NES Improved Grappling Code

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By jstout, March 8, 2008 in Hacking Documentation

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jstout
Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

Posted March 8, 2008   Report post ⤶

Here is some code I'm working on for improved human grappling. This code is loosely tested and I haven't looked at the 32-team rom to see if it fits. I would love to see any comments or suggestions from those that try this.
Improvements:
HP has been added into the equation for the players.
HP is scaled from of 0 to 7 presses where 6 HP = 0 and 100 HP = 7
CPU has random number of presses rather than 2. Presses will range from 0 to 15 presses.
In comparison, I'm a horrible grappler online and get 6 presses normally in the emulator FCEUXD.
NEW: Man vs Man now has random presses added in.

```
At x284F4:
20 40 BF   JSR $BF40 ; MAN VS CPU GRAPPLING
EA         NOP
D1 3E      CMP ($3E),Y

At x2852E:
20 66 BF   JSR $BF66 ; MAN VS MAN GRAPPLING
EA         NOP
D1 AE      CMP ($AE),Y

At x2BF50:
MAN VS CPU GRAPPLING:
```

```
A0 1C      LDY #$1C
B1 AE      LDA ($AE),Y ; LOAD PLAYER HP
4A         LSR
4A         LSR
4A         LSR
C8         INY
18         CLC
71 AE      ADC ($AE),Y ; HP/8 + Presses
91 AE      STA ($AE),Y
20 90 B1   JSR $B190 ; LOAD CPU PLAYER
A0 1C      LDY #$1C
B1 3E      LDA ($3E),Y ; LOAD CPU HP
4A         LSR
4A         LSR
4A         LSR
C8         INY
91 3E      STA ($3E),Y ; HP/8
A5 3D      LDA $003D ; RANDOM NUMBER
29 0F      AND #$0F ; Make Random x0-F
18         CLC
71 3E      ADC ($3E),Y ; HP/8 + RANDOM
91 3E      STA ($3E),Y
; RETURN TO NORMAL
B1 AE      LDA ($AE),Y
60         RTS
MAN VS MAN GRAPPLING:
A0 1C      LDY #$1C
B1 AE      LDA ($AE),Y ; LOAD OFFENSE HP
4A         LSR
4A         LSR
4A         LSR
C8         INY
18         CLC
71 AE      ADC ($AE),Y ; HP/8 + Presses
91 AE      STA ($AE),Y
A5 3C      LDA $003C ; RANDOM NUMBER
29 03      AND #$03 ; Make Random x0-3
18         CLC
71 AE      ADC ($AE),Y ; HP/8 + Presses + RANDOM
91 AE      STA ($AE),Y
A0 1C      LDY #$1C
B1 3E      LDA ($3E),Y ; LOAD DEFENSE HP
4A         LSR
4A         LSR
4A         LSR
C8         INY
```

```
18          CLC
71 3E       ADC ($3E),Y ; HP/8 + Presses
91 3E       STA ($3E),Y
A5 3D       LDA $003D ; RANDOM NUMBER
29 03       AND #$03 ; Make Random x0-3
18          CLC
71 3E       ADC ($3E),Y ; HP/8 + Presses + RANDOM
91 3E       STA ($3E),Y
; RETURN TO NORMAL
B1 3E       LDA ($3E),Y
60          RTS
```

For those that want human players to be able to popcorn each other also do:

```
At x2851B:
4C 95 BF  JMP $BF95 ; Jump to New Code

At x2BFA5:
MAN VS MAN POPCORNING:
  20 90 B1  JSR $B190 ; MAY NOT BE NEEDED
  A0 1C     LDY #$1C
  B1 AE     LDA ($AE),Y ; LOAD OFFENSE HP
  38        SEC
  F1 3E     SBC ($3E),Y ; OFFENSE HP - DEFENSE HP
  90 07     BCC :+
; IF OFFENSE HP > DEFENSE HP
  C9 20     CMP #$20
  B0 0D     BCS :++
  4C AC BF  JMP $BFAC ; OFFENSE HP < POPCORN so to Grapple
; IF DEFENSE HP > OFFENSE HP
: C9 E2     CMP #$E2
  90 09     BCC :++
; NORMAL GRAPPLE
  20 36 B1  JSR $B136
  4C 0E 85  JMP $850E
; OFFENSE POPCORNS
: 4C 26 85  JMP $8526
; DEFENSE POPCORNS
: 4C 33 85  JMP $8533
```

+   Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Founder

⊕ 3,244
17,597 posts
Tecmo Titles: 1
Founder of T-Borg

Posted March 8, 2008

Report post

Score one for HP!!!!

➕ Quote

Elsewhere

- 🐦 @Tecmogodfather
- 📘 TecmoSuperBowl Facebook
- 💬 Join us on Discord
- 📺 Tecmobowl Twitch
- ▶ Youtube

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

---

TecmoTurd

Tecmo Legend

●●●●●●

T

Members
⊕ 102
2,947 posts

Posted March 8, 2008

Report post

I wish there was a place where we could all test how fast our tapping skills are and compare them to others...I'm below average, it'd be nice to see if I could improve that somehow...

➕ Quote

AIM: TecmoTurd

RBI Baseball Players Circuit
www.rbibaseball.us/players

My SNES Hacking Info (archives, new version)
SNES Resource Thread
The Tecmo Players League
RBIBaseball.us

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted March 8, 2008

Report post

> **Quote**
>
> CPU has random number of presses rather than 2. Presses will range from 0 to 15 presses.

Nice.
Is there a way to take grappling "out"? Specifically, a MAN v MAN player (defender) can be 'instantly' popcorned by the RB if RB HP is high enough? (Like what happens on some INT

returns, when you can actually popcorn the MAN QB, and there's nothing he can do but dive)..But let grappling still occur when HPs are not crossing the thresholds. 😄

😋 hey, ROD WOODSON 😄

+ 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

TomTupa
Tecmo Legend
●●●●●●

Posted March 9, 2008

Report post

Awesome I've been waiting for this! 😄

Now somebody make a rom with week 17 defensive reactions, week 1 abilities, and hard to grapple cpu and I'll be a happy camper!

+ Quote

sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies

---

jstout
Tecmo Super Champion
●●●●●

Posted March 9, 2008

Report post

> ⌄ **buck said:**
>
> Is there a way to take grappling "out"? Specifically, a MAN v MAN player (defender) can be 'instantly' popcorned by the RB if RB HP is high enough?

Yes, code has been added upon my post for the human players to do that. Please let me know if the thresholds of x20 xnd xE2 are too high or low for the humans.

> ⌄ **TecmoTurd said:**
>
> I wish there was a place where we could all test how fast our tapping skills are and compare them to others

Without writing an entire program to perform the sames code, the best I could do is tell you how to snap the FCUEXD emulator during play so you would be able to read the amount at the moment the games does. Let me know if you are interested in the debug spots and where to look.

+ Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

SITE FOUNDER

⊕ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Report post

yes, i'm back!

> **buck said:**
>
> > **Quote**
> >
> > CPU has random number of presses rather than 2. Presses will range from 0 to 15 presses.
>
> Nice.
>
> Is there a way to take grappling "out"? Specifically, a MAN v MAN player (defender) can be 'instantly' popcorned by the RB if RB HP is high enough? (Like what happens on some INT returns, when you can actually popcorn the MAN QB, and there's nothing he can do but dive)..But let grappling still occur when HPs are not crossing the thresholds. 😃
>
> 😜 hey, ROD WOODSON 😃

+ Quote

Elsewhere

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- f TecmoSuperBowl Facebook
- 💬 Join us on Discord
- ▶ Tecmobowl Twitch
- ▶ Youtube

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

---

TomTupa

Tecmo Legend

●●●●●●

Members

⊕ 12

2,004 posts

Location: Indiana

Report post

> **jstout said:**
>
> Here is some code I'm working on for improved human grappling. This code is loosely tested and I haven't looked at the 32-team rom to see if it fits. I would love to see any comments or suggestions from those that try this.
>
> Improvements:
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NEW: Man vs Man now has random presses added in.

Ok so "presses" is that button presses per second? I haven't played with this but maybe scale hp from 0-14 instead of 0-7. And the comp could have the same scale just add the random presses this may already be what you've done?

