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# changing first down yardage

By konForce, January 2, 2005 in Hacking Documentation

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## konForce
Member
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**K**

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Posted January 2, 2005                                          Report post  ⌯

To change the amount of yards needed to gain a first down edit the byte at **0x24FDF**. The default value is 0x50 (or 80 in decimal, 8 * 10). To change to 20 yards, change the value to 0xA0 (160 in decimal, 8 * 20). Each yard is worth 8 "points". Therefore, the possible range is 0 to 32 yards.

----*Ignore this part*----------------

This does *not* update all aspects of the game. The chains still show up ten yards apart, and it says 1st and 10. If you gain 9.9 yards, the ref will measure anyway. If you gain over 10 yards and under the new yardage, it will be X down and 99. The game plays fine though. It appeared to affect both players, including the CPU. Obviously, the CPU has no clue that it now needs to gain more than 10 yards.

I ran out of time, but if somone wants to look for the other places that need to be changed, just keep searching in the 0x24000 bank for the number 0x50 that follows a logical opcode. A good thing to look for are the immediate compare opcodes: C9, E0 and C0. (Ie, any of those three codes mean the NES is going to look at the next byte and do something depending on what it is.)

----*End Ignore*----------------

On second thought, probably only the chain measure will follow one of those three bytes because the other areas (distance from chain, 1st and X) probably are the result of some arithmetic.

**Update #1**
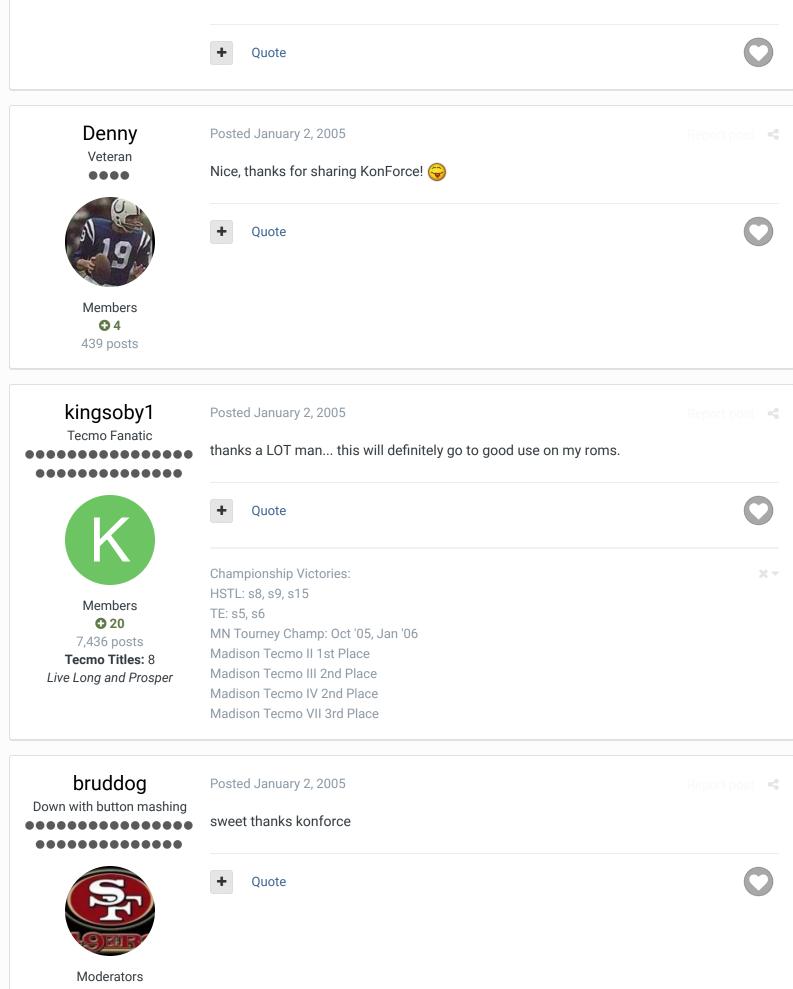With arithmetic in mind, I found the chain markers. They are at **0x26471** and **0x2649B**, using the same yardage system as above.

