



Come back from INJURY chances

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By bruddog, October 13, 2015 in [Hacking Documentation](#)

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bruddog

Posted October 13, 2015

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Down with button mashing



Every player starts off as questionable.



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I verified in the source code the probabilities

QUESTIONABLE = 25% CHANCE OF RETURN, ELSE MOVE TO DOUBTFUL = code= 0x03

DOUBTFUL = 50% CHANCE OF RETURN, ELSE MOVE TO PROBABLE =code= 0x02

PROBABLE = 100% CHANCE OF RETURN FROM INJURY =code= 0x01

Which if I did my math right makes for

Chance it takes exactly x weeks to return :

0 weeks = 25%

1 week = 37.5%

2 weeks = 25%

3 weeks = 12.5%

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 13, 2015

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ok, so elephant in the room questions...where is this stuff located in the rom - and how about tweaking the max of 3 weeks to something longer?

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

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bruddog

Down with button mashing



Posted October 15, 2015

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Right after where the condition code is. Yes the max could be tweaked to something longer but there wouldn't be an easy way to make it a fixed maximum due to memory limitations. But with probabilities you could make it VERY UNLIKELY for the injury to go beyond x weeks.



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The following method produces some good spread of injury ranges

Initial injury

33% chance to start at questionable

33% chance to start at doubtful

33% chance to start at probable

Then a 33% chance to improve to the next condition level each week

This give you stuff where half the injuries will be 2 weeks or less, then a smaller cluster around 3,4,5,6,7 weeks and then a few outliers beyond at 8+ games missed.

Or you could do something where you had

5% chance to start at out for season (Would probably need to update the injured text so it could also show "OUT")

30% chance to start at questionable

55% chance to start at probable



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 15, 2015

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good ideas, man

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"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 October 15, 2015

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How about if the probable chance of returning is set to be a static 40% before each game? This would equal the following probabilities that a player returns BY a certain game:

before game 1 (after the injury game): 40%

by game 2: 64%

by game 3: 79%

by game 4: 87%

by game 5: 92%

by game 6: 95%

by game 7: 97%

by game 8: 98%

by game 9: 99%

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SBlueman

Posted February 11, 2017

Report post

Tecmo Legend



Members

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1,048 posts

Location: San Jose, CA

@bruddog, it seems the code you posted is now AWOL. Do you still have notes on this you can re-post? Thank you in advance is you can repost.

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Check out my other releases: [SBlueman's Downloads](#)

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 11, 2017

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Yes, I will post at some point

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SBlueman

Tecmo Legend



Posted February 20, 2017

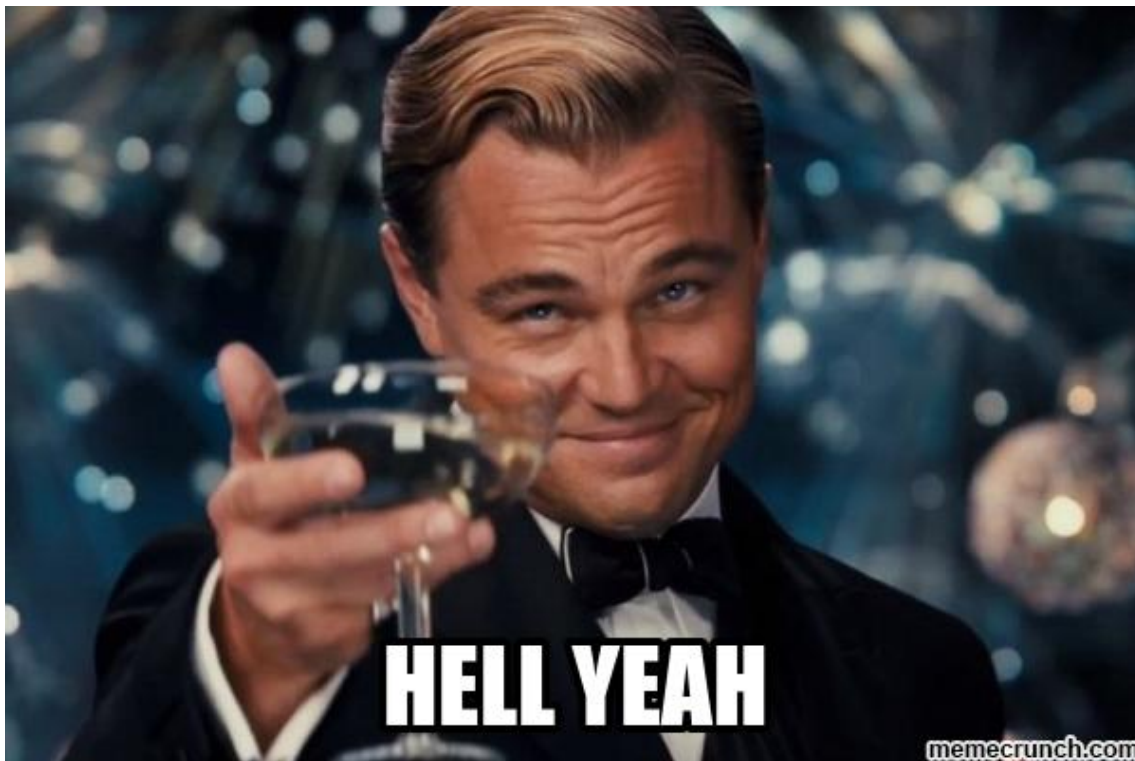
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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#).

Atrain400

Promising Rookie



Posted March 13, 2018

Report post ↗

Does anyone know where the location of the return from injury is? I can't seem to find information on here regarding the offset location. I'm trying to make it so the injured player always comes back the next game. Apologize in advance if I have missed it in a commonly viewed post.

Members

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73 posts

Location: Philadelphia, PA



Quote



bruddog

Down with button mashing



Posted March 13, 2018

Report post

Change 0x22463 to 00 and they will return from injury the next game.



Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

Atrain400

Promising Rookie



Posted March 13, 2018

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Awesome! You are the best. Thanks so much for all of the help!



Quote



Members

+ 13

73 posts

Location: Philadelphia, PA



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