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how to change 5mins to 7mins

By dadon243, November 11, 2007 in Hacking Documentation

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dadon243
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pambazos88
Starter
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Posted December 17, 2012 (edited)

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I was looking for this some time ago, I dont know why some of of these links dont work anymore, but here's what JSTOUT found:
For the NES version, just open up the rom in a hex editor and go to **x2224B** where you'll see **05** 85 6B. The 05 is how many minutes for the quarter. So replace that with 06 or 07 and the time will be changed.
I'm putting this in case s1 (like me) needs it again. THX jstout!

And, to change the **on-screen clock** for NES version:
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.
THANKS. to CXROM for that.

and the clock's speed on **playcall-screen**:

SET(**0x222D6**) , **1E** default speed

SET(0x222D6, 0x??) lower value for faster, higher value for slower

and THANKS. to XPLOZV for this.

AND : to change **HOW much time runs off** during this screen, until offensive play is being called

Here is that location: x**222D2** Default **0A**=ten seconds

THANKS. to BRUDDOG for this one.

Edited February 25, 2013 by Knobbe

Combined into one mega awesome post

+   Quote

⬆ 3

buck, funknasty171 and quince3800 reacted to this

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pambazos88

Starter

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pambazos88

Starter

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Posted December 17, 2012

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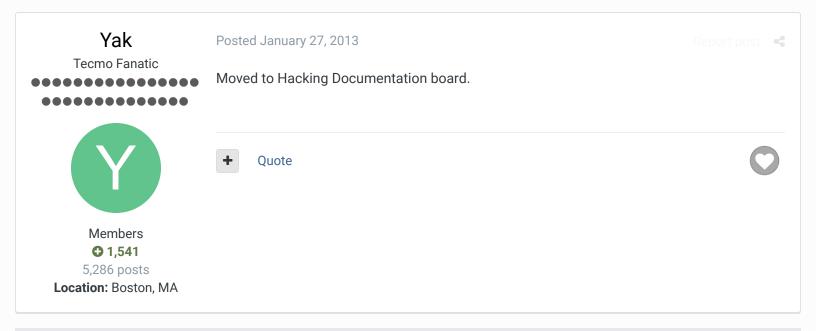Here is that location: x**222D2** Default **0A**=ten seconds

THANKS. to BRUDDOG for this one.

+   Quote

Yak
Tecmo Fanatic

●●●●●●●●●●●●●●●●●●
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Posted January 27, 2013

Moved to Hacking Documentation board.

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