If someone could shoot me an original rom with these changes I'd play around with it but I suck at editing hex.

+ Quote

sigs.php?player=dajabec
Tecmo Tunes Tecmo-themed song parodies

---

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

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Posted March 10, 2008

Report post

Is it possible to tweak the COM vs COM grappling code at all.

The only reason I ask is it could make OL vs DL play a little more realistic when non picked plays are involved. Ie bad o-lines hold up occasionally vs good d-lines and bad d-lines bust through OL's occasionally.

+ Quote

---

jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ **92**
537 posts

Posted March 10, 2008

Report post

> **bruddog said:**
>
> Is it possible to tweak the COM vs COM grappling code at all.
> The only reason I ask is it could make OL vs DL play a little more realistic when non picked plays are involved.

Yes, it is possible to tweak the COM vs COM. What kind of changes did you have in mind?

+ Quote

---

buck
DARRELL GREEN

Posted March 10, 2008

Report post

> **jstout said:**

Yes, code has been added upon my post for the human players to do that. Please let me know if the thresholds of x20 xnd xE2 are too high or low for the humans.

damn...

here's the TSBTool code to try out the MAN v MAN popcorn (though I'm a bit drunken as I type):

```
SET( 0x2851b, 0x4c95bf )
SET( 0x2bfa5, 0x2090b1a01cb1ae38f13e9004c920b00ac9e290092036b14c0e854c2
```

I will try it out against a MAN in the next couple of days - thanks jstout!

BO FB Offtackle Left

Tecmo Legend
●●●●●●

Members
➕ 253
3,135 posts
Location: New York

Posted March 17, 2008   Report post ⌞

> **TomTupa said:**
>
> > **jstout said:**
> >
> > Here is some code I'm working on for improved human grappling. This code is loosely tested and I haven't looked at the 32-team rom to see if it fits. I would love to see any comments or suggestions from those that try this.
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> If someone could shoot me an original rom with these changes I'd play around with it but I suck at editing hex.

I second this. I'll be honest, though, I'm just lazy 😄 If you have already made the changes upload it, I'd download it in a second.

+   Quote

jstout
Tecmo Super Champion
● ● ● ● ●

J

Members
● 92
537 posts

Posted March 17, 2008

Report post

> **BO FB Offtackle Left said:**
>
> I second this. I'll be honest, though, I'm just lazy 😄 If you have already made the changes upload it, I'd download it in a second.

lol, I'm lazy too. Any feedback or wanted adjustments is appreciated.
I'm working on many ideas like this trying to find some quality things. Some turn out well and others not so much but knowing what people enjoy or would like to see implemented always helps in what to work with or try next.
TSB Grapple.zip

➕ Quote

TomTupa
Tecmo Legend
● ● ● ● ● ●

Members
● 12
2,004 posts
Location: Indiana

Posted March 17, 2008

Report post

so is this a 0-7 scale for hp and then what for cpu presses?

➕ Quote

sigs.php?player=dajabec
Tecmo Tunes Tecmo-themed song parodies

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

Members
● 2,060

Posted March 17, 2008

Report post

I played a few games online last night with the new MAN v MAN grapple code.
There seems to be a problem with some defenders - they were coming in and straight-mashing the RB (no grapple - just drop dead.) Now, the Defenders in question did have a 'high' HP, but they were also 'mashing' RBs with 81 HP - so somethings off.
jstout, can you make this code work like this?
1. if Off HP is *greater than or equal to* 50 HP over Defender, then Defender is POPCORN (no grapple).

2. if Def HP is *greater than or equal to* 50 HP over Off Player, then Off Player is MASHED (no grapple).

3. anything else is the normal grapple

examples:

1. 75 HP off Player POPCORNS a 25 HP defender

2. 63 HP defender MASHES a 13 HP off Player

3. 38 HP off player GRAPPLES with 56 HP defender and etc.

I think I'm gonna have some fun with this code.

+ 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

BO FB Offtackle Left

Posted March 17, 2008   Report post ⦂

well i only played a preseason game so the cpu is still slow as crap, but I used 38hp Albert Bentley and the Colts against the 49ers and I definitely got out-grappled in a few one-on-one situations. When it is human vs. cpu does the human player get points for hp or it's all based on how much you grapple? Because I don't want to be controlling Lott and be outgrappled by Bentley, either.

So the 0-15 thing is in addition to the 0-7 for the hp? So a 100hp player controlled by the cpu will have between 7 and 22 presses? I also think it should be one extra press per notch of hp, as tupa said, so from 0-100 would be 0-15 instead of 0-7.

Definitely a step in the right direction. For the random presses I think the starting point should also be higher than 0. Maybe 5-12 instead of 0-15? So the total then from 6hp to 100hp would be 5-27 presses:

6hp 5-12

13hp 6-13

19hp 7-14

etc. up to

100hp 20-27

+ Quote

"There's nothing wrong with reading the game plan by the light of a jukebox."   ✖ ▾
- Kenny Stabler

---

jstout

Posted March 17, 2008   Report post ⦂

> **BO FB Offtackle Left said:**
>
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> Definitely a step in the right direction. For the random presses I think the starting point should also be higher than 0. Maybe 5-12 instead of 0-15?

Thanks for the input. This is the stuff I'm looking for and I will be going back to test if this works better than my original coding. It would be beneficial to me though if I knew approximate ranges for the highly-skilled grapplers so I could adjust the numbers around that.

In both ManVsMan and ManVsCPU the HP is included for both sides then the presses are added on. So Human and CPU are treated identical other than the CPU has a random number of presses while the human is the number of presses.

Yes, the 0-15 is in addition to the 0-7 so a 100 HP is 7-22 presses. I'm looking into the 0-15 range over the 0-7 as a few have brought this up. I originally believe 0-7 for HP was quite sufficient but I'll look into the larger range.

Thanks, I agree that a range higher than 0 like 5-12 would be better and I believe I will change it to do this.

＋　Quote　　　　　　　　　　　　　　　　　　　　　　♡

TomTupa

Posted March 18, 2008   Report post ⤴

I'd suggest a range of more like 6-9 than 5-12, but yeah we need to find out how fast the best button mashers can tap.

＋　Quote　　　　　　　　　　　　　　　　　　　　　　♡

sigs.php?player=dajabec   ✕ ▾
Tecmo Tunes Tecmo-themed song parodies

ImFlo

Posted March 18, 2008   Report post ⤴

Make a rom with the com players always having a set amount of taps, and make it really high. Send it to some of the faster tappers, see what they can beat consistantly, and find out exactly where they start to lose, or can't ever beat.

+ Quote

BO FB Offtackle Left

Posted March 18, 2008

> **ImFlo said:**
>
> Make a rom with the com players always having a set amount of taps, and make it really high. Send it to some of the faster tappers, see what they can beat consistantly, and find out exactly where they start to lose, or can't ever beat.

That's a good idea. I was also thinking that the cpu should be set higher than the best humans because all other aspects of the cpu game are so awful. If you give the cpu a distinct advantage in button mashing this might even things up a bit. This way when even the best go against a cpu player with a few notches of hp higher they will lose the grapple most of the time.

Another idea for MAN vs. MAN games might be to make a player's grappling skill less significant. Make the points for hp alone so high that what you add to it by grappling would not matter much. For example if you are controlling a 38hp player and your opponent has a 50hp player, if the 50 guy gets something like 50 presses automatically and the 38 gets 35 then even if you press 10 times a second you couldn't outgrapple him. Good grapplers probably wouldn't like this but it would even the playing field for those of us who are slower 😄

+ Quote

"There's nothing wrong with reading the game plan by the light of a jukebox."
- Kenny Stabler

bruddog

Posted March 18, 2008

Ya it would make setting hp for all of the players very important since okoye would outgrapple everyone.

