



## adjusting kick-off positions

By konForce, January 2, 2005 in Hacking Documentation

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Posted January 2, 2005

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This may be old news, but anyway:

TSB stores yards via two bytes, with 0x800 being midfield. Each yard is divided into 8 units. To move left 1 yard, subtract 8 pixels. To move right 1 yard, add 8 pixels.

This is stored in RAM at 0x7F (current line of scrimmage) and 0x82 (original line of scrimmage), with the low byte first. (0x0800 would be stored as 0x00 0x08.) During a play, the current yard line is stored in 0x93.

Yardlines do not swap automatically depending on which way you drive; instead they are hardcoded in two places, once for P1 and once for P2.

When setting the kick-off positions, TSB either loads the hardcoded bytes into the Y,X registers, loads the hardcoded bytes into the A register and then updates the RAM, or loads the bytes from the previous play into the A register and then updates the RAM.

The kick-off positions are set via Y,X registers at offsets **0x247B9** and **0x24031** for the first player and second player.

To change the position, simply modify the 2nd and 4th bytes. (They follow the a0 and a2 opcodes.)

The left 30 yard line is \$760.

The right 30 yard line is \$8A0.

**To change player 1 to the 30:**

0x247B9: a0 60

0x247BB: a2 07

**To change player 2 to the 30:**

0x24031: a0 A0

0x24033: a2 08

A simple formula for figuring out a yard's value:

1648 + (YL \* 🤩) ' for LEFT side

2448 - (YL \* 🤩) ' for RIGHT side

Then convert that decimal value into hex.

Note that if the kicker is able to boot the ball through the endzone, it counts as a safety.

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1

Tunnelrunner reacted to this



bigpimp81

Veteran



Members



254 posts

Location: ILLINOIS

Posted January 3, 2005

Report post

Man you guys have been busy lately finding really cool stuff with the hex. Great Job. Now all we need is for someone to find out how to make the field shorter so we can play AFL Tecmo. 😊

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SBlueman

Tecmo Legend



Members

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1,048 posts

Location: San Jose, CA

Posted January 3, 2005

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Or have a 4-3 alignment on defense.

+ Quote Edit Options



**Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)**

**Check out my other releases: [SBlueman's Downloads](#)**

**Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)**

amrush

Promising Rookie



Posted August 7, 2008

Report post

The respective kickoff positions in TSB3 are as follows:  
Player 1 = x10F2E



Player 2 = x10079

AM Rush



Quote



Members

0

97 posts

Location: tecmo hell

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



fgqb#19nyj

Promising Rookie



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77 posts

Posted January 29, 2017

Report post

Could anyone post an original TSB rom with the kickoff position at the 30. I'm trying to complete a 94 rom and this is one thing I need added.



Quote



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Tunnelrunner reacted to this



buck

DARRELL GREEN



Members

+2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 29, 2017

Report post

On 1/29/2017 at 7:53 AM, fgqb#19nyj said:

Could anyone post an original TSB rom with the kickoff position at the 30. I'm trying to complete a 94 rom and this is one thing I need added.

get a hex editor and do the following at the four locations:

To change player 1 to the 30:

at 0x247B9 type in A060

at 0x247BB type in A207

To change player 2 to the 30:

at 0x24031 type in A0A0

at 0x24033 type in A208



Quote



2

Tunnelrunner and bruddog 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](#)

fgqb#19nyj

Promising Rookie



Members

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Posted January 29, 2017

Report post

Hey, Buck. Thanks for the reply. I'm a newbie here and don't quite know how to look for something like that. I have the FCEUXDSP program and have opened up the rom, but for the life of me, I can't see what you mean by replacing the script that you've listed. Please, if you can, advise me how to do this. If it's too complicated, then could you instead post a rom where this already done. I would appreciate it.

+ Quote



fgqb#19nyj

Promising Rookie



Members

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77 posts

Posted January 29, 2017 (edited)

Report post

Never mind, Buck, I got it. Thanks for the code. It worked like a charm. 😊

(changing the kickoff location to the 30 or 40 yard line)

-30 yard-

To change player 1 to the 30: 0x247B9: A0 60; 0x247BB: A2 07

To change player 2 to the 30: 0x24031: A0 A0; 0x24033: A2 08

-40 yard-

To change player 1 to the 40: 0x247B9: A0 B0; 0x247BB: A2 07

To change player 2 to the 40: 0x24031: A0 50; 0x24033: A2 08

Note: must use the 20 yard line to middle of end zone option otherwise the kickoff could go out of the end zone and award the opposing team a safety.