**Update #2**
And finally, to update the text '1st and X', change the value at **0x2E495** and **0x2E4C4**. These changes may or may not alter when the refs from bring out the chains. CPU may or may not be affected. When they see they need 20 yards, they may opt to pass more -

despite being 1st down. However, itheir logic code may very well have a "x50" hardcoded somewhere that makes the CPU always think its 10 yards for a first down.

+ Quote

---

**Denny**
Veteran
●●●●

Members
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439 posts

Posted January 2, 2005

Report post

Nice, thanks for sharing KonForce! 😋

+ Quote

---

**kingsoby1**
Tecmo Fanatic
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Members
⊕ 20
7,436 posts
**Tecmo Titles:** 8
*Live Long and Prosper*

Posted January 2, 2005

Report post

thanks a LOT man... this will definitely go to good use on my roms.

+ Quote

Championship Victories:
HSTL: s8, s9, s15
TE: s5, s6
MN Tourney Champ: Oct '05, Jan '06
Madison Tecmo II 1st Place
Madison Tecmo III 2nd Place
Madison Tecmo IV 2nd Place
Madison Tecmo VII 3rd Place

---

**bruddog**
Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

Posted January 2, 2005

Report post

sweet thanks konforce

+ Quote

**bruddog**
Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

Posted June 30, 2005

Well there is a slight problem with doing this. It seems unless you use multiples of 10 tecmo gets a bit confused. Like if you make it 15 yards sometimes the sticks will be 14 yards apart other times they will be 16 yards apart.
The numeric value displayed is okay as far as yards left for a first down is concerned but the yaard markers are always off. So sometimes you will be past the sticks and not have a first down. OTher times you will be before the sticks yet have a first down.

**+** Quote

**bruddog**
Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

Posted June 30, 2005

Apprently some kind of arithmetic error occurs when using 15 yards. Using 16 yards which isnt as pretty of a number works fine and there are no issues with the yardage markers.

**+** Quote

**kingsoby1**
Tecmo Fanatic
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

K

Members
**Tecmo Titles:** 8
*Live Long and Prosper*

Posted June 30, 2005

could you send me another rom with the RIGHT hack you BUTTHOLE
😎
or i could do it myself...

**+** Quote

Championship Victories:
HSTL: s8, s9, s15
TE: s5, s6

### amrush
Promising Rookie
●●●

Members
● 0
97 posts
**Location:** tecmo hell

Posted February 19, 2007

Report post

Has anyone found the comparable data for this in TSB3?
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

Posted November 11, 2007

Report post

Has anyone tried changing the values on the bytes that konforce indicated for the **sideline chain markers**?
I just shifted the values on these bytes and got no on-screen change of where the chains are located...
The other values are fine. But the markers don't move.
amrush

+ 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

### TheRaja
TFO Chief Operating Officer
●●●●

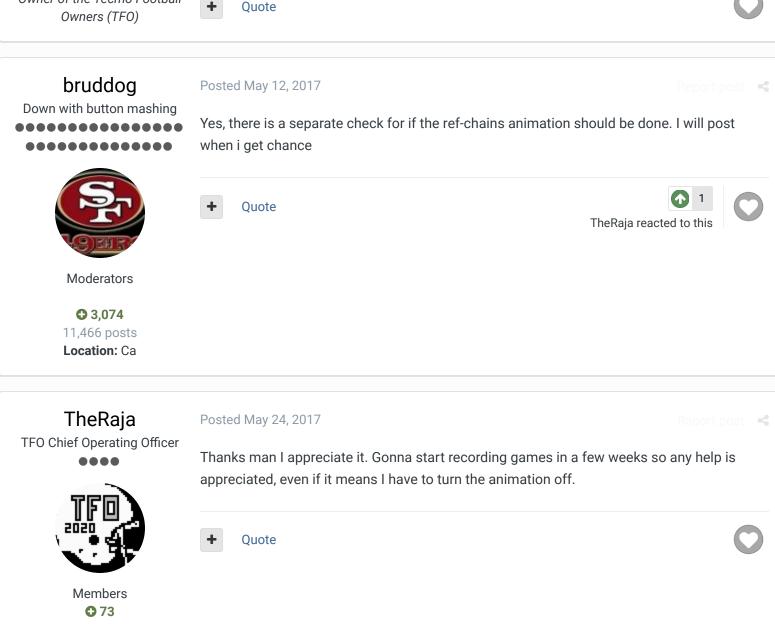Members
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273 posts

Posted May 11, 2017 (edited)

Report post

I added this to my Rom but noticed that the ref is still measuring at 9.9 yards instead of 15.9 yards (Im using 1st and 16). Am I missing something or does the yard markers not update that part?

