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# player attribute probabilities

By konForce, January 7, 2005 in Hacking Documentation

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#### konForce

Member



Members

1
26 posts

Posted January 7, 2005

The section of the ROM around **0x2bee4** controls how the various attributes affect the play. Perhaps this is already known, but I found it while looking to see if PC could be modified to affect interceptions as opposed to PA controlling all the QB's stats. (Short answer is it cannot, because the same instructions load the data.)

0x2be74: Rushing Power (RP)

0x2be84: Running Speed (RS)

x3DFDF to x3DFEE ( MS Offense)

x3DFEF to x3DFFE (MS Defense)

See thread for explanation: <a href="http://tecmobowl.org/topic/7070-trying-to-explain-the-concept-of-rs-rp-and-ms-to-malferds/">http://tecmobowl.org/topic/7070-trying-to-explain-the-concept-of-rs-rp-and-ms-to-malferds/</a>

For these take the hex number and convert to decimal and divide by 256.

0x2bee4: Pass Block (APB) 0x2bef4: Kick Block (AKB) 0x2bf04: Fumbles (BC)

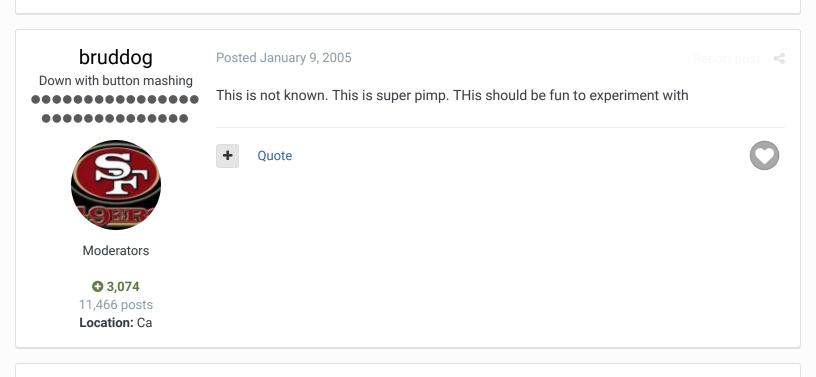
See this thread for the explanation on these <a href="http://tecmobowl.org/topic/7066-passing-game-ratings/page-2">http://tecmobowl.org/topic/7066-passing-game-ratings/page-2</a>

0x2bf14: Pass Control (PC)

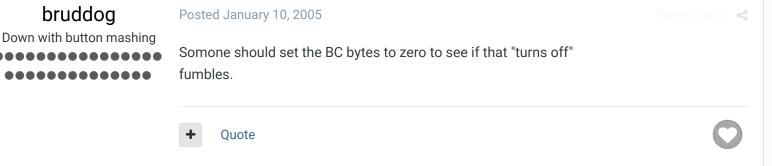
0x2bf24: Receptions (REC)

0x2bf34 Interceptions (INT)

x3DFFF to x3E00E (Hitting Power) (Edit: Updated list with info from below.) Each section is 16 bytes long. The first byte is for 06 rated players, the last byte is for 100 rated players. You can easily tell if high values or low values are better by looking at the defaults. Changing values too dramatically can cause every ball to be intercepted, every tackles to result in a fumble, every pass batted down, etc. The immidate areas before and after this section probably also control other attributes, but I stopped testing. Also, to change the kicking game: 0x2a7a0: Speed of arrow (KA) 0x2a7b0: Distance of arrow (KA) 0x2BE54: passing speed Quote



bruddog





Moderators

**3,074** 11,466 posts

Location: Ca

#### kingsoby1

Tecmo Fanatic

......