(kickoff lengths)

#ALL KICKOFFS RANGE FROM 16YD-LINE TO BACK OF ENDZONE

SET(0x2A534, 0x4C83BF)

SET(0x2BF93, 0xA5454AA5446A186992A8A9016900AA4C2FA5)

#ALL KICKOFFS RANGE FROM 20YD-LINE TO MIDDLE OF ENDZONE (2nd option is needed for 40y ko)

SET(0x2A534, 0x4C83BF)

SET(0x2BF93, 0xA5454AA5446A186962A8A9016900AA4C2FA5)

I got all this from Buck and the Raja by the way. I just wanted them in one place is all.

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DFM reacted to this



fgqb#19nyj

Promising Rookie



Members

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77 posts

Posted October 22, 2018 (edited)

Report post

(Tecmo logo relocations) copy and paste at hex locations...

-40 YARD KICK OFF LOCATION-

(x2C9B0) 01 98 01 01 01 98 01 94 94 8E 8F 01 01 98 01 A8 04 05 08 09 06 07 0A 0B 01 01 01 01 85 85 85 84 AA 01 01 01 98 01 9D B0 B1 01 01 01 98 01 01 01 98 AA 01 01 01 98 01 01 01 98 95 95 95 8C AA 01 01 E8 E9 01 01 EA EB 94 94 94 8E 01 01 01 98 AA 01 01 01 98 01 01 01 98 01 01 01 98 01 01 01 98 AA 01 9D A2 A3 01 01 01 98 87 87 87 86 01 01 01 01 AA 01 01 01 01 A6 A7 01 01 01 01 01 01 01 01 01 01 01 01 AA 01 01 01 01 01 01 01 01 01 01 8D 95 95 95 AA EC ED 01 01 EE EF

(x2CB49) E8 E9 01 01 EA EB 94 94 94 8E 01 01 01 98 AA 01 01 A2 A3 01 01 01 98 87 87 87 86 01 01 01 01 AA 01 01 01 01 A6 A7 9C 01 01 01 01 01 01 01 01 01 01 AA EC ED 01 01 EE EF 01 01 8F 94 94 94 01 01 01 01 AA B4 B5 9C 01 01 01 01 01 01 87 87 87 87 01 01 01 01 AA 98 01 01 01 98 01 01

-30 YARD KICK OFF LOCATION-

(x2C4DB) 42 29 3D 00 00 2B 2C 2D 2E 2C 2F 00 00 3F 40 41 47 43 44 00 00 1A 45 46 56 1B 48 00 00 1F 20 49 4A 23 24 00 03 4B 4C 4D 4E 4F 50 00 00 89 51 52 53 2C 54 00 00 8A 55 41 47 43 57 00 00 8B 58 46 56 1B 5A 00 00 8C 23 21 5B 23 5C 00 00 61 3C 27 42

(x2C9B0) 01 98 01 01 01 98 01 94 94 8E 8F 01 01 98 01 A8 04 05 08 09 06 07 0A 0B 01 01 01 01 85 85 85 84 AA 01 01 01 98 01 9D B0 B1 01 01 01 98 01 01 01 98 AA 01 01 01 98 01 01 01 98 95 95 95 8C AA E8 E9 EC ED EA EB EE EF 94 8E 8F 94 01 98 01 01 AA 01 01 01 98 01 01 01 98 01 01 01 98 01 01 01 98 AA 01 9D A2 A3 01 01 01 98 87 87 87 86 01 01 01 01 AA 01 01 01 01 A6 A7 01 01 01 01 01 01 01 01 01 01 01 01 AA 01 01 01 01 01 01 01 01 01 01 8D 95 95 95 AA 01 01 01 98 01 01 01 98 94 94 94 8E 01 01 01 98

(x2CB4A) 01 01 01 01 01 8F 94 94 94 01 01 01 01 AA 01 01 A2 A3 01 01 01 98 87 87 87 86 01 01 01 01 AA 01 01 01 01 A6 A7 9C 01 01 01 01 01 01 01 01 01 01 AA EC ED 01 01 EE EF 01 01 8F 94 94 94 01 01 01 01 AA B4 B5 9C 01 01 01 01 01 01 87 87 87 87 01 01 01 01 AA 98 01 01 01 98 01 01

Edited November 10, 2018 by fgqb#19nyj

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Knobbe reacted to this





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