OK i guess after reading the post again that the animation does not realize the change. Is there a place I can edit to change that, or is there a way I can just remove the animation entirely if that can't be done? Any help is appreciated.

**Edited May 12, 2017 by TheRaja**

+ Quote

## bruddog

Down with button mashing

Moderators

**⊕ 3,074**

11,466 posts

**Location:** Ca

Posted May 12, 2017

Yes, there is a separate check for if the ref-chains animation should be done. I will post when i get chance

+ Quote

**⬆ 1**

TheRaja reacted to this

## TheRaja

TFO Chief Operating Officer

●●●●

Members

**⊕ 73**

273 posts

*Owner of the Tecmo Football Owners (TFO)*

Posted May 24, 2017

Thanks man I appreciate it. Gonna start recording games in a few weeks so any help is appreciated, even if it means I have to turn the animation off.

+ Quote

## bruddog

Down with button mashing

Moderators

**⊕ 3,074**

11,466 posts

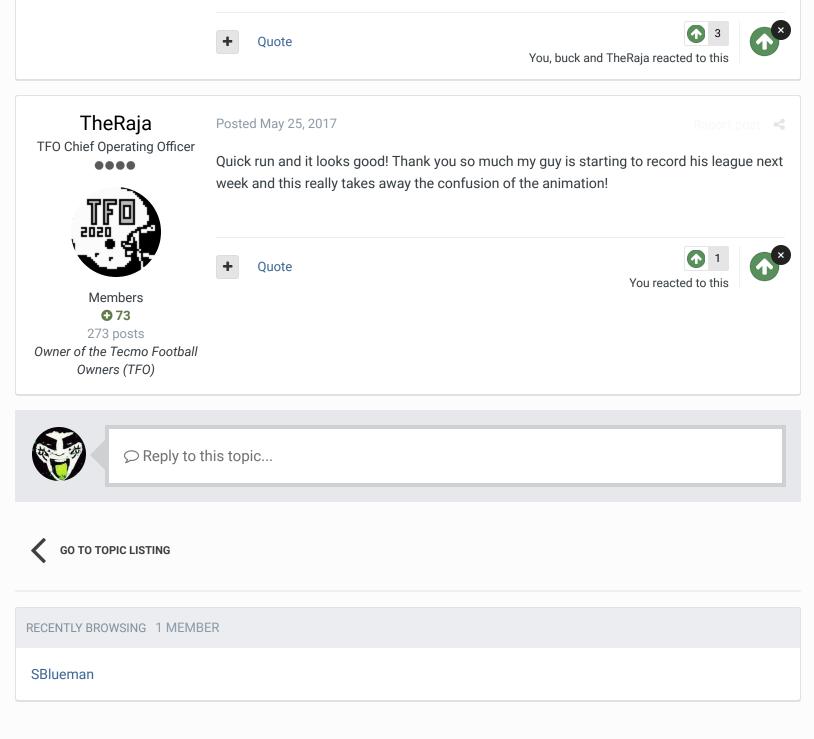**Location:** Ca

Posted May 24, 2017

**@TheRaja**

Try these.

**Removes P1 first down with chains draw**
SET (0x24F7D, 0xEAEAEAEAEA)

**Removes P2 first down with chains draw**
SET (0x24FC5, 0xEAEAEAEAEA)

**Removes close to first down chains drawing**
SET (0x25004, 0xEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEA)

+    Quote                                              ↑ 3    ↑ ✕
                                            You, buck and TheRaja reacted to this

**TheRaja**
TFO Chief Operating Officer
●●●●

Posted May 25, 2017                                    Report post    ⤴

Quick run and it looks good! Thank you so much my guy is starting to record his league next week and this really takes away the confusion of the animation!

Members
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273 posts
*Owner of the Tecmo Football Owners (TFO)*

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