TomTupa
Tecmo Legend
●●●●●●

+ Quote

Posted March 18, 2008   Report post

> **BO FB Offtackle Left said:**
>
> > **ImFlo said:**
> >
> > Make a rom with the com players always having a set amount of taps, and make it really high. Send it to some of the faster tappers, see what they can beat consistantly, and find out exactly where they start to lose, or can't ever beat.
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> That's a good idea. I was also thinking that the cpu should be set higher than the best humans because all other aspects of the cpu game are so awful. If you give the cpu a distinct advantage in button mashing this might even things up a bit. This way when even the best go against a cpu player with a few notches of hp higher they will lose the grapple most of the time.
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Whoa there, I wouldn't go that extreme. One press per hp should be plenty. 94 okoye vs even 75 fulcher would take 4 more presses i guess, it's 3 away..... tie goes to hp or tie goes to defender or.... just how does that work???
Anyways a 5 press advantage 94vs a 63 i would think is almost unbeatable, but we need some research on this i guess. and the 13 hp qb would be toast against most defenders. And bo why didn't you speak up when I mentioned (even before jstout did all this) about a cpu wins all grapples/max coverage and reactions rom with no ability boosts. Well maybe slight in later weeks, no way to tell how hard it would be until playing it. I just hate not being able to intercept or run in later weeks vs cpu because of the stupid boosts.

+ Quote

sigs.php?player=dajabec

BO FB Offtackle Left

Tecmo Legend
●●●●●●

Members
➕ **253**
3,135 posts
Location: New York

Report post

> **Quote**
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Sorry, my attention to Tecmo stuff wavers, I have a short attention span 😄 Right now my all time greats rom is probably about 6 working hours from completion, but I have gone off and started working on a 2002 rom because I have come up with yet more formulas for figuring ratings, that I think does a good job of considering both individual and team performance. I could go a month without checking this board, then I'll be all into it again for a period of time.

➕ Quote

🤍

"There's nothing wrong with reading the game plan by the light of a jukebox."
- Kenny Stabler

buck

DARRELL GREEN
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●

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

Report post

jstout, I made a patch from your TSB Grapple.nes and applied it to the most recent 32 team ROM. So far so good - I haven't noticed any glitches 4 games into a season. 😄 I will test it MAN v MAN tonight.
One thing, why add "random presses" for a MAN controlled player- doesn't that take the skill away? Or is that what you're trying to do? That's my only beef with this code.

➕ 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

buck

DARRELL GREEN

Report post

I think there is a bug in this code for MAN v MAN play.

I made a .ips patch from the 'TSB Grapple.NES' file you uploaded and applied it to the newest 32 team rom.

In MAN v MAN games-

A 88 HP rb would popcorn (no grapple) a 38 HP defender (MAN controlled)

BUT -

A 63 HP defender (MAN controlled) would instantly DROP the 88 HP rb (no grappling)

So something must be off with the code - there's no way that a 63 HP defender should 'instantly drop' (no grapple at all, MASH) an 88 HP rb.

I saw this same sort of thing happen 3 games in a row of MAN v MAN, not just in this particular HP scenario. This is the same thing I posted a few days ago when I was just testing the MAN v MAN code you made. I'm just trying to help you test it and make it better. 😁

Members

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

+ 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

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NES Improved Grappling Code

By jstout, March 8, 2008 in Hacking Documentation

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---

jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ 92
537 posts

Posted March 23, 2008   Report post ≪

Thanks Buck.
The code on the first page has been updated and the download in the post below have been updated with the changes. There was a jump command that was missing in the code. Thanks for spotting this.

➕   Quote   ♡

---

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

Members
⊕ 2,060
6,332 posts
Location: Tecmo Super Street

Posted March 23, 2008   Report post ≪

Thanks for the quick fix.
How would I modify the code to take the Random presses away from the MAN v MAN segment calculations?
Should I just **remove** these lines?

```
A5 3C      LDA $003C ; RANDOM NUMBER
29 03      AND #$03 ; Make Random x0-3
18         CLC
71 AE      ADC ($AE),Y ; HP/8 + Presses + RANDOM
; and then these lines
```

```
A5 3D      LDA $003D ; RANDOM NUMBER
29 03      AND #$03 ; Make Random x0-3
18         CLC
71 3E      ADC ($3E),Y ; HP/8 + Presses + RANDOM
```

Would this work if the above lines were omitted?

+	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

---

jstout
Tecmo Super Champion
●●●●●

J

Members
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537 posts

Posted March 23, 2008   Report post

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> 71 AE      ADC ($AE),Y ; HP/8 + Presses + RANDOM
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> A5 3D      LDA $003D ; RANDOM NUMBER
> 29 03      AND #$03 ; Make Random x0-3
> 18         CLC
> 71 3E      ADC ($3E),Y ; HP/8 + Presses + RANDOM
> ```
>
> Would this work if the above lines were omitted?

Yes, that would absolutely work. You can also drop also drop the following 91 AE STA ($AE),Y and 91 3E STA ($3E),Y as they get saved before the random and would be redundant.

+	Quote

Posted March 23, 2008   Report post

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

ok, now that I'm getting deep into this, I guess I need to know what you guys mean by 'presses' 😄 . Is this presses per second? If so, how many presses/second are needed to win a grapple?

this code is going to change the TSB rating system a bit. for the good, I think.

+	Quote	♡

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

---

jstout
Tecmo Super Champion
●●●●●

Members
● **92**
537 posts

Posted March 23, 2008

> **buck said:**
>
> ok, now that I'm getting deep into this, I guess I need to know what you guys mean by 'presses' 😄 . Is this presses per second? If so, how many presses/second are needed to win a grapple?

I'm quite glad you are looking into this and can form some ideas and numbers that aren't of my own thoughts.

"Presses" is a count. There is an adjustable time frame that I didn't touch where the default is x40 (this is a time amount of around 3 tecmo seconds). Once the players touch and enter the grapple animation it starts this timer and each time you press the button down on your controller it adds 1 to the presses. When the time ends, the numbers are checked and the players start the animation for the player to be thrown or tackled.

+	Quote	♡

---

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

Members
● **2,060**

Posted March 24, 2008

like bruddog mentioned earlier, what is the default presses & calculations (or probabilities) for 'grappling cpu drones'? knowing and/or setting this will help in determining a HP rating system.

on a side note - maybe a scaled-random 'juice' weeks would be a cool feature for the TSB-season vs. CPU...for example, depending on wins (as a baseline), there is a random offset where the CPU will play at +/- 3 juice levels.

+	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

---

jstout
Tecmo Super Champion
●●●●●

J

Members
+ 92
537 posts

Posted March 24, 2008

> **buck said:**
>
> like bruddog mentioned earlier, what is the default presses & calculations (or probabilities) for 'grappling cpu drones'? knowing and/or setting this will help in determining a HP rating system.

On the original rom the default number for Man vs CPU is at x284F9 and is x02. If the player gets 2 or more presses than the CPU loses the grapple. You can change that up or down to test values.

+ Quote

---

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

Members
+ 2,060
6,332 posts

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

Posted March 24, 2008

sorry, I meant CPU vs CPU grappling drones (like OL vs DL, etc.)

+ 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

---

jstout
Tecmo Super Champion
●●●●●

Posted March 24, 2008

> **buck said:**
>
> sorry, I meant CPU vs CPU grappling drones (like OL vs DL, etc.)

The CPU doesn't do anything even resembling what a man player does. With the CPU vs CPU, it loads the players HP and then determines a path to use Offense Popcorn, Offense

J

Members

⊕ 92

537 posts

Better, Equal Grapple, Defense Better, or Defense Popcorn. On these paths it runs a random number (each path has a different value) and if true throws the other player and if not then continues on until later when it checks for more randoms (I stopped checking around here as there was nothing really worthwhile to see).

The first probabilities for the larger HP are: Popcorn 80% and Better 66% (note they'll generally win later in the next checks)

+ Quote

---

sois

Tecmo Legend
●●●●●●

Members

⊕ 31

3,219 posts

Location: Las Vegas

Posted March 24, 2008

I love you guys. You are the smartest guys in the world. I feel people who modify Tecmo will get the game perfect in a year or so. Once that happens, Tecmo (the company) will put out an online TSB with fully editable playbooks and graphics. Why don't they just hire you guys?

+ Quote

TomTupa

Tecmo Legend
●●●●●●
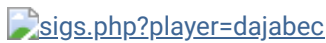
Members

⊕ 12

2,004 posts

Location: Indiana

Posted March 25, 2008

Who wins a man vs. man grapple in which both achieve the same number of presses?

