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Updated pass percentage spreadsheet with quickness hack

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Updated pass percentage spreadsheet with quickness hack

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By bruddog, August 24, 2011 in Hacking Documentation

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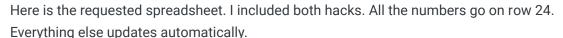
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bruddog

Down with button mashing

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⊕ **3,074**
11,466 posts
Location: Ca

Posted August 24, 2011

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Here is the requested spreadsheet. I included both hacks. All the numbers go on row 24.
Everything else updates automatically.
QB's
Pass control = on target and determining receptions/deflections
Pass ablity = ability to avoid interception
Defenders
Interceptons = ablity to get interceptions
Quickness =ability to stop receptions
tecmoworksheetpc_with_avoidint_qui hack.xls

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quince3800 reacted to this

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bgboud2

Tecmo Legend

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2.0
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Posted August 25, 2011

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They are separate hacks. If you used only the quickness/interception hack and kept pass control as original, then put in the same value for pass control and pass ability.

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AIM = bgboud2
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✖

Bodom
Tecmo Legend
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Members
➕ 876
3,912 posts
Location: Boston MA

Posted August 25, 2011

> **bruddog said:**
>
> QB's
> Pass control = on target and determining receptions/deflections
> Pass ablity = ability to avoid interception
> Defenders
> Interceptons = ablity to get interceptions
> Quickness =ability to stop receptions

This is cool. So from what I'm seeing, the following statements are fairly accurate?

- Quickness/Coverage has no affect on Interceptions.
- Interceptions have very little affect on Completions (around 1%) it just determines between Incompletion vs. Interception.
- Each notch of Quickness/Coverage increases/decreases the chance of a Completion/Incompletion by roughly 4%.
- Each notch of Interception increases/decreases the chance of an Interception by roughly 2 - 2.5%.

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bruddog
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Posted August 25, 2011

Interceptions only affect completion percentage in an indirect way. If the ball is intercepted, it logically can't be completed or deflected. The game checks for interception first...if not intercepted then it checks for a catch...if its not a catch its deflected.

> **Bodom said:**
>
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> >
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Bodom
Tecmo Legend
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Members
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Posted August 25, 2011

> **bruddog said:**
>
> Interceptions only affect completion percentage in an indirect way. If the ball is intercepted, it logically can't be completed or deflected. The game checks for interception first...if not intercepted then it checks for a catch...if its not a catch its deflected.

I guess I worded it that way because Completions are affected **slightly** by INT value. Example:

PC 63 _ PA 63 _ REC 63 _ QUI 63 _ INT 38: Returns Values 76% Deflect, 20% Catch, 4% INT.
PC 63 _ PA 63 _ REC 63 _ QUI 63 _ INT 75: Returns Values 64% Deflect, 17% Catch, 19% INT.

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quince3800
Starter
●●●●

Members
⊕ 15
151 posts

Posted August 2, 2014

Question:

I read somewhere that no Q table was ever found in the original rom and the posted hack does not created one. However, the spreadsheet that was given to work out the values here seems to produce one (70, 71, 72, etc.). My questions are:
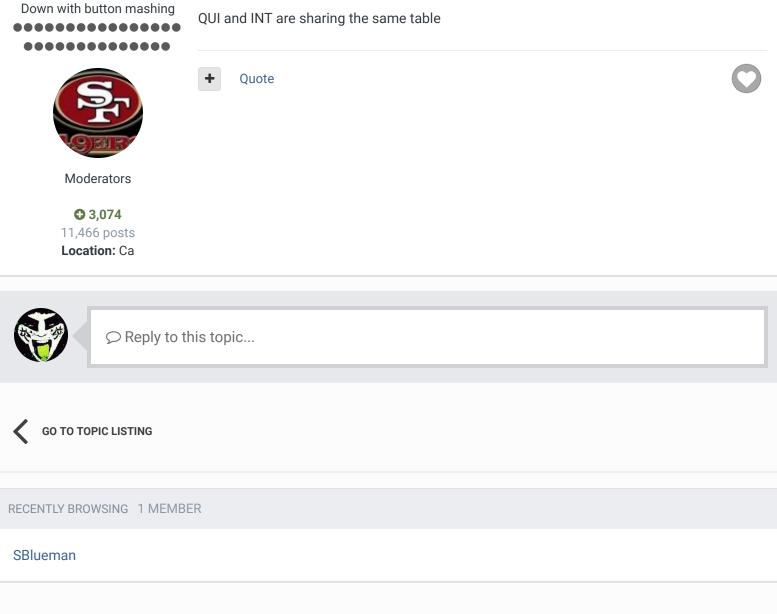
- Where is this coming from/how is this being generated?
- Is there a way of changing this?

From what I see the values are entirely too high for what I want and I'd like to scale the "table" itself down significantly in order to allow a more workable rating system. (Coverage 81 is well beyond Revis based on everything I've read about him via PFF and the DB Database). Is this possible?

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bruddog

Posted August 2, 2014

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QUI and INT are sharing the same table

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