SNES (TSB I) Improved Grappling Code

By jstout, October 12, 2008 in Hacking Documentation

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jstout
Tecmo Super Champion
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As requested, I took a look at the SNES version and ported my NES code over. The following is the same as the NES version posted and any of the other grappling methods (mine, Buck, Bruddog, etc) could be ported using the equivalent values (let me know if you would like the other codes options listed).

I would appreciate if any of the SNES guys could try this out and let me know that everything worked as expected. I anticipate no problems as the SNES code was almost exact.

TSB I rom with no header:

```
At x18D83:
20 10 D0   JSR $D010 ; MAN VS CPU GRAPPLING
EA         NOP
D1 03      CMP ($03),Y

At x18DC3:
20 37 D0   JSR $D037 ; MAN VS MAN GRAPPLING
EA         NOP
D1 63      CMP ($63),Y

At x1D010:
MAN VS CPU GRAPPLING:
A0 1C      LDY #$1C
B1 63      LDA ($63),Y ; LOAD PLAYER HP
4A         LSR
4A         LSR
```

```
4A       LSR
C8       INY
18       CLC
71 63    ADC ($63),Y ; HP/8 + Presses
91 63    STA ($63),Y
20 0E C4 JSR $C40E ; LOAD CPU PLAYER
A0 1C    LDY #$1C
B1 03    LDA ($03),Y ; LOAD CPU HP
4A       LSR
4A       LSR
4A       LSR
C8       INY
91 03    STA ($03),Y ; HP/8
AD 02 02 LDA $0202 ; RANDOM NUMBER
29 0F    AND #$0F ; Make Random x0-F
18       CLC
71 03    ADC ($03),Y ; HP/8 + RANDOM
91 03    STA ($03),Y
; RETURN TO NORMAL
B1 63    LDA ($63),Y
60       RTS
MAN VS MAN GRAPPLING:
A0 1C    LDY #$1C
B1 63    LDA ($63),Y ; LOAD OFFENSE HP
4A       LSR
4A       LSR
4A       LSR
C8       INY
18       CLC
71 63    ADC ($63),Y ; HP/8 + Presses
91 63    STA ($63),Y
AD 02 02 LDA $0202 ; RANDOM NUMBER
29 03    AND #$03 ; Make Random x0-3
18       CLC
71 63    ADC ($63),Y ; HP/8 + Presses + RANDOM
91 63    STA ($63),Y
A0 1C    LDY #$1C
B1 03    LDA ($03),Y ; LOAD DEFENSE HP
4A       LSR
4A       LSR
4A       LSR
C8       INY
18       CLC
71 03    ADC ($03),Y ; HP/8 + Presses
91 03    STA ($03),Y
AD 00 02 LDA $0200 ; RANDOM NUMBER
```

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

At x18DAC:
4C 68 D0  JMP $D068 ; MAN VS MAN POPCORNING

At x1D068:
MAN VS MAN POPCORNING:
  20 0E C4  JSR $C40E ; MAY NOT BE NEEDED
  A0 1C      LDY #$1C
  B1 63      LDA ($63),Y ; LOAD OFFENSE HP
  38         SEC
  F1 03      SBC ($03),Y ; OFFENSE HP - DEFENSE HP
  90 07      BCC :+
; IF OFFENSE HP > DEFENSE HP
  C9 20      CMP #$20
  B0 0D      BCS :+++
  4C 7F D0  JMP :++ ; OFFENSE HP < POPCORN so to Grapple
; IF DEFENSE HP > OFFENSE HP
: C9 E2      CMP #$E2
  90 09      BCC :+++
; NORMAL GRAPPLE
: 20 B0 C3  JSR $C3B0
  4C B1 8D  JMP $8DB1
; OFFENSE POPCORNS
: 4C CB 8D  JMP $8DCB
; DEFENSE POPCORNS
: 4C D8 8D  JMP $8DD8
```

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TecmoTurd
Tecmo Legend
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Excellent, that's why I asked...I'll give it a whirl...tomorrow that is, don't think I'll have time tonight...

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AIM: TecmoTurd

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bgboud2

Tecmo Legend
●●●●●●

B

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

Posted October 15, 2008

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I'm very much an amateur at this sort of stuff, but I plugged all those hex values into the SNES TSB1 rom and did a little preseason testing with Colts and Bucs. I could not tackle a computer controlled Reggie Cobb (88HP) with Dwayne Bickett (44HP).
Also, very rarely, but on occasion on the original SNES rom there are times where a dive tackle goes to a cut scene and the runner breaks out of it. Rare, but I've seen it happen a couple of times. Any idea how that part might be affected?

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AIM = bgboud2
sigs.php?player=bgboud2

TecmoTurd

Tecmo Legend
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I told jstout via IM, probably should have posted here too...was able to verify this works. Pretty sweet, if for nothing more than documenting it knowing it can be done. Now, if only someone could find the spot to turn preseason injuries on in SNES, that's a hack I'm really looking for...

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AIM: TecmoTurd

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Requested by TecmoTurd and bgboud2. HP = 0-7, no random presses, and CPU is set to always 7 presses.

