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adjust tecmo super bowl game clock

By wi77iam, June 6, 2007 in Hacking Documentation

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wi77iam
Member
●●

W

Members
● 0
17 posts

Posted June 6, 2007   Report post ⤴

is it possible to extend the game's clock from 5 minutes per quarter to 7 minutes or longer?

➕ Quote   ♥

---

drummer4god
Tecmo Legend
●●●●●●

2.0
➕ 58
1,650 posts
Location: evensville, tennessee
ROM MINDED

Posted June 7, 2007   Report post ⤴

yes

➕ Quote   ♥

Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field,and gameplay with **THE** most downloaded,and popular roms in the Tecmo Super Bowl Universe!
https://www.facebook...Bowl2k13?ref=hl

EdibleAntiPerspirant
Veteran
●●●●

Members
● 0
312 posts

Posted June 7, 2007

0x2224B is the location of the quarter length if my old notes are correct.

:heavy_plus_sign: Quote

"The government, as I found out, lies. You can tell they're lying by when their lips are moving." -- Tommy Chong

---

wi77iam
Member
●●

Members
● 0
17 posts

Posted June 7, 2007

gee thanks a lot, it makes total sense now! i guess i should've asked how to, let me do some other research and see if i can do this on my own, if not, you'll hear from me again, thanks for you replies!

:heavy_plus_sign: Quote

wi77iam

Member

••

W

Members

● 0

17 posts

guys i found it! my very first tsb hack! cool! i set the time to 8mins. i know its not a big deal, but to me its a start!

+ Quote

---

dman

Getting Started

D

Members

● 0

2 posts

Is there a way that you can change the quarter?????????????????
Please tell me asap because i just find 5 mins to be too little time.

+ Quote

---

dman

Getting Started

D

Members

● 0

2 posts

Is there a way that you can change the quarter?????????????????
Please tell me asap because i just find 5 mins to be too little time.

+ Quote

MrBeef

Tecmo Super Champion

•••••

Members

● 0

639 posts

> **EdibleAntiPerspirant said:**
>
> 0x2224B is the location of the quarter length if my old notes are correct.

Get a hex editor and go at it. They already answered your question.
change the 05 to whatever turns you on.

+ Quote

...I shall strike down upon thee with great vengence and furious anger, those who attempt to poison and destroy my brothers. And you will know my name is the law when I lay my vengence upon thee!
CIA is back!!

BO FB Offtackle Left

Tecmo Legend
●●●●●●

Members
⊕ 253
3,135 posts
Location: New York

Posted July 10, 2007

Report post

people recommend 7, if i recall correctly. never did it myself. original rom ratings with longer time would be stupid. I've been sort of contemplating making a rom with 15 minute quarters and vastly reduced ratings so you really get something close to how an NFL game moves. Max RB ms at 44 or something, with most guys at 38 or 31. something to get around 4.5-5.0 YPC instead of 10-15.

+ Quote

"There's nothing wrong with reading the game plan by the light of a jukebox."
- Kenny Stabler

---

cxrom

Veteran
●●●●

Members
⊕ 19
373 posts
Location: Phoenix, AZ

Posted July 11, 2007

Report post

> **BO FB Offtackle Left said:**
>
> I've been sort of contemplating making a rom with 15 minute quarters and vastly reduced ratings so you really get something close to how an NFL game moves.

would you slow the game clock down to be more accurate?
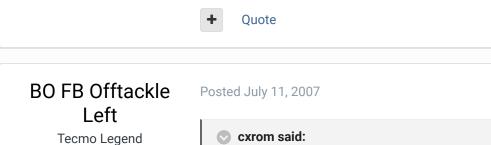
+ Quote

---

bruddog

Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

⊕ 3,074
11,466 posts
Location: Ca

Posted July 11, 2007

Report post

I think it would be pretty hard to get the passing game down to 6-7 yards per attempt. Plus one of the nice things about tecmo is that a game can be completed in a relatively short amount of time.

> **BO FB Offtackle Left said:**
>
> people recommend 7, if i recall correctly. never did it myself. original rom ratings with longer time would be stupid. I've been sort of contemplating making a rom with 15 minute quarters and vastly reduced ratings so you really get something close to how an NFL game moves. Max RB ms at 44 or something, with most guys at 38 or 31. something to get around 4.5-5.0 YPC instead of 10-15.

