Officer



Members

+73

273 posts

Owner of the Tecmo Football

Owners (TFO)

Posted July 11, 2013

[Report post](#)

I ran 10 COM vs COM games and the new updated file did not crash at all. Looks good 😊

[+ Quote](#)

3



buck, Yak and bruddog reacted to this

## bruddog

Down with button mashing



Moderators

+3,074

11,466 posts

Posted July 11, 2013

[Report post](#)

Sweet!

[+ Quote](#)

1



Yak reacted to this

### DamPenguin

Member



Members

+ 2

11 posts

Posted July 12, 2013

Report post

bruddog can you give us the details of the changes you did to get this to work? This is GREAT!!!

+ Quote



### bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 12, 2013

Report post

What do you mean specifically?

+ Quote



### buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 13, 2013 (edited)

Report post

bruddog, if all I wanted from this hack is to have "KickOff Touchbacks possible" and "No Touchbacks for Punts possible" - is this all I need to do (this is copy/paste from your 1st post)?

x2440b 20 DF AD                      punt back of endzone p2                      (jump to my check

x24b93 20 6D AC                      punt back of endzone p1                      (jjump to my check

(punt **return** p2 endzone check code)

0x26def A5 93 C9 DE A5 94 E9 09 90 04 20 70 90 60 4C A0 AF

(punt **return** p1 endzone check code)

x26C7D A5 93 C9 20 A5 94 E9 06 B0 04 20 57 90 60 4C 97 9F

x25108 4C 9B AF kickoff/punt hack p1 (b button touchback)

x25117 4C A0 AF kickoff/punt hack p2 (b button touchback)

*//kickoff/punt hack b button check (check for icons so touchback can't t*


x26fAB A2004CA2AFA201A588C918B00AA589C918900CA536B002A5352940C940F0034CC

X25112 0F (branch to correct jump **for auto** t

x2511f 4CF0AD4CF5ADFF (jump to **new** check that includes **select**)

thanks

Edited July 13, 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](#)



DamPenguin

Member



Posted July 13, 2013 (edited)

Report post 

 On 7/12/2013 at 9:30 PM, bruddog said: 

What do you mean specifically?



Members  
+2  
11 posts

Basically the hex codes and locations of the changes you ended up making for this to work right. Thanks!!

or did you already post it in the original post?? 🙄

Edited July 13, 2013 by DamPenguin

+ Quote



## bruddog

Down with button mashing



Moderators

+3,074  
11,466 posts  
Location: Ca

Posted July 13, 2013

Report post

DamP- I think the top post has all the changes but I will verify via hex compare.  
Buck- You wouldn't need the kneel part which is the last two locations you put.

+ Quote



## buck

DARRELL GREEN



Members  
+2,060  
6,332 posts

Location: Tecmo Super Street  
Tecmo Titles: Lincoln V (2015)

Posted July 13, 2013 (edited)

Report post

I copy/pasted that code I mentioned (minus the last two things you mentioned) and the game eventually *glitched out* when COM had the ball.

I touchbacked the opening kickoff by pressing B, I drove down and scored, I kicked off to COM, screen was glitching as COM returned kick, COM ran a few plays and shit was going crazy on the field, eventually game crashed and froze up.

**BIG EDIT** - Apparently there is another hack in this place around x26FAB....hmm. do I need all the FF's that follow? I see them on your rom for download

Edited July 13, 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 July 13, 2013

Report post

I'll double check everything again and make a final edit to the intial post hopefully by tomorrow

+ Quote



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 7, 2013

Report post

multiple locations and typos corrected. may still be wrong. Rev D rom posted works.

+ Quote



Yak reacted to this



## Knobbe

Tecmo Godfather



Founder

Posted September 10, 2013

Report post

On 9/7/2013 at 6:02 PM, bruddog said:

multiple locations and typos corrected. may still be wrong. Rev D rom posted works.

Just to verify...you believe you have updated the first post to reflect the Rev D rom changes?

