



an easy guide to changing and deleting various cutscenes

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By airkix72, September 8, 2012 in Hacking Documentation

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Location: Detroit, MI

Posted September 8, 2012 (edited)

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Hey everyone

After getting fed up with my palette problem on cut scenes I decided to just eliminate them. There was some good general material on the board but no easy access to the data. I'm learning assembly from scratch and learned a ton from this epic thread <http://tecmobowl.org...ic/9946-events/> but it's really hard for a beginner to understand so I made this easy spreadsheet as I went along and now get your cutscene editing done fast and maybe learn a little about assembly.

for the truly lazy who just want a quick edit to eliminate the ingame cutscenes goto offset x261EF with a hex program and change the 3 bytes of data to EA EA EA

btw I couldn't get the kicking figured out so I put it in a separate tab, I've been at it for 24 hours like a fiend and need a break, so if you know what any of that garbage on the second spreadsheet tab is please let me know, I don't want to have to spend a whole day on figuring out punting subroutines lol

I started about a week ago, but I'm dedicated to learning 6502 and I'm really getting good at it, so if you can impart any knowledge on me I would appreciate it 😊

hopefully when I grow up, I can be just like jstout, xplozv, and cxrom 😄

[Tecmo cutscenes.xls](#)

Edited September 8, 2012 by airkix72

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DFM, Knobbe and buck reacted to this

Knobbe

Tecmo Godfather

Posted September 8, 2012

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Would you mind attaching either a rom or a small video of the hack. I'm pretty sure I know what you did here but it'd be nice to verify. Great contribution!



Founder



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Tecmo Titles: 1
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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

airkix72

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the spreadsheet tells how to either change the cutscene or not play ("delete") the cutscene deleted all ingame cutscenes just take a sack or score a td really fast to see the effect changed the opening cutscene just for ease of demonstration (after the cutscene finishes it will be a black screen, just press start)

[cutscene demo.zip](#)

Edited September 8, 2012 by airkix72

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DFM reacted to this



brookstonfowler

phile guru



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Location: zionsville, in

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I feel pretty free.

Posted December 18, 2015

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this is way fun to play with. what's up with halftime, though? the halftime cutscenes are in group 06, but the halftime call is in the 07 block. how would one change up the halftime show?

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bruddog

Down with button mashing



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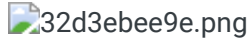
11,466 posts

Location: Ca

Posted December 19, 2015

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The halftime show is part of the top level game loop in bank 18 (0x22000-0x24000)



From there to the actual routine



So long post short at 0x22E33 type the following which will overwrite the random number generation with straight event index load.

A9 **59** EA EA EA EA EA EA

Change highlighted byte in read to set the cutscene based on the events listed in <http://tecmobowl.org/forum/topic/9946-events/>

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brookstonfowler and kamphuna8 reacted to this



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