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fumble "all the time"? nes tsb

By buck, July 28, 2015 in ROM Editing Discussion

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● ball control   ● fumblin stumblin   ● tsb   ● nes

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buck
DARRELL GREEN
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●●

Members
⊕ 2,060
6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Posted July 28, 2015

~~Report post~~   ⤴

is there a location in the rom to make every tackle result in a Fumble? I have put all "FF" in for ball control, but there is still the occasional time where the ball carrier does not fumble.

I need all fumble, all the time. thx.

ps - I am working on a "rugby" rom. lol. funny, but not a joke.

➕ Quote

⬆ 1

Bodom 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](#)

kamphuna8
Tecmo Fanatic
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Posted July 28, 2015

~~Report post~~   ⤴

This sounds like bouds wet dream.

➕ Quote

tecmo gods, über alles

PLAY HARD

---

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

 3,074
11,466 posts
Location: Ca

Posted July 28, 2015

Report post

> **On 7/28/2015 at 1:38 PM, buck said:**
>
> is there a location in the rom to make every tackle result in a Fumble? I have put all "FF" in for ball control, but there is still the occasional time where the ball carrier does not fumble.
>
> I need all fumble, all the time. thx.
>
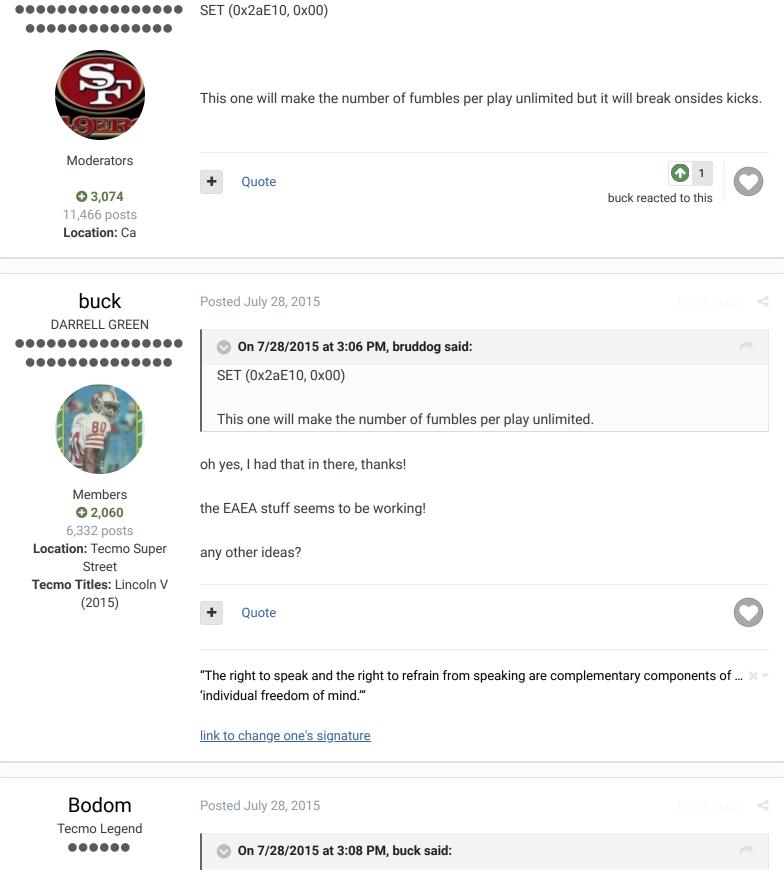> ps - I am working on a "rugby" rom. lol. funny, but not a joke.

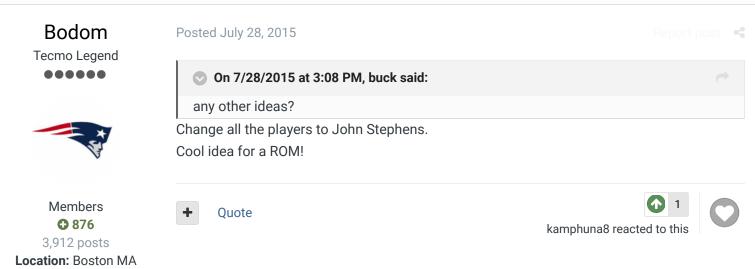SET (0x286D4,0xEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEAEA)

See if that works for you.

+ Quote

 1

buck reacted to this

---

bruddog

Down with button mashing

Posted July 28, 2015

Report post

SET (0x2aE10, 0x00)

This one will make the number of fumbles per play unlimited but it will break onsides kicks.

Moderators

⊕ 3,074

11,466 posts

Location: Ca

Quote

---

buck

DARRELL GREEN

Members

⊕ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 28, 2015

> **On 7/28/2015 at 3:06 PM, bruddog said:**
>
> SET (0x2aE10, 0x00)
>
> This one will make the number of fumbles per play unlimited.

oh yes, I had that in there, thanks!

the EAEA stuff seems to be working!

any other ideas?

Quote

"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

Bodom

Tecmo Legend

Members

⊕ 876

3,912 posts

Location: Boston MA

Posted July 28, 2015

> **On 7/28/2015 at 3:08 PM, buck said:**
>
> any other ideas?

Change all the players to John Stephens.
Cool idea for a ROM!

Quote

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members

➕ **2,060**

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

I have some ideas, but the ball bouncing out of bounds is bothering me.   it needs to be such that running out of bounds and/or fumbling out of bounds is Not Rewarded.

in effect, if you have possession of the ball when it goes out of bounds (or you run out of bounds) some of my ideas for "plays" are:

"punt" (to the other team)

"scrum" (still a chance that the other team can get the ball here)

"throw in" (" ")

and variations of these

...essentially, there is a "chance" you will get the ball back from the play, but it's not like you can just run a play and are guaranteed posession.

I need to start a thread or something....

➕   Quote   🤍

"The right to speak and the right to refrain from speaking are complementary components of ...   ✕ ▾
'individual freedom of mind.'"

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SBlueman