Members
20
7,436 posts

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

Posted January 10, 2005

could be interesting...

potentially practical uses i see: making BC mean something more significant, making REC values more realistic, and making comp% mean more with APB. that seems like it, as i think the PC scale is fine, and i could care less about AKB.

good work, keep it coming 👸



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

#### core\_dump

Promising Rookie



Members

0
62 posts

Posted January 13, 2005

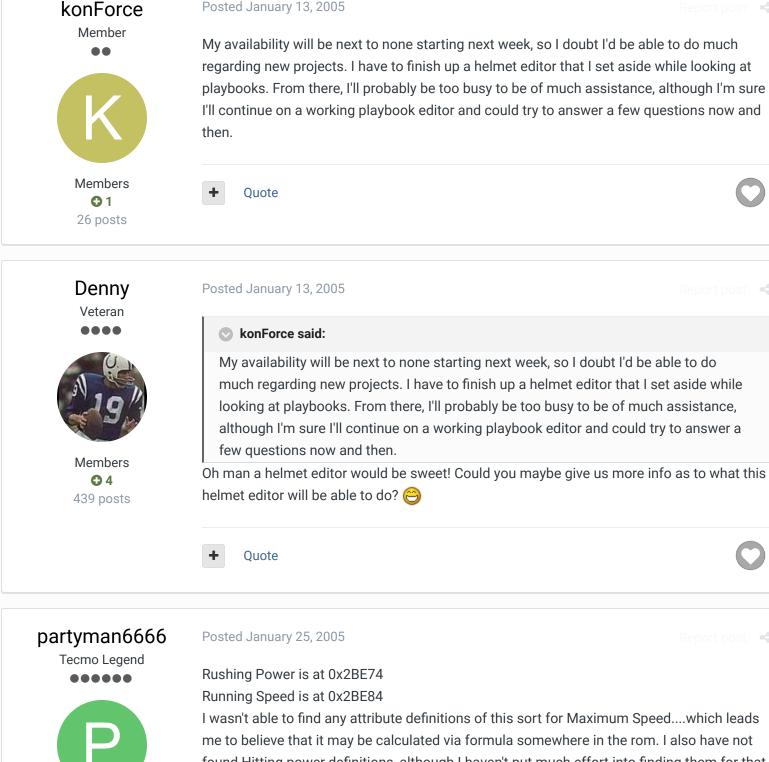
konForce.

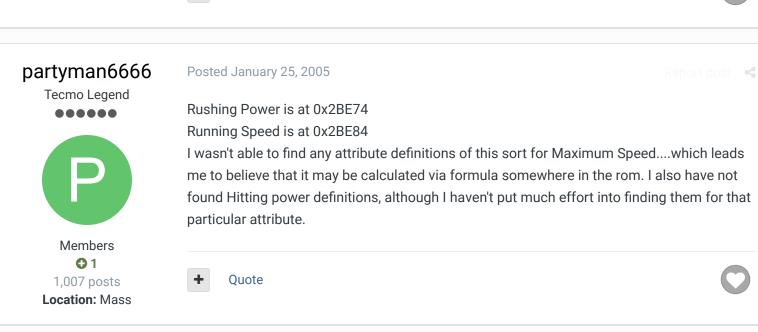
interesting stuff. I have a lot of catching up to do concerning what has transpired over the past few weeks on the board. would you be interested in collaborating on tsbultra? or on some other merged project? you definitely have done a lot of research and it would be nice if everything were pulled into a single project. let me know if you're interested.

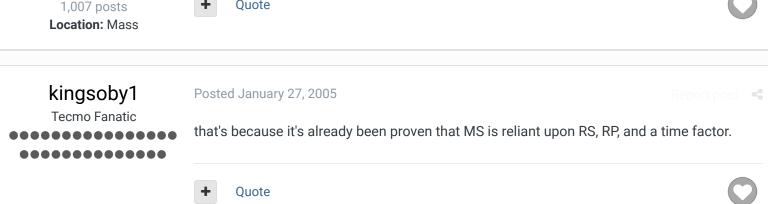


Ouote











Members **Q** 20 7,436 posts

Tecmo Titles: 8 Live Long and Prosper 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

#### partyman6666

Tecmo Legend •••••



Members **O** 1 1,007 posts **Location:** Mass

Posted January 27, 2005

I've really been trying to find out how to shorten FG's without affecting accuracy at all. I haven't been able to locate in the rom where it specifies how far certain kickers with specified values for Kicking Accuracy can reach a FG from(Formulaic as well?).