```
At x18D83:
20 10 D0  JSR $D010 ; MAN VS CPU GRAPPLING
EA        NOP
D1 03     CMP ($03),Y

At x18DC3:
20 34 D0  JSR $D034 ; MAN VS MAN GRAPPLING
EA        NOP
D1 63     CMP ($63),Y

At x1D010:
MAN VS CPU GRAPPLING:
A0 1C     LDY #$1C
B1 63     LDA ($63),Y ; LOAD PLAYER HP
4A        LSR
4A        LSR
4A        LSR
C8        INY
18        CLC
71 63     ADC ($63),Y ; HP/8 + Presses
91 63     STA ($63),Y
20 0E C4  JSR $C40E ; LOAD CPU PLAYER
A0 1C     LDY #$1C
B1 03     LDA ($03),Y ; LOAD CPU HP
4A        LSR
4A        LSR
4A        LSR
C8        INY
91 03     STA ($03),Y ; HP/8
A9 07     LDA #$07 ; SET CPU PRESSES
18        CLC
71 03     ADC ($03),Y ; HP/8 + Presses
91 03     STA ($03),Y
; RETURN TO NORMAL
B1 63     LDA ($63),Y
60        RTS
MAN VS MAN GRAPPLING:
A0 1C     LDY #$1C
B1 63     LDA ($63),Y ; LOAD OFFENSE HP
4A        LSR
```

```
4A        LSR
4A        LSR
C8        INY
18        CLC
71 63     ADC ($63),Y ; HP/8 + Presses
91 63     STA ($63),Y
A0 1C     LDY #$1C
B1 03     LDA ($03),Y ; LOAD DEFENSE HP
4A        LSR
4A        LSR
4A        LSR
C8        INY
18        CLC
71 03     ADC ($03),Y ; HP/8 + Presses
91 03     STA ($03),Y
; RETURN TO NORMAL
B1 03     LDA ($03),Y
60        RTS


At x18DAC:
4C 68 D0  JMP $D068 ; MAN VS MAN POPCORNING


At x1D068:
MAN VS MAN POPCORNING:
  20 0E C4  JSR $C40E ; MAY NOT BE NEEDED
  A0 1C     LDY #$1C
  B1 63     LDA ($63),Y ; LOAD OFFENSE HP
  38        SEC
  F1 03     SBC ($03),Y ; OFFENSE HP - DEFENSE HP
  90 07     BCC :+
; IF OFFENSE HP > DEFENSE HP
  C9 20     CMP #$20
  B0 0D     BCS :+++
  4C 7F D0  JMP :++ ; OFFENSE HP < POPCORN so to Grapple
; IF DEFENSE HP > OFFENSE HP
: C9 E2     CMP #$E2
  90 09     BCC :+++
; NORMAL GRAPPLE
: 20 B0 C3  JSR $C3B0
  4C B1 8D  JMP $8DB1
; OFFENSE POPCORNS
: 4C CB 8D  JMP $8DCB
; DEFENSE POPCORNS
: 4C D8 8D  JMP $8DD8
```

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TomTupa
Tecmo Legend
●●●●●●

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Posted December 9, 2008

I have a question for o-line grappling. They have to be 25 apart to popcorn, and if they are they rush in every play (unless they do the both fall down thing). I'd like to see it where there is a % chance that increases being thrown depending on the hp difference. Maybe a 10% chance for each stage of hp advantage. Like a 56 would popcorn the 50 10%, but a 75 would pop a 50 40% of the time. This would make lineman ratings mean something, instead of the all or nothing system in place now.

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TecmoTurd
Tecmo Legend
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T

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Posted January 3, 2009

jstout, is there an easy way to change the number of taps from 7 to any number we please? We're still attempting to figure out what's a good number, and I'd hate to have to bug you every time we decide to change it...

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bgboud2
Tecmo Legend
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Posted January 4, 2009

I'll answer from what he told me. Going from 7 to 15 is as easy as removing a "divide by 2" command, but changing to something between 7 and 15 will involve more detailed changing of the scale. I haven't looked at it in a while, but I couldn't see where to do it in this code.

B

2.0

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