+ Quote

sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies

BO FB Offtackle Left

Tecmo Legend
●●●●●●

Posted March 25, 2008

I thought of another question, pretty irrelevant to everything else. What is going on when your WR gets stuck in a grapple with a CPU player indefinitely until another defender runs over and slide tackles you? Even when you give up and stop hitting the button you will keep grappling until another player makes the tackle.

"There's nothing wrong with reading the game plan by the light of a jukebox."
- Kenny Stabler

Members
+ 253
3,135 posts
Location: New York

TomTupa
Tecmo Legend
●●●●●●

Members
+ 12
2,004 posts
Location: Indiana

Posted March 25, 2008

> **BO FB Offtackle Left said:**
>
> I thought of another question, pretty irrelevant to everything else. What is going on when your WR gets stuck in a grapple with a CPU player indefinitely until another defender runs over and slide tackles you? Even when you give up and stop hitting the button you will keep grappling until another player makes the tackle.

I think that's usually during a diving catch. I'd say somehow it skips the calculations because the players pop into a grapple so fast and it's like a 0 vs. 0 every time the cpu checks, so they just grapple forever. Something is screwed up with dives because sometimes you'll dive in coverage and when you get up even the computer can throw you.

+ Quote

sigs.php?player=dajabec
Tecmo Tunes Tecmo-themed song parodies

---

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

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

Posted March 28, 2008

How do I alter the code to HP/16 instead of 8? Are the LSRs after the 'LOAD PLAYER HP' doing the dividing? I'd like to try weighting HP a little less.
so to make it divide by 16, would I add another 4A LSR? like this:

```
A0 1C      LDY #$1C
B1 AE      LDA ($AE),Y ; LOAD PLAYER HP
4A         LSR
4A         LSR
4A         LSR
4A         LSR ;extra divider (HP/16)????
C8         INY
18         CLC
```

```
71 AE     ADC ($AE),Y ; HP/16 + Presses
91 AE     STA ($AE),Y
```

and repeat in the other relevant portions of the code?

+ Quote ♡

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

jstout
Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

Posted March 28, 2008   Report post ⌄

> **buck said:**
>
> ```
> A0 1C     LDY #$1C
> B1 AE     LDA ($AE),Y ; LOAD PLAYER HP
> 4A        LSR ; DIVIDE BY 2
> 4A        LSR ; DIVIDE BY 4
> 4A        LSR ; DIVIDE BY 8
> 4A        LSR ; -> DIVIDE BY 16
> C8        INY
> 18        CLC
> 71 AE     ADC ($AE),Y ; HP/16 + Presses
> 91 AE     STA ($AE),Y
> ```

Yes, that is correct and very good spotting that. What you did will divide it by 16 (HP will range from 0 to 3). Just add in the extra LSR where it is needed in the code and you'll have it setup the way you want.

+ Quote ♡

TomTupa
Tecmo Legend
●●●●●●

Posted March 28, 2008   Report post ⌄

> **TomTupa said:**
>
> Who wins a man vs. man grapple in which both achieve the same number of presses?

Inquiring minds want to know.

+ Quote

Tecmo Tunes Tecmo-themed song parodies

---

jstout

Tecmo Super Champion

●●●●●

Posted March 28, 2008

Report post

> **TomTupa said:**
>
> > **TomTupa said:**
> >
> > Who wins a man vs. man grapple in which both achieve the same number of presses?
>
> Inquiring minds want to know.

Tie goes to the offensive player.

+ Quote

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted March 28, 2008

Report post

> **jstout said:**
>
> What you did will divide it by 16 (HP will range from 0 to 3).

is this the scale? 😁

HP	/16	/8
6	0	0
13	0	0
19	0	1
25	0	1
31	1	2
38	1	2
44	1	3
50	1	3
56	2	4
63	2	4
69	2	5
75	2	5

```
81            3    6
88            3    6
94            3    7
100     3     7
```

And, these are "Extra Presses", right?

+ Quote

jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ 92
537 posts

Posted March 28, 2008   Report post ⌣

> ⌄ **buck said:**
>
> is this the scale? 😄
>
> ```
> HP              /16   /8
> 6                0     0
> 13               0     0
> 19               0     1
> 25               0     1
> 31               1     2
> 38               1     2
> 44               1     3
> 50               1     3
> 56               2     4
> 63               2     4
> 69               2     5
> 75               2     5
> 81               3     6
> 88               3     6
> 94               3     7
> 100      3       7
> ```
>
> And, these are "Extra Presses", right?

Yes, to both

+ Quote

TomTupa

Tecmo Legend

●●●●●●

Members

⊕ 12

2,004 posts

Location: Indiana

> **jstout said:**
>
> > **TomTupa said:**
> >
> > > **TomTupa said:**
> > >
> > > Who wins a man vs. man grapple in which both achieve the same number of presses?
> >
> > Inquiring minds want to know.
>
> Tie goes to the offensive player.

Thanks, not what I was expecting.

+ Quote

Tecmo Tunes Tecmo-themed song parodies

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●●

●●●●●●●●●●●●●●●●

Members

⊕ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Well, something's wrong with the Man V Man code...I've noticed that no matter what the HPs are for "O and D" Man Players, **the Defender will outgrapple the Runner *without even pressing a button***.

That's using this code:

```
MA      N VS MAN              GRAPPLING:
A0      1C             LDY #$1C
B1      AE             LDA ($AE),Y
4A      LSR
4A      LSR
4A      LSR
C8      INY
18      CLC
71      AE             ADC ($AE),Y
91      AE             STA ($AE),Y
A0      1C             LDY #$1C
B1      3E             LDA ($3E),Y
4A      LSR
4A      LSR
4A      LSR
```

```
C8      INY
18      CLC
71      3E              ADC ($3E),Y
91      3E              STA ($3E),Y
;       RETURN T                O NORMAL
B1      AE              LDA ($3E),Y
60      RTS
```

I can't see what's wrong with it - but I've done extensive testing and it doesn't work right.

+ Quote

---

jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ 92
537 posts

Posted June 26, 2008   Report post ❮

Let me check your code later when I have time. It looks like you removed the random variable.
Is there any specific situation you can point to for a reference of where you think it goes wrong? It would be possible to not push a button and win if the HP are plenty far apart (QB vs a high HP). For 2 same HP players then the button pusher should win (I'll check that first off).

+ Quote

---

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

Members
⊕ 2,060
6,332 posts
Location: Tecmo Super Street

Posted June 26, 2008   Report post ❮

I'm talking about MAN V MAN here...and I don't want any random numbers in this.

> ⌄ **jstout said:**
>
> Is there any specific situation you can point to for a reference of where you think it goes wrong? It would be possible to not push a button and win if the HP are plenty far apart (QB vs a high HP). For 2 same HP players then the button pusher should win (I'll check that first off).

Well, a 25 HP defender wins (with no button pressing) vs an 88 HP running back (pressing buttons). 🙂

+ Quote

jstout
Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

Posted June 26, 2008   Report post ⇗

Buck, check this (I'm not going to be home until evening before I can check the code but I saw):
; RETURN TO NORMAL
B1 AE LDA ($3E),Y *** TYPO so I checked my example rom I made and it was $3E ***
60 RTS
Make it:
; RETURN TO NORMAL
B1 3E LDA ($3E),Y
60 RTS
please try that

➕   Quote   ♡

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

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

Posted June 26, 2008   Report post ⇗

> ⌄ **jstout said:**
>
> Buck, check this (I'm not going to be home until evening before I can check the code
> but I saw):
> ; RETURN TO NORMAL
> B1 AE LDA ($3E),Y *** TYPO so I checked my example rom I made and it was $3E ***
> 60 RTS
> Make it:
> ; RETURN TO NORMAL
> B1 3E LDA ($3E),Y
> 60 RTS
> please try that

That seems to be a fix (at least looking at the code)...because the MAN V CPU section of
code has the ($3E) too. 🙂
I will have a chance to try it out MAN V MAN here in a couple of hours. Thanks jstout.

➕   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

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J
NES Improved Grappling Code
By jstout, March 8, 2008 in Hacking Documentation

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---

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

Posted June 27, 2008   Report post ⋘

It seems to be working. 🙂

➕ **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

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

---

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

Posted July 2, 2008   Report post ⋘

The best thing about this code is that HP would be more important on defense thus making it so ultra fast corners with low HP are not quite as good at run stopping.