+ Quote





+ 3,242

17,586 posts

**Tecmo Titles: 1**

Founder of T-Borg

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

## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

**Location:** Ca

Posted September 10, 2013

Report post

I just updated the first post with the rev D rom which I believe is the correct final version.

+ Quote

1

Knobbe reacted to this



## Atrain400

Promising Rookie



Members

+ 13

73 posts

**Location:** Philadelphia, PA

Posted February 11, 2014

Report post

saw this got really excited and then realized it was for the 32 team rom, not the 28. bummer

+ Quote



## Atrain400

Promising Rookie



Posted February 11, 2014

Report post

nevermind it works. Just some typos in the post, copying it straight from version D worked.



Members

+ 13

73 posts

Location: Philadelphia, PA

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted August 20, 2014 (edited)

Report post

Greetings,

I'd like to change the hack in order to allow punts that travel into the endzone to be touchbacks again. Would I do that by turning the following code back to what was entered in the original rom? Is this possible to do?

x2440b 20 DF AD punt back of endzone p2 (jump to my check to prevent auto touchback at front of endzone)

(punt return p2 endzone check code)

0x26def A5 93 C9 DE A5 94 E9 09 90 04 20 70 90 60 4C A0 AF

x24b93 20 6D AC punt back of endzone p1 (jump to my check to prevent auto touchback at front of endzone)

(punt return p1 endzone check code)

x26C7D A5 93 C9 20 A5 94 E9 06 B0 04 20 57 90 60 4C 97 9F

\*Note: This is part of the erroneous code. You will have to change the string that reads: A5 93 C9 20 A5 94 E9 06 B0 04 20 57 90 60 4C 9B AF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF back to what the original rom has.

//kickoff/punt hack b button check (check for icons so touchback can't happen during regular play)

x26fAB

A2004CA2AFA201A588C918B00AA589C918900CA536B002A5352940C940F0034CC9AFE001F0042057 906020709060A017E001F00DB184C928900BC9C9B0074CE3AFB186B0F14C1691E001F0034C0F914C 1291

\*Note, I didn't take the code @25108 and @25117 because I'm thinking that that makes the kickoff touchback function.

Edit: It was noted that the code in the original post was incorrect. I've attached a text file with the hex that should actually be added. This is really just to facilitate changing the original post. It's not organized (the entries are sequential) and I didn't put the 20s and 4Cs in because they remained the same. This is for the entire hack.

Edit 2: The answer to this is to change the code that's been marked in blue.

+ Quote



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 30, 2015

Report post

how tough is it to set up a scenario where P1 or P2 can call a timeout by pressing start after plays have been picked (at the line of scrimmage) but before QB takes snap?

+ 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 May 30, 2015

Report post

i figured out how to do that,

+ Quote



## buck

DARRELL GREEN



Posted May 30, 2015

Report post

On 5/30/2015 at 10:26 AM, buck said:

how tough is it to set up a scenario where P1 or P2 can call a timeout by pressing start after plays have been picked (at the line of scrimmage) but before QB takes snap?

On 5/30/2015 at 11:01 AM, bruddog said:



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

i figured out how to do that,

it seems like it would actually make timeouts worth something, especially for 3rd down defense.

did you ever try it out with MAN v MAN?



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 May 30, 2015

Report post

Ya it definitely makes timeouts more useful (more for defense unless you are using custom defensive formations).



Quote



### buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 31, 2015

Report post

is the code for that not practical or does it take up a lot of space to implement?



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](#)

benscheuer2001@gmail.com

Posted January 23, 2017

Report post

Member

i don't suppose you made a new one or did it to the original?



+ Quote



Members

+ 1

13 posts

Location: Oconomowoc WI

benscheuer2001@gmail.com

Posted January 23, 2017

Report post

Member

can u do that to this file if you r able?

It would be very appreciated.

[2017 - Copy.nes](#)



+ Quote



Members

+ 1

13 posts

Location: Oconomowoc WI



PREV

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