



the location of displayed player attribute numbers (6,13,19,etc) NES TSB

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Location: Tecmo Super Street**Tecmo Titles:** Lincoln V (2015)

Posted June 12, 2015

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The displayed attribute values for each players ratings are stored in a table form, at 0x3115c, right after the team attribute background color locations.

```
0600130019002500310038004400500056006300690075008100880094
```

so, in theory, you could go in and change the whole 6,13,19, (% of 16ths) "scale" to display whatever you want.

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4



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

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Down with button mashing



Posted June 12, 2015

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Nice.

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Tecmo Legend



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Nice find! Definitely a cool way for people to personalize their own roms.



Quote



buck

DARRELL GREEN



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Posted June 13, 2015 (edited)

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proof of concept. I changed the normal 6 thru 100 to 1 thru 16.

grogan was given 6,13,19,25,31,38,44,50 as his ratings in sequential order.

wilson was given 56,63,69,75,81,88,94,100 as his ratings in sequential order.

see attached screens.

NEW ENGLAND PATRIOTS QB



14-STEVE GROGAN

PHYSICAL
CONDITION: AVERAGE

PASSING

<u>ATT.</u>	0	<u>YDS.</u>	0
<u>COMP.</u>	0	<u>AVG.</u>	0.0
<u>TD.</u>	0	<u>COMP.%</u>	0.0%
<u>INT.</u>	0	<u>RATING</u>	0.0

RUSHING

<u>ATT.</u>	0
<u>YDS.</u>	0
<u>AVG.</u>	0.0
<u>TD.</u>	0

ABILITY

RUNNING SPEED		1
RUSHING POWER		2
MAXIMUM SPEED		3
HITTING POWER		4
PASSING SPEED		5
PASS CONTROL		6
ACCURACY OF PASSING		7
AVOID PASS BLOCK		8

NEW ENGLAND PATRIOTS QB



15-MARC WILSON

PHYSICAL
CONDITION: AVERAGE

PASSING

<u>ATT.</u>	0	<u>YDS.</u>	0
<u>COMP.</u>	0	<u>AVG.</u>	0.0
<u>TD.</u>	0	<u>COMP.%</u>	0.0%
<u>INT.</u>	0	<u>RATING</u>	0.0

RUSHING

<u>ATT.</u>	0
<u>YDS.</u>	0
<u>AVG.</u>	0.0
<u>TD.</u>	0

ABILITY

RUNNING SPEED		9
RUSHING POWER		10
MAXIMUM SPEED		11
HITTING POWER		12
PASSING SPEED		13
PASS CONTROL		14
ACCURACY OF PASSING		15
AVOID PASS BLOCK		16

Edited June 13, 2015 by buck



Quote



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

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bruddog

Down with button mashing



Moderators

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Location: Ca

Posted June 13, 2015

Report post

Trying to think of how i would change it up. The og way is pretty good with it being a percent of max.

I guess one could go with the madden scale though im not sure its any better where ~50 is the worst rating for the ratings that matter for a position.

52

55

58

61

64

67

70

73

76

79

82

85

88

91

94

97

100

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↑ 1



buck reacted to this

buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Posted June 13, 2015 (edited)

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*yeah Tecmonster could use the "madden" scale since he rates his TSB roms off of madden.

also, you could bump the displayed scale up to a max of 999. so, maybe make it start at 0 or 1. for visual effect. even though there are only 16 increments.

here is something off the top of my head...again, not so much logical, but for "visual effect".

notice how the scale compresses at the ends and stretches out in the middle. it might be better if it compresses at the middle instead? I'm just fooling around here.

Tecmo Titles: Lincoln V
(2015)

- 6/ 1
- 13/ 50
- 19/ 100
- 25/ 150
- 31/ 200
- 38/ 300
- 44/ 400
- 50/ 500
- 56/ 600
- 63/ 700
- 69/ 750
- 75/ 800
- 81/ 850
- 88/ 900
- 94/ 950
- 100/ 999

I agree that the original scale is pretty solid. I was just always thinking that the intervals should be even between increments. But once I understood that it was a percentage, I was no longer confused.

by now, I am so used to the attribute scale that I think it would make my brain explode to think of it any other way.

Edited June 13, 2015 by buck

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

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Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Posted June 15, 2015

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added to the hacking page

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Tecmo Titles: 1
Founder of T-Borg

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

Martin

Promising Rookie
●●●



Members
+ 22
92 posts

Posted June 26, 2015

Report post

Would it be possible to remove the numbers by changing the values there?

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MartinFN

Promising Rookie
●●●



Members
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84 posts

Posted September 9, 2015

Report post

After messing around with this hack a bit, it is possible to erase the number displayed. But it does cost you a tile. If you change all the numbers needed to FF and then edit tile \$3F to a blank... it will erase the number display. BUT the tile \$3F is used by the game next to the time and score text display on top of your play call screen.

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