➕ **Quote**   ♡

---

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

Posted July 2, 2008

> **bruddog said:**
>
> The best thing about this code is that HP would be more important on defense thus making it so ultra fast corners with low HP are not quite as good at run stopping.

I agree.

+ 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

---

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

Posted July 2, 2008

Came up with a scale that let good grapplers have a slight advantage (should win ~60% if HP is equal but not huge)
Basically how it works is as follows.
1. Count human presses and divide by 2. I'm assuming the upper end of tapping is around double what jstout posted. Need to verify this.
2. HP scale 0HP= 0epresses 100HP=30 presses. Linear scale.
3. A random 0-30 presses is added to each player.
I think this would really be cool.
Example of the scale with equal tappers:
88HP vs 6HP= 99% win
75HP vs 25HP= 88% win
69HP vs 38HP= 75% win
56HP vs 44HP= 61% win

+ Quote

---

jstout
Tecmo Super Champion
●●●●●

Posted July 2, 2008

Bruddog, let me know if you are able to verify the tap numbers. I would really like to know

the upper players talent.

I wrote this real quick using the numbers you provided (man vs man only for the moment). The only change I had to make was the random number from 0 to 31 (30 doesn't work well in 6502).

```
MAN VS MAN GRAPPLING:
A0 1C     LDY #$1C
B1 AE     LDA ($AE),Y ; LOAD OFFENSE HP
C8        INY
18        CLC
71 AE     ADC ($AE),Y ; HP + Presses
4A        LSR ; DIVIDE BY 2
91 AE     STA ($AE),Y
A5 3C     LDA $3C ; RANDOM NUMBER
29 1F     AND #$1F ; Make Random x0-1F
18        CLC
71 AE     ADC ($AE),Y ; (HP + Presses)/2 + RANDOM
91 AE     STA ($AE),Y
A0 1C     LDY #$1C
B1 3E     LDA ($3E),Y ; LOAD DEFENSE HP
C8        INY
18        CLC
71 3E     ADC ($3E),Y ; HP + Presses
4A        LSR ; DIVIDE BY 2
91 3E     STA ($3E),Y
A5 3D     LDA $3D ; RANDOM NUMBER
29 1F     AND #$1F ; Make Random x0-1F
18        CLC
71 3E     ADC ($3E),Y ; (HP + Presses)/2 + RANDOM
91 3E     STA ($3E),Y
; RETURN TO NORMAL
B1 3E     LDA ($3E),Y
60        RTS
```

+   Quote

---

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

Posted July 3, 2008   Report post

Well here is what I learned.

Confirmed that for each real second there is 64 bytes of data for player 1 and 64 bytes of data for player 2 in the nesticle movie file.

Assuming $40 in hex represents 64 in decimal. also from my measurement it looks like a 3 tecmo seconds =1 real second. So you theory that it is taking 1 seconds worth of data could be correct although it always seems like grapples last longer than a second but its probably just my imagination.

If it is truly only a second then I think the range is ~ 5-10 presses for humans with but this was just quick inspection of a couple files and assuming I didn't make any mistakes in the process.

➕   Quote

jstout

Tecmo Super Champion
● ● ● ● ●

J

Posted July 3, 2008   Report post ⋘

> **bruddog said:**
>
> Well here is what I learned.
>
> Confirmed that for each real second there is 64 bytes of data for player 1 and 64 bytes of data for player 2 in the nesticle movie file.
>
> Assuming $40 in hex represents 64 in decimal. also from my measurement it looks like a 3 tecmo seconds =1 real second. So you theory that it is taking 1 seconds worth of data could be correct although it always seems like grapples last longer than a second but its probably just my imagination.
>
> If it is truly only a second then I think the range is ~ 5-10 presses for humans with but this was just quick inspection of a couple files and assuming I didn't make any mistakes in the process.

I was able to be more specific with the time data this morning. Using the tecmo play clock = x14 (20) is a tecmo second so x40 is 3.2 tecmo seconds or 1 real second.

The grapple animation does last longer than this as the losing player isn't thrown exactly when the time ends giving the appearance of more time.

➕   Quote

bgboud2

Tecmo Legend
● ● ● ● ● ●

B

Posted August 21, 2008   Report post ⋘

So is anyone still working on this? Does anyone have this in a rom? This idea is what I've always wanted out of TSB and SNES TSB (if possible to add there). I'd like to use a rom with this grappling code for the next season of the Nestopia league.

➕   Quote

AIM = bgboud2   ✕▾

sigs.php?player=bgboud2

---

jstout

Tecmo Super Champion

● ● ● ● ●

J

Members

➕ 92

537 posts

Report post ⚬

I attached the various roms from what inputs I saw for those that want to try this or make there own formula adjustments.

The roms formulas will be like the following:

JSTOUT (HP + PRESS + RANDOM): HP = 0-7, CPU PRESS = 0-15, RANDOM = 0-3

BUCK (HP + PRESS): HP = 0-7, CPU PRESS = 0-15

JSTOUT_CPU (HP + PRESS + RANDOM): HP = 0-15, CPU PRESS = 5-12, RANDOM 0-3

BRUDDOG (HP + PRESS/2 + RANDOM): HP = 0-30, CPU PRESS = 5-12, RANDOM 0-31

Grapple_Roms.zip

➕ Quote

♡

TomTupa

Tecmo Legend

● ● ● ● ● ●

Members

➕ 12

2,004 posts

Report post ⚬

YAY!

➕ Quote

♡

sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies

✕ ▾

---

buck

DARRELL GREEN

● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●
● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●

Members

➕ 2,060

6,332 posts

Report post ⚬

jstout - my "HP version" should have random for CPU - just no random for man v man. (just for the record) 😁

➕ 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

Tecmo Titles: Lincoln V (2015)

---

daboy8821
Tecmo Legend
●●●●●●

Members
⊕ 144
1,464 posts
Location: Philly 2 Louisville

I played a few games on Bucks rom last nite with bgboud.
The HP's worked fine in Man to Man. What I dont get, is why as a defender I would get thrown at times.
Bgboud would call run1, sweep up top.
I would pick Db1, when I go to grapple wit Wr1, he would throw me half the time.
The WR HP is at 13. MY Db's HP was 44 or 50.
I thought these roms only effected Grapples? Or does it effect blocking also?

➕   Quote

TecmoTurd
Tecmo Legend
●●●●●●

Members
⊕ 102
2,947 posts

What are the chances this gets ported to the SNES version?

➕   Quote

AIM: TecmoTurd

RBI Baseball Players Circuit
www.rbibaseball.us/players

My SNES Hacking Info (archives, new version)
SNES Resource Thread
The Tecmo Players League
RBIBaseball.us

---

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

Members
⊕ 2,060
6,332 posts

> **daboy8821 said:**
>
> The HP's worked fine in Man to Man. What I dont get, is why as a defender I would get thrown at times.
> Bgboud would call run1, sweep up top.
> I would pick Db1, when I go to grapple wit Wr1, he would throw me half the time.
> The WR HP is at 13. MY Db's HP was 44 or 50.
> I thought these roms only effected Grapples? Or does it effect blocking also?

Well, probably the CPU WR had a HP Boost going on, so you need to be tapping the CPU like you were grappling a Man.

+ 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

---

daboy8821

Tecmo Legend

●●●●●●

Members

➕ 144

1,464 posts

Location: Philly 2 Louisville

Posted October 11, 2008

Report post ◁

> **buck said:**
>
> > **daboy8821 said:**
> >
> > The HP's worked fine in Man to Man. What I dont get, is why as a defender I would get thrown at times.
> > Bgboud would call run1, sweep up top.
> > I would pick Db1, when I go to grapple wit Wr1, he would throw me half the time.
> > The WR HP is at 13. MY Db's HP was 44 or 50.
> > I thought these roms only effected Grapples? Or does it effect blocking also?
>
> Well, probably the CPU WR had a HP Boost going on, so you need to be tapping the CPU like you were grappling a Man.

HP boost?
Only time I'd win was when I revved up. I dont think it should be like that just to shake off a 13hp Wr.