So far. the only thing I can think to do to shorten FG's is to drop all kickers on a rom so that they have Kicking accuracy's between 6 and 38, and then adjust the part of the rom where it specifies how fast and how far the ticker moves so that the 6-38 KA kickers have the same values that were formerly assigned to Kickers with 50-81 KA.

The only problem is that a kicker with 6 KA and 6 AKB can still hit an unrealisticly long FG(They can reach a FG where the ball is spotted at the other teams 44 yard line). If anyone can help out with this, feel free to contribute. This would be an awesome thing to fix.



Ouote



#### partyman6666

Tecmo Legend •••••



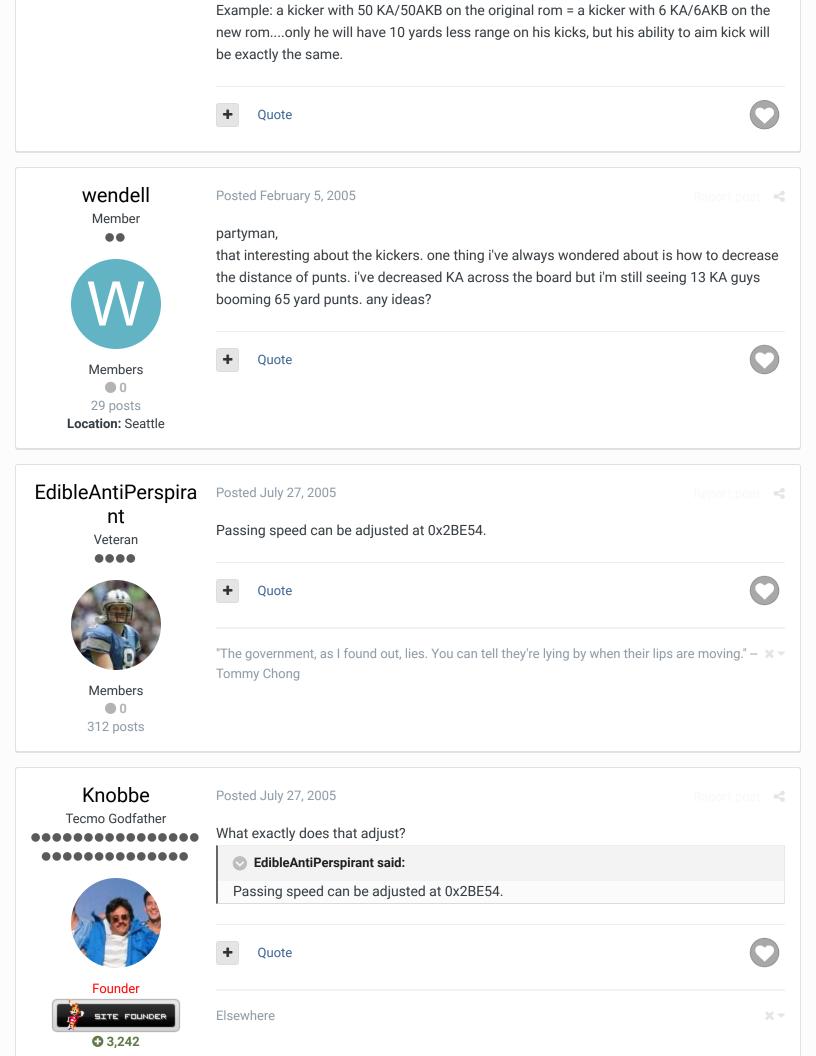
Members **O** 1 1,007 posts Location: Mass Posted January 28, 2005

I found out a useful bit of information tonight about Field Goals.