+ Quote

BO FB Offtackle Left

Tecmo Legend
●●●●●●

Members
⊕ 253
3,135 posts
Location: New York

Posted July 11, 2007

> **cxrom said:**
>
> > **BO FB Offtackle Left said:**
> >
> > I've been sort of contemplating making a rom with 15 minute quarters and vastly reduced ratings so you really get something close to how an NFL game moves.
>
> would you slow the game clock down to be more accurate?

Is that possible?

+ Quote

"There's nothing wrong with reading the game plan by the light of a jukebox."
- Kenny Stabler

cxrom

Veteran
●●●●

Members
⊕ 19
373 posts
Location: Phoenix, AZ

Posted July 11, 2007

0x222A5 is the nmi timer reload value. it gets reloaded to #$14 (#20) everytime the "seconds" variable ($41) is decreased (actually when X==#00). the timer is held entirely in the X register but gets preserved on the stack during function calls. it gets decremented every frame sometime between scanlines 8 and 20.
the nes ppu renders ~60fps so change the reload value to #$3C (#60) to get a more realistic clock.

+ Quote

bruddog

Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

⊕ 3,074
11,466 posts
Location: Ca

Posted July 12, 2007

not sure what the reason would be for changing the clock but cool info anyway!

+ Quote

BO FB Offtackle Left

Tecmo Legend
●●●●●●

Members
● 253
3,135 posts
Location: New York

Report post

first experiment with 15 real minutes a quarter is a failure. I used the Giants to play SF in the first week on a juiced rom. I cut Simms' 63pc to 38 and Montana's 81 to 44. 50ms became 31, 69ms became 50, 81rec down to 63, 56 to 38, etc. I also cut all defensive speed ratings by one notch with a min of 25/31/38 so LT wouldn't get 100 sacks in one game, but I boosted all DL by 2 notches of HP and LBs by one notch of HP to further limit the running game. It didn't work. Even with Anderson and Meggett down to 31ms I could still get a first down in 2 or 3 downs, and the CPU was pretty much able to keep pace with me. Before the first quarter was over the score was 46-34.

guess this isn't really feasible.

+ Quote

"There's nothing wrong with reading the game plan by the light of a jukebox."
- Kenny Stabler

---

averagetsbplayer

Tecmo Legend
●●●●●●

Members
● 141
1,381 posts
Location: Madison, WI

Posted December 3, 2007

Report post

> **cxrom said:**
>
> 0x222A5 is the nmi timer reload value. it gets reloaded to #$14 (#20) everytime the "seconds" variable ($41) is decreased (actually when X==#00). the timer is held entirely in the X register but gets preserved on the stack during function calls. it gets decremented every frame sometime between scanlines 8 and 20.
> the nes ppu renders ~60fps so change the reload value to #$3C (#60) to get a more realistic clock.

This does not seem to have an effect during the playcalling screen. Do you know if there is a location that can be changed for that purpose as well?

+ Quote

Madison Tecmo Tournament - Only 1/2 garbage since 2008
2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

bruddog

Down with button mashing

●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Report post

15 minutes would be way too long because not much time rolls off during play calling. In the NFL, a lot of time rolls off between plays. In tecmo hardly any rolls off.

6-7 minute quarters under slightly modified ratings seems optimal.

➕ Quote

♡

---

amrush

Promising Rookie

●●●

Members
● 0
97 posts
Location: tecmo hell

Report post

> ⌄ **cxrom said:**
>
> 0x222A5 is the nmi timer reload value. it gets reloaded to #$14 (#20) everytime the "seconds" variable ($41) is decreased (actually when X==#00). the timer is held entirely in the X register but gets preserved on the stack during function calls. it gets decremented every frame sometime between scanlines 8 and 20.
>
> the nes ppu renders ~60fps so change the reload value to #$3C (#60) to get a more realistic clock.

The comparable byte for this value in TSB3 is located here:

x247EF

AM Rush

➕ Quote

♡

Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!

After 8 f*cking years I actually have an all-time rom I can play... Yay

---

amrush

Promising Rookie

●●●

Members
● 0
97 posts
Location: tecmo hell

Report post

> ⌄ **averagetsbplayer said:**
>
> > ⌄ **cxrom said:**
> >
> > 0x222A5 is the nmi timer reload value. it gets reloaded to #$14 (#20) everytime the "seconds" variable ($41) is decreased (actually when X==#00). the timer is held entirely in the X register but gets preserved on the stack during function calls. it gets decremented every frame sometime between scanlines 8 and 20.
> >
> > the nes ppu renders ~60fps so change the reload value to #$3C (#60) to get a more realistic clock.