+ Quote

♡

---

jstout

Tecmo Super Champion

●●●●●

Members

➕ 92

537 posts

Posted October 11, 2008

Report post ◁

> **daboy8821 said:**
>
> HP boost?
> Only time I'd win was when I revved up. I dont think it should be like that just to shake off a 13hp Wr.

What they are talking about is in the original play design (certain plays give boosts to players whether RS, RP, MS, or HP) and in that particular play the WR at the top is given a HP Boost of x10 making him not a 13 HP player but a 38 HP player.

+ Quote

♡

TecmoTurd
Tecmo Legend
●●●●●●

T

Members
⊕ 102
2,947 posts

Posted October 11, 2008

No comments on the SNES question, eh? Stoutlicious?

+   Quote

---

jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ 92
537 posts

Posted October 11, 2008

> **TecmoTurd said:**
>
> No comments on the SNES question, eh? Stoutlicious?

It could be done assuming the proper spots could be found (the closer to the NES version the easier). I'll look sometime when I have time for a similar code section. I just haven't really touched the SNES version enough to say one way or the other.

+   Quote

---

lightninglarry
Tecmo Legend
●●●●●●

Members
⊕ 248
4,081 posts
Location: Y-Vegas, NC

Posted October 11, 2008

> **jstout said:**
>
> > **daboy8821 said:**
> >
> > HP boost?
> > Only time I'd win was when I revved up. I dont think it should be like that just to shake off a 13hp Wr.
>
> What they are talking about is in the original play design (certain plays give boosts to players whether RS, RP, MS, or HP) and in that particular play the WR at the top is given a HP Boost of x10 making him not a 13 HP player but a 38 HP player.

\

Thats pretty interesting. I do like the movement of this, I just wonder who will be the guinea pig of a league to test this out, I would say CTL, but i highly doubt the guys would like this so much. I do like the realism factor and adding this helps eleviate some of the horrible AI decision making by the computer drones.

+ Quote

TecmoTurd
Tecmo Legend
●●●●●●

T

Members
⊕ 102
2,947 posts

Posted October 12, 2008

Report post ⤴

> **jstout said:**
>
> It could be done assuming the proper spots could be found (the closer to the NES version the easier). I'll look sometime when I have time for a similar code section. I just haven't really touched the SNES version enough to say one way or the other.

Thanks man. It's just the standard question that has to be asked whenever anything cool like this comes about for the NES. I realize you don't work much with the SNES, but I always ask in case it's something like the juice mode hack or something where a clear spot can be found where it can port over easily.

I agree a lot of guys won't like this because 90% of their game is out-tapping people, but it'd be interesting to see how those games change once that's thrown out...

+ Quote

daboy8821
Tecmo Legend
●●●●●●

Members
⊕ 144

Posted October 12, 2008

Report post ⤴

> **jstout said:**
>
> > **daboy8821 said:**
> >
> > HP boost?
> > Only time I'd win was when I revved up. I dont think it should be like that just to shake off a 13hp Wr.
>
> What they are talking about is in the original play design (certain plays give boosts to players whether RS, RP, MS, or HP) and in that particular play the WR at the top is given

a HP Boost of x10 making him not a 13 HP player but a 38 HP player.

So that WR1 would always have that boost all game?

What are other boosts, position wise? Or is it random

Lil confused on this

+   Quote

---

daboy8821

Tecmo Legend

●●●●●●

Members

⊕ 144

1,464 posts

Location: Philly 2 Louisville

> **lightninglarry said:**
>
> > **jstout said:**
> >
> > > **daboy8821 said:**
> > >
> > > HP boost?
> > > Only time I'd win was when I revved up. I dont think it should be like that just to shake off a 13hp Wr.
> >
> > What they are talking about is in the original play design (certain plays give boosts to players whether RS, RP, MS, or HP) and in that particular play the WR at the top is given a HP Boost of x10 making him not a 13 HP player but a 38 HP player.
>
> \
> Thats pretty interesting. I do like the movement of this, I just wonder who will be the guinea pig of a league to test this out, I would say CTL, but i highly doubt the guys would like this so much. I do like the realism factor and adding this helps eleviate some of the horrible AI decision making by the computer drones.

CTL using grapplin hack n nestopia

Count me in, larry mac

+   Quote

---

jeid1

Starter

●●●●

Old-time vet here; frequent reader, infrequent poster. I have been messing around with these roms frequently over the past few days... personally I'm liking Bruddog's rom the best, due to the increased randomness and emphasis on HP. I think it would be the most fun to use in a league scenario.

I have another comment, but I think I'm going to start a new thread for this instead of derailing this one. Great job jstout.

Members

◉ 0

243 posts

+   Quote

Tecmo Super Bowl 2010 - by Jeid
Current rosters as of 8/28/09 - Includes post NFL draft rosters
PC/PA hack, Probability based Man v. Man grappling hack, and more...
[Tecmo Super Bowl 2010 - by InLo-Fi.com](#)
----
aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host
nesticle/nestopia games.

---

bruddog
Down with button mashing

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Posted October 14, 2008   Report post

thanks jeid. Wish I still had time for tecmo.... 😁

+ **Quote**

⬆ 1

kamphuna8 reacted to this

TheTecmoJunkie
Member
●●

T

Members
● 0
31 posts

Posted October 22, 2008   Report post

I know this doesn't have anything to do with Grappling Codes but how can I change a teams
record to read WON 10 Lost 6 in the team screen where you view the entire teams roster
at???
-The Tecmo Junkie

+ **Quote**

💬 Reply to this topic...

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SBlueman

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/

J   NES Improved Grappling Code

By jstout, March 8, 2008 in Hacking Documentation

Follow   1

Start new topic   **Reply to this topic**

---

bgboud2
Tecmo Legend
●●●●●●

B

2.0
⊕ 577
3,579 posts
Location: Irving, TX

Posted November 8, 2008   Report post   ⌑

How would I take Buck's version and fix the CPU to 7 presses rather than a random number?

＋   Quote   ♡

AIM = bgboud2   ✕ ▾
🖼 sigs.php?player=bgboud2

---

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

[avatar]

Members
⊕ 2,060
6,332 posts

Posted November 8, 2008   Report post   ⌑

so, do you want the CPU presses: weighted by HP and add 7 presses - or just a fixed 7 presses?

＋   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

bgboud2

Tecmo Legend
●●●●●●

B

2.0
➕ 577
3,579 posts
Location: Irving, TX

Posted November 8, 2008

Report post

Weighted by HP
Am I correct that your version has the CPU guys getting a random 0-15 presses + 0-7
presses for HP?
So what I want is the CPU getting 7 presses + 0-7 presses for HP.

➕ Quote

❤

AIM = bgboud2

sigs.php?player=bgboud2

---

buck

DARRELL GREEN
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

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

Posted November 8, 2008

Report post

> **bgboud2 said:**
>
> Am I correct that your version has the CPU guys getting a random 0-15 presses + 0-7
> presses for HP?

Yes, that's how it works...I will give a look to the code I use and try to tweak it (I don't have
great skills with the NES assembly language. All that needs to happen is to replace the "add
random press #" with a "add 7" - just gotta figure out how to do it)
But then again, jstout is the mastermind behind this and he could probably fix it in a second.
If I knew exactly how to put the "add 7" in there, I could give you convenient TSBTOOL "SET"
commands...hopefully we'll get this going for you soon.

➕ 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

---

buck

DARRELL GREEN
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted November 8, 2008

Report post

try this bgboud2 (it seems to be working for me - but you should give it some tests)

```
SET(0x2bf50, 0xA01CB1AE4A4A4AC81871AE91AE2090B1A01CB13E4A4A4AC8913EA9072
SET( 0x284f4, 0x2040BFEAD13E)
SET( 0x2852e, 0x2066BFEAD1AE)
```

paste these three SET commands in 'TSB TOOL Supreme' onto the rom you want to mod. Make sure it's a copy, of course.
you might need to fix the line-wrap.

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

---

bgboud2

Tecmo Legend
●●●●●●

Posted November 8, 2008

Thanks! I'll give it a shot 2nite.

+ Quote

2.0
⊕ **577**
3,579 posts
Location: Irving, TX

---

bgboud2

Tecmo Legend
●●●●●●

Posted November 11, 2008

Seems to be working fine. Our league has begun...