It appers that AKB has a hand in determining FG kicking Distance, much to my surprise. Kick accuracy and Avoid Kick block both appear to affect distance of a FG. The difference between a kicker with 6 for KA/AKB, and that of a kicker with 100 for KA/AKB appears to be about 15 or 16 yards....which makes sense if you figure that your kicker gains a half yard of possible distance to his kick per notch of either KA or AKB.

One interesting thing to note about this, is that tecmo only uses the kickers rating(0,6,13...etc) to determine how far he can kick. It doesn't go to the lookup table that defines what the actual value of 6 KA or 6 AKB means in terms of accuracy or avoiding blocks when it is determining how far your kicker can kick.

I figure that I can shorten the maximum distancs for FG's by about 10 yards by changing the lookup scales for kicker accuracy and avoid kick block so that kickers with ratings of 6-38 for KA/AKB will react the same as kickers on the original scale who have 50-81 for KA/AKB. The only difference between how these modified kickers will play in game, is that they will have 10 yards less range on their kicks, and as far as their attributes are concerned, they will now have KA and AKB ratings between 6-38.



17,586 posts

**Tecmo Titles:** 1 Founder of T-Borg

- <u>@Tecmogodfather</u>
- TecmoSuperBowl Facebook
- <u>Join us on Discord</u>
- <u>Youtube</u>

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

# EdibleAntiPerspira nt

Veteran

••••



Members

0

312 posts

Posted July 27, 2005

It works just like the other attributes, the 16 bytes from 2be54 to 2be63 adjust each increment of PS. The higher the numbers, the faster the passing speed. You can get a huge variation of speeds. If you crank up the values, you can throw the ball of the screen in less than a second. Conversely if you turn them way down, the ball will literally hang in the air for like a minute of game time.

+

Quote



"The government, as I found out, lies. You can tell they're lying by when their lips are moving." — 🗶 🔻 Tommy Chong

## bruddog

Down with button mashing

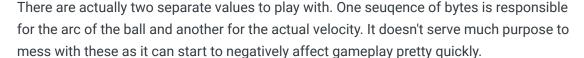




Moderators

**3,074**11,466 posts **Location:** Ca

Posted July 27, 2005



+

Quote



kingsoby1
Tecmo Fanatic

Posted July 27, 2005

Report post

••••••

i wish you could at least attach PA to something... seems like such a waste.



Quote





Members **Q** 20 7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Championship Victories:

HSTL: s8, s9, s15

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MN Tourney Champ: Oct '05, Jan '06

Madison Tecmo II 1st Place

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Madison Tecmo IV 2nd Place

Madison Tecmo VII 3rd Place

## bruddog

Down with button mashing



Moderators

**3**,074 11,466 posts

Location: Ca

Posted July 27, 2005

I'm working on adjusting the pass control attributes slightly such that the new Pc scale would equte as follows

Old New

50 50

56

56 63

69

63 75

81

6988

This allows for a finer resolution when rating qb's. As it stands 81PC is straight up insane even with adjusted DB and WR values. Even 69PC is pretty rediculous.



Quote



# kingsoby1

Tecmo Fanatic



Members **Q** 20

7,436 posts

Tecmo Titles: 8 Live Long and Prosper Posted July 27, 2005

i dont think it will make much of a difference... id rather rate them from my knowledge of the game originally... ie 56pc hits targets crossfield most of the time, 50 doesn't. anyway, can you tie PA to anything at all? like QB fumbling probability or something?