> This does not seem to have an effect during the playcalling screen. Do you know if there is a location that can be changed for that purpose as well?

I noticed this myself. I think I actually like this though, because I'm *speeding up* the clock in order to run 15 minute quarters. It helps in the 2 min drill to be able to call a time out in the playbook screen when the clock is running slower than it does on the field.
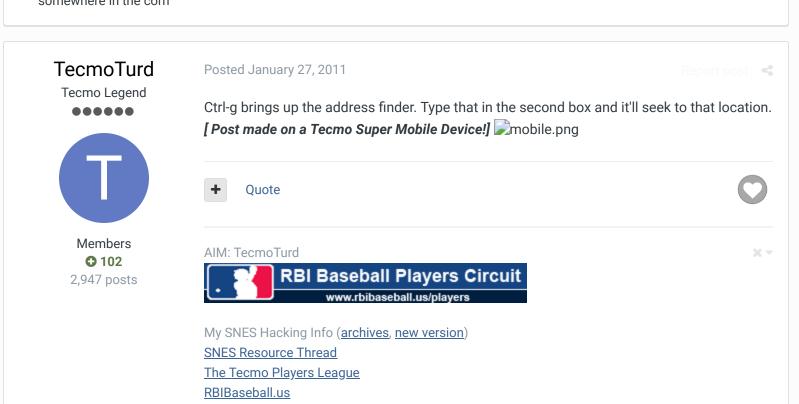
AM Rush

+ Quote

Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!
After 8 f*cking years I actually have an all-time rom I can play... Yay

---

Tecmo_Thriller

Member

Members
● 0
18 posts
Location: Indiana - somewhere in the corn

Posted January 27, 2011

Report post

I'm using xvi32 and I cannot find this hex string 0x2224B. I'm trying to find it in the original 28 team rom with the juiced hacks etc...Help please?

+ Quote

sigs.php?player=Mgtrpt1981

TecmoTurd

Tecmo Legend
●●●●●●

Members
⊕ 102
2,947 posts

Posted January 27, 2011

Report post

Ctrl-g brings up the address finder. Type that in the second box and it'll seek to that location.
[Post made on a Tecmo Super Mobile Device!] mobile.png

+ Quote

AIM: TecmoTurd

RBI Baseball Players Circuit
www.rbibaseball.us/players

My SNES Hacking Info (archives, new version)
SNES Resource Thread
The Tecmo Players League
RBIBaseball.us

hurricane55

Tecmo Super Champion

●●●●●

Members

➕ **57**

729 posts

Location: Taylor, Texas

Report post

Amruch is on to something. We use that "trick" on our NCAA rom. The Game clock runs about at about 120% of the actual speed of a real second. Which means for every 10 real life seconds, 12 will tick off of the TSB clock, but on the paly call it should be about 80 %, which means for every 10 real seconds, you lose only 8 TSB seconds. And the play clock can be set to run from 0-i'm guessing 256 based on Amrushes detailed clock hacks on TSB3. We chose 15 seconds, so you can kill the clock in a pvp game if you want. I would recommend if you are running 15 min qrtrs, you have to figure in that the play field is minature, so the time should actually run faster than normal. the goal is the number of plays in a game. I'm guessing there are about 80-90 plays per nfl game, so mayber clock speed at twice during game play, or even better have a 30 second runoff on the play call screen, but 5 times the speed, which means for every second, 5 runs off. Even the computer takes 3-4 seconds to call a play, and that would be 15-20 seconds off the clock, and with the game clock at twice the speed, you should get close to the actual amount of plays. Quik math looks like this

CPU---seconds per play @ 40 seconds seconds, which means if they hold the ball for half the game, it would run 45 plays tops. Human would run anywheres from 30 to 60, depending on your style.

➕ Quote ♡

The 'U' Knows Swag

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release
http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229
Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.
http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241

---

gojiphen malor

Tecmo Super Champion

●●●●●

Members

➕ **669**

838 posts

Location: Monster Island

Report post

I found on the TBorg2XXX base rom, the HEX locations were different.

Change the quarter length ~ 3F967 (04 was default)
Clock speed ~ 222A5 (14 was default)

I'm a noob but hope this helps someone!

➕ Quote

⬆ 1

Knobbe reacted to this

♡

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SBlueman

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