+ Quote

2.0
⊕ **577**
3,579 posts
Location: Irving, TX

bgboud2
Tecmo Legend
●●●●●●

B

2.0
+ 577
3,579 posts
Location: Irving, TX

Report post

Human tapping speed...
Based on what was in this thread, the range of humans was determined to be 5-10.
I made a series of roms where the CPU pressed are fixed using the code Buck posted above, and I made a series of roms with CPU presses fixed at 5,6,7....up to 13. You can download here:
http://www.tecmo.us/arena/viewtopic.php?f=35&t=19289
So far, I've been able to tap the cpu down about half the time when the cpu presses are set at 9. Since a tie goes to the ball carrier, I guess that means I'm about 9.5 presses.
Since it was posted earlier in here that humans range from 5-10, I believe the upper range of talent is a bit higher than that...perhaps 13? There's no way I'm just a half a press slower than the best tappers.

+   Quote

AIM = bgboud2

sigs.php?player=bgboud2

---

bgboud2
Tecmo Legend
●●●●●●

B

2.0
+ 577
3,579 posts
Location: Irving, TX

Report post

Well a few guys have posted.
So far kinsoby1 has the record for beating the 12 press per second rom.
gripsmoke is able to beat the 11.

+   Quote

AIM = bgboud2

sigs.php?player=bgboud2

TecmoTurd
Tecmo Legend
●●●●●●

T

Report post

I'll try it and post later...i'm really curious to see how well I tap...

+   Quote

AIM: TecmoTurd

RBI Baseball Players Circuit
www.rbibaseball.us/players

Members
+ 102
2,947 posts

TomTupa
Tecmo Legend
●●●●●●

Members
➕ 12
2,004 posts
Location: Indiana

Posted January 12, 2009

Report post

A couple questions.
I can set a fixed cpu grapple speed, but I want to add a random number to that. Like base of 8 plus 0-4?
How can I lower offensive/defensive line popcorning from 25 hp?

➕ Quote

🖼 sigs.php?player=dajabec
Tecmo Tunes Tecmo-themed song parodies

TomTupa
Tecmo Legend
●●●●●●

Members
➕ 12
2,004 posts
Location: Indiana

Posted January 13, 2009

Report post

To clarify, I don't want the HP scale included, just wanting to add a small random onto the base number. No changes to the man code either. I've played around with it and now I'm getting frustrated. I understand the 62 divided by 2 and the random, but I don't see the set cpu presses anywhere. If someone could show me where that is, or just give me some code to SET it with in TSB Tool (base 8 plus 0-4 presses) I think I could understand it....

➕ Quote

🖼 sigs.php?player=dajabec
Tecmo Tunes Tecmo-themed song parodies

---

fredw
Member
●●

F

Members

Posted January 27, 2009

Report post

> 🔽 **jstout said:**
> Here is some .....

Can anybody tell me where to put this code (file, file location, location in file) or the editor/method to apply it, Or link me to the info to do it, please?
Thanks,
FW

+   Quote

---

john3:16

J

Posted March 13, 2010   Report post

What about a SNES version of this??

+   Quote

TecmoTurd

T

Posted March 13, 2010   Report post

John, I have the SNES code for this. Hit me up.
[Post made on a Tecmo Super Mobile Device!] 🖼mobile.png

+   Quote

---

tecmobo

Posted March 13, 2011   Report post

I figured I'd post the corrected man vs man popcorning patch (the one on page one doesn't work) in case others had as much trouble figuring out what worked and what didn't from the first few pages...

```
SET( 0x2851b, 0x4c95bf )
SET( 0x2bfa5, 0x2090b1a01cb1ae38f13e9007c920b00d4cacbfc9e290092036b14c0e
```

This is best used in conjunction with the set patches buck posted earlier up on page 6.
Thanks to jstout and buck again!
..I feel like I should just put that in my signature at this point 🙂

+   Quote   ♡

buck

Posted March 14, 2011   Report post ⤳

> **TecmoBo said:**
>
> I figured I'd post the corrected man vs man popcorning patch (the one on page one doesn't work) in case others had as much trouble figuring out what worked and what didn't from the first few pages...
>
> ```
> SET( 0x2851b, 0x4c95bf )
> SET( 0x2bfa5, 0x2090b1a01cb1ae38f13e9007c920b00d4cacbfc9e290092036b:
> ```
>
> This is best used in conjunction with the set patches buck posted earlier up on page 6.

wow. thanks - I could never quite figure out the MAN v MAN popcorn, so I had given up on it - I'll try this later tonight!

+   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

Tecmonster

Posted September 17, 2013   Report post ⤳

In man vs. com grappling, jstout programmed 0-15 presses for the com. My question is,

how do I change his code below to change that range to 2-10?

At x2BF50:
MAN VS CPU GRAPPLING:
A0 1C LDY #$1C
B1 AE LDA ($AE),Y ; LOAD PLAYER HP
4A LSR
4A LSR
4A LSR
C8 INY
18 CLC
71 AE ADC ($AE),Y ; HP/8 + Presses
91 AE STA ($AE),Y
20 90 B1 JSR $B190 ; LOAD CPU PLAYER
A0 1C LDY #$1C
B1 3E LDA ($3E),Y ; LOAD CPU HP
4A LSR
4A LSR
4A LSR
C8 INY
91 3E STA ($3E),Y ; HP/8
A5 3D LDA $003D ; RANDOM NUMBER
29 0F AND #$0F ; Make Random x0-F
18 CLC
71 3E ADC ($3E),Y ; HP/8 + RANDOM
91 3E STA ($3E),Y

+	Quote	♡

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

Posted September 17, 2013   Report post

The code above uses HP for the COM as well as making presses for the COM. You know that right? Assuming you want HP included then do change the end to this

29 08 AND #$08 ; Make Random x0-8
18 CLC
71 3E ADC ($3E),Y ; HP/8 + 0-8 "presses"
A9 02 LDA #$02;
18 CLC
71 3E ADC ($3E),Y ;Add 2. Total now equals HP/8+ 2-10 "presses"
91 3E STA ($3E),Y

+	Quote	♡

Posted September 17, 2013

Thanks Bruddog, yes, I knew that code included HP. I'm actually using your grapple hack, which emphasizes HP over presses, but I assumed I could figure out where it was in YOUR code by just looking at jstout's, since they're similar (I couldn't find the code displayed for the bruddog-style grapple).

Hopefully, you'll get a chance to download and play the game I just uploaded. I'm having a problem with your dynamic com vs. com HP hack.

+   Quote

Posted September 17, 2013

OK, I thought I could figure that out but I can't. So exactly where would I put the code you just gave me: 29 08 18 71 3E A9 02 18 71 3E 91 3E

Or is the code starting with the second "18 CLC" in your message actually meant to just show me how it works, and the last bit of code actually replaces the four bytes above it (71 3E A9 02)?

+   Quote

Posted September 17, 2013

My code replaces everything after
A5 3D LDA $003D ; RANDOM NUMBER

+   Quote

Tecmonster
rom producer
●●●●●

Posted September 17, 2013

Report post

Thanks Bruddog. I got nervous about overlapping separate, useful code in that area so I just changed the "07" that followed the "29" to "04," in hopes that just cuts the range you used from 5-12 presses to 5-9 presses.

＋ Quote

---

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

Posted September 17, 2013

Report post

No idea since I don't have the whole code in front of me. Remember the Donate button is your friend!

＋ Quote

Tecmonster
rom producer
●●●●●

Posted September 17, 2013

Report post

I agree, I donated a little to you a couple nights ago. You didn't get it?

＋ Quote

⬆ 2

Knobbe and bruddog reacted to this

💬 Reply to this topic...

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TecmoBowl.org

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NES Improved Grappling Code

By jstout, March 8, 2008 in Hacking Documentation

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« PREV   1   2   3   4   **5**   Page 5 of 5 ▾

---

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

Moderators

➕ **3,074**
11,466 posts
Location: Ca

Posted September 17, 2013   Report post 🔗

I hadn't logged in to that e-mail. Got it. Thanks!

➕ **Quote**   ♡

---

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

Members

➕ **2,060**

Posted February 12, 2014   Report post 🔗

I am wanting a simpler, but different grappling hack.