Ouote



Championship Victories:

HSTL: s8, s9, s15

TE: s5, s6

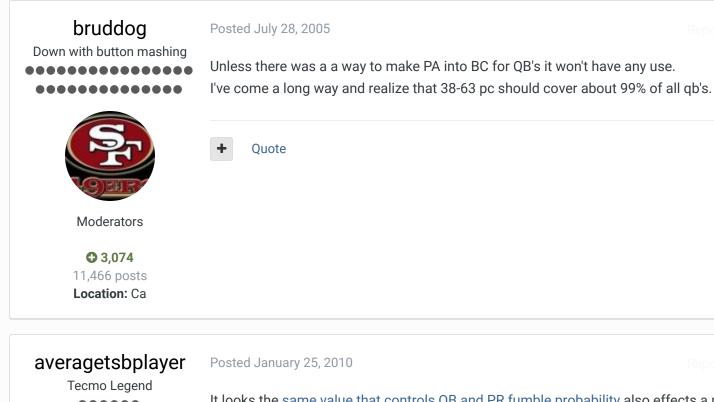
MN Tourney Champ: Oct '05, Jan '06

Madison Tecmo II 1st Place

Madison Tecmo III 2nd Place

Madison Tecmo IV 2nd Place

Madison Tecmo VII 3rd Place







Members **O** 141 1,381 posts Location: Madison, WI

It looks the same value that controls QB and PR fumble probability also effects a player's fumble probability after an interception. I'm not sure if it's possible to fumble after a fumble has already occurred during the play.



Quote



#### Madison Tecmo Tournament - Only 1/2 garbage since 2008

2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; lowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio -2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison -Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32



Down with button mashing



Posted January 25, 2010



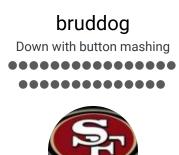




Moderators

**3**,074 11,466 posts Location: Ca Quote





Posted January 3, 2012

Bumping this thread for buck. I think this is what you were looking for.

[ Post made on a Tecmo Super Mobile Device!] mobile.png



Quote



Moderators

**3**,074 11,466 posts Location: Ca

#### buck

DARRELL GREEN





Members **Q** 2,060

6,332 posts Location: Tecmo Super

Street

Tecmo Titles: Lincoln V

(2015)

Posted January 3, 2012

bruddog said:

Bumping this thread for buck. I think this is what you were looking for.

[ Post made on a Tecmo Super Mobile Device!] mobile.png

thanks, but this isn't it. I have all this. What I really need is the "SIM Attribute locations" where you can set the actual range of yards and stuff for SKP games. Like for example, leading rushers are going for 2900 yards - but adjust the values (that I'm seeking) and you can tweak this max range. I had a hardcopy (printout) of this back in the summer but have since misplaced or lost it when I moved. I have used those locations in the past but never actually made a copy of them...



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

#### drunken\_honkey

**Town Drunk** 



Members

Posted January 3, 2012





buck said:



bruddog said:

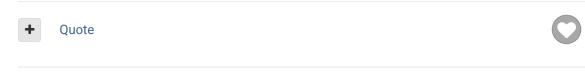
Bumping this thread for buck. I think this is what you were looking for.

[ Post made on a Tecmo Super Mobile Device!] mobile.png

390 1,019 posts Location: Texas thanks, but this isn't it. I have all this. What I really need is the "SIM Attribute locations" - where you can set the actual range of yards and stuff for SKP games. Like for example, leading rushers are going for 2900 yards - but adjust the values (that I'm seeking) and you can tweak this max range. I had a hardcopy (printout) of this back in the summer but have since misplaced or lost it when I moved. I have used those locations in the past but never actually made a copy of them...

Scroll down active forums and see Bodoms thread on offensive preferences. Second page you link to where you can change that stuff. We just used it to find those in TSB3. Now we have true pass/run offense on field and sims.

[ Post made on a Tecmo Super Mobile Device!] mobile.png



Hook 'Em!! Whatcha know 'bout them Texas boys!!

X

Our Rom discussion thread:

http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/





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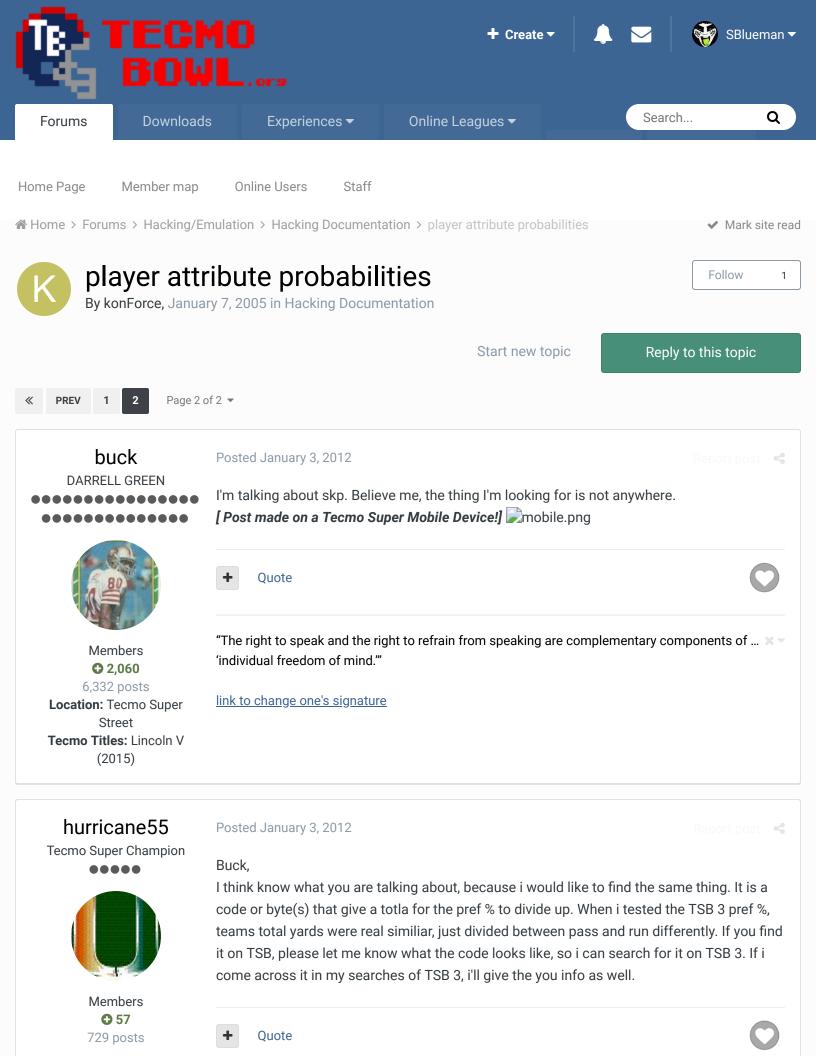
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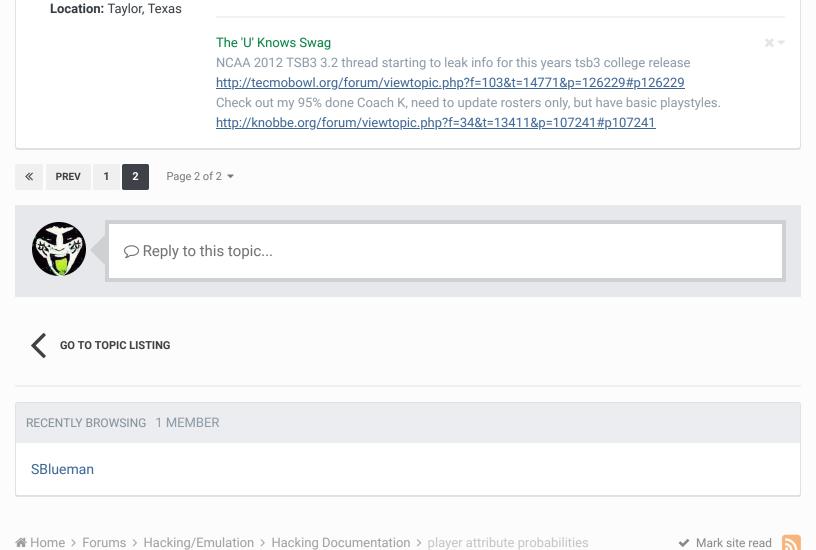
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