The only differences I would like from "normal" TSB grappling operations:

1. MAN controlled defender can be popcorned (no grapple, just straight bucked) by COM offensive player with >50 HP (be it a blocker or Okoye).

2. MAN controlled offensive player can be instantly "mashed" by a COM defender with >50 HP (for example, MAN controlled WR has no chance to grapple with Fulcher).

[3. Finally, MAN v MAN popcorn/mash where applicable (50 HP difference) - *a hack has already been devised for this one*.**]**

otherwise, normal grapple for all of this stuff.

So, could I just modify the original jstout code for MAN v COM grappling, but leave out the quantizing and random stuff; and then throw the conditional code/jumps for popcorning like he has written up in the MAN v MAN popcorn area? Is it simpler or more complicated than that?

+   Quote   ♡

bruddog

Posted February 12, 2014   Report post ⤴

Have to think about that.

I'm sure you realize this... but Okoye becomes godlike vs some teams with man popcorn.

+ Quote

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

---

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

Report post ⌖

Was looking over this again. Ties go to the defense in man v man grapples.

+ Quote

⬆ 1

bgboud2 reacted to this

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

---

bgboud2
Tecmo Legend
●●●●●●

B

2.0
⊕ **577**
3,579 posts
Location: Irving, TX

Report post ⌖

So, original is tie goes to offense, but when this is applied tie of taps + additional presses for HP goes to defense?

+ Quote

AIM = bgboud2
🖼sigs.php?player=bgboud2

✕▾

---

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

Report post ⌖

Ties go to defense on the original as well.

⬆ 1

+ Quote

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

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

Posted May 27, 2016   Report post

where is location of NES TSB "grapple time" window variable? I believe the default is 0x40, but I would like to see where it is.

⊕ 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

Tecmonster
rom producer
●●●●●

Members
⊕ **211**
634 posts
Location: Reno, NV

Posted May 27, 2016   Report post

That Hack Directory page has been a ghost town of broken links for a long time now, and that's one of them.

⊕ Quote

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

Posted May 27, 2016 (edited)   Report post

⊘ **On 5/27/2016 at 7:35 PM, Tecmonster said:**

That Hack Directory page has been a ghost town of broken links for a long time now, and that's one of them.

yeah, I've been noticing the "database error" on a lot of those, but I don't see where it (grapple time location) would be listed - because to my knowledge I've located and read through all the relevant threads with grapple stuff in them (using search).

Edited May 27, 2016 by buck

➕ 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

---

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted May 27, 2016   Report post ⤬

0x284F0 for man vs com grapple.
0x28527 for man vs man grapple.

🖼 e975de65ae.png

➕ Quote   ⬆ 2   ♡

quince3800 and buck reacted to this

---

kamphuna8

Tecmo Fanatic

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

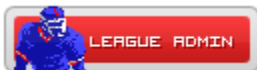Posted July 13, 2017   Report post ⤬

> ⌄ On 3/13/2011 at 10:08 PM, tecmobo said: ⤷
>
> I figured I'd post the corrected man vs man popcorning patch (the one on page one doesn't work) in case others had as much trouble figuring out what worked and what didn't from the first few pages...
>
> ```
> SET( 0x2851b, 0x4c95bf )
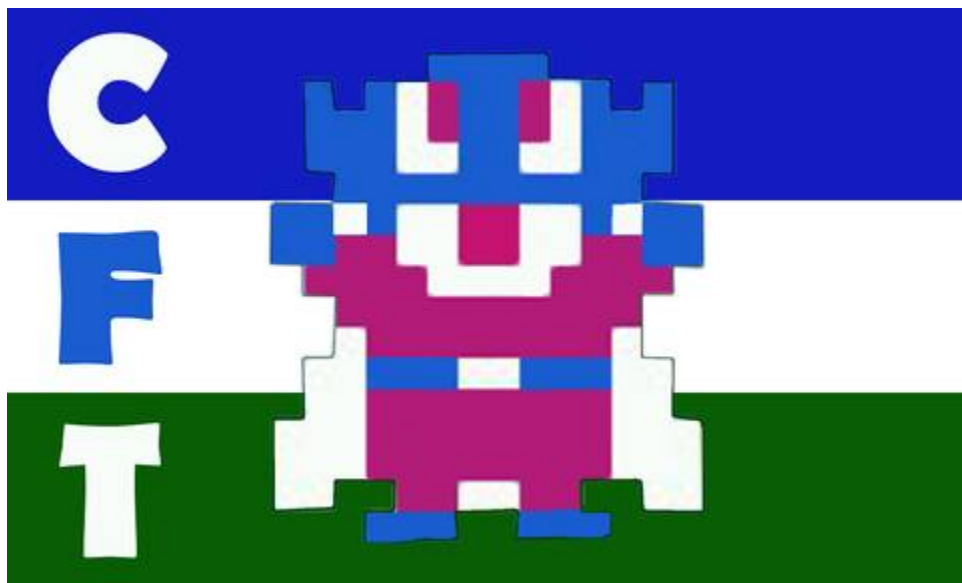> SET(0x2bfa5, 0x2090b1a01cb1ae38f13e9007c920b00d4cacbfc9e290092036b:
> ```

This is best used in conjunction with the set patches buck posted earlier up on page 6.

Thanks to jstout and buck again!

..I feel like I should just put that in my signature at this point 🙂

is this the standard grapple hack that leagues like GTFO and ETC (some of the time used)
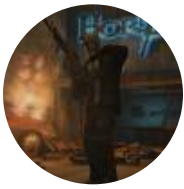
+   Quote

tecmo gods, über alles

PLAY HARD

Posted July 13, 2017   Report post
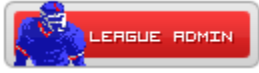
> On 11/8/2008 at 6:14 PM, buck said:
>
> try this bgboud2 (it seems to be working for me - but you should give it some tests)

PureTecmo Administrators

LEAGUE ADMIN

⊕ 3,918

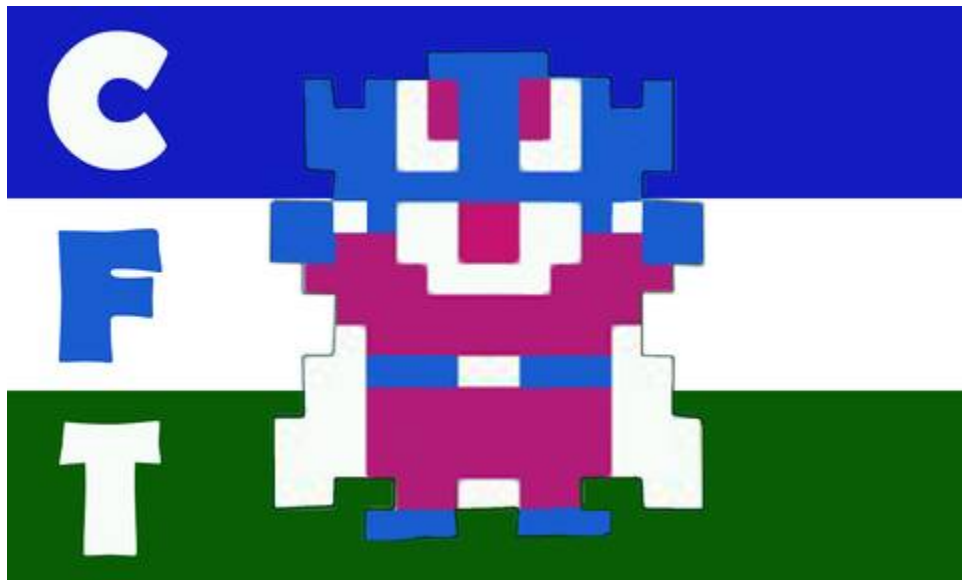14,518 posts

Location: Tacoma

Tecmo Titles: Overrated

Overstated

```
SET(0x2bf50, 0xA01CB1AE4A4A4AC81871AE91AE2090B1A01CB13E4A4A4AC8913E/
SET( 0x284f4, 0x2040BFEAD13E)
SET( 0x2852e, 0x2066BFEAD1AE)
```

paste these three SET commands in 'TSB TOOL Supreme' onto the rom you want to mod. Make sure it's a copy, of course.
you might need to fix the line-wrap.

with this?

+   Quote

tecmo gods, über alles

PLAY HARD

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