



How to modify actual plays (routes, blocking etc)

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By bruddog, December 22, 2002 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**bruddog**

Down with button mashing



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Well I located one section of code that has to do with the actual plays but I now believe there is an additional section but anyways I'm getting ahead of myself. The section of code that is responsible for this is section 04410-04BF7. Just like the section prior to this which is responsible for the players physical locations on the screen in formations there are 11 two byte strings per play

Without further ado here is the hex code for each play:

```

ONEBACK SWEEP R (Alt) 6AAA 87AA C6AA CCAA 8EB7 4EBE 30BE 2EB8 93B7 2ABE 36BE
ONEBACK SWEEP R 6AAA 87AA C6AA CCAA 8EB7 4EBE 30BE 2EB8 9CB7 2ABE 36BE
WEAKSIDE OPEN 3EAB 87AA 55AB CCAA 66BE 5BAB 9CB7 30BE 36BE 2ABE 4EBE
T OFFTACKLE R 16AC 21AC 58AC 9DA3 66BE 3CBE 30BE 42BE 9CB7 2ABE 36BE
SHOTGUN DRAW 7EAC 81AC A5B7 B4B7 B9B7 BEB7 99BE DBAC BBBE E8AC EEAC
R AND S SWEEP R FFAD 0AAE 44AE 9DA3 4AAE 53AE 9CB7 C3B7 77AE 89AE 8FAE
T CROSS RUN L (ALT) F4AC 0BAD 17AD 59AD 01A9 5FAD 30BE 67AD 76AD 2ABE 9CB7
T CROSS RUN L F4AC 0BAD 17AD 59AD 01A9 E8B7 30BE 67AD 2EB8 2ABE 9CB7
SLOT OFFTACKLE 95AE A3AE B5AE 54BE 5FA6 36BE 7EA6 83A6 89A6 3CBE 9CB7
CROSS OFFTACKLE F4AC 0BAD F1AE 59AD 01A9 5FA6 7EA6 83A6 89A6 3CBE 9CB7
PITCH L OPEN (ALT) 26B8 66AF 2AAF 59AD 01A9 6CAF 42BE 67AD 76AD 2ABE 9CB7
PITCH L OPEN 26B8 66AF 2AAF 59AD 01A9 6CAF 42BE 67AD 2EB8 2ABE 9CB7
WR REVERSE R 30A9 9EA9 B0A9 BBA9 00AA D1B7 99BE ACBE BBBE CABE D7B7
T FAKE SWEEP R 6AAA D4AA EEAA 60BE F6AA 4EBE 30BE 42BE 9CB7 2ABE 36BE
T POWER SWEEP 08B0 4FB0 3CBE 59AD 76B0 61B0 30BE C8A3 67B0 2ABE 9CB7
WTE OFFTACKLE R 7BB1 B9B1 E2B7 DDB7 76B0 C6B1 30BE 67AD CEB1 2ABE F2B1
ONESETBACK L 3AA3 4CA3 86A3 9DA3 AEA3 B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
R AND S SWEEP L 3DA4 4BA4 87A4 9DA4 A0A4 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
TOSS SWEEP R (Alt) 5CA5 67A5 9DA5 9DA4 ACA5 B7A5 30BE 42BE 48BE 2ABE CAA5
FB OFFTACKLE R (Alt) 15A6 26A6 5FA6 9DA4 6DA6 78A6 7EA6 83A6 89A6 3CBE CAA5
FB OPEN L (Alt) CDA6 D8A6 3CBE 81B7 14A7 20A7 7EA6 83A6 89A6 26A7 36BE
T POWER DIVE 2FA7 39A7 4DA7 9DA3 8EB7 4EBE 86A7 30BE CFA4 D7A3 36BE
FB OFFTACKLE L 3EAB C9AB 55AB CCAA 2ABF 05AC 86A7 30BE 36BE 2ABE 10AC
R AND S DRAW 8BA7 9FA7 E1A7 86B7 F9A7 E7A7 30BE 83A6 BBBE F0A7 D9BE
PITCH L FAKE 49A8 5AA8 8EA8 9DA3 AEA3 B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
ONEBACK SWEEP R (Alt) 15A6 26A6 5FA6 86B7 A2A8 36BE 7EA6 83A6 89A6 3CBE 48BE

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WEAKSIDE OPEN (ALT) B4A8 BFA8 F5A8 FBA8 01A9 07A9 99BE ACBE 0DA9 CABE 1DA9
T OFFTACKLE R (ALT) 30A9 3BA9 78A9 84A9 98A9 8ABE 99BE ACBE BBBE CABE D9BE
T SWEEP STRONG 6AAA 87AA C6AA CCAA 8EB7 4EBE 30BE 42BE 48BE 2ABE 36BE
SHOTGUN DRAW (ALT) 3EAB 87AA 55AB CCAA 2ABF 5BAB 86A7 30BE 36BE 2ABE 4EBE
T CROSS RUN L (ALT) 16AC 21AC 58AC 9DA3 64AC 3CBE 30BE 42BE 48BE 2ABE 36BE
R AND S SWEEP R (ALT) 3DA4 4BA4 6DAC 9DA4 A0A4 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
WR REVERSE R (ALT) 7EAC 81AC C3AC C9AC CFAC D5AC 99BE DBAC BBBE E8AC EEAC
SLOT OFFTACKLE (ALT) F4AC 0BAD 17AD C9B7 01A9 5FAD 30BE 67AD 76AD 2ABE 9AAD
WR REVERSE L (ALT) FFAD 0AAE 44AE 9DA3 4AAE 53AE 86A7 5CAE 77AE 89AE 8FAE
CROSS OFFTACKLE (ALT) 30A9 9EA9 B0A9 BBA9 00AA 0EAA 99BE ACBE BBBE CABE 1AAA
PITCH L OPEN (ALT) 95AE A3AE B5AE 86B7 5FA6 36BE 7EA6 83A6 89A6 3CBE 48BE
PRO T DIVE 6AAA D4AA EEAA CCAA F6AA 4EBE 30BE 42BE 48BE 2ABE 36BE
ONESETBACK DIVE F4AC 0BAD F1AE C9B7 01A9 5FA6 7EA6 83A6 89A6 3CBE 48BE
R AND S QB RUN (ALT) 26B8 66AF 2AAF C9B7 01A9 6CAF 42BE 67AD 76AD 2ABE 9AAD
FB POWER DIVE E6A3 F7A3 09A4 9DA3 AEA3 B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
SHOTGUN C DRAW (ALT) 78AF 86AF BAAF 9DA3 CCAF D8AF BFA3 C8A3 CEA3 D7A3 DDA3
SHOTGUN SWEEP L 08B0 4FB0 3CBE C9B7 76B0 61B0 30BE C8A3 67B0 2ABE 48BE
R AND S QB SNEAK B4B0 8DB0 86AF 9DA3 A2B0 D8AF BFA3 C8A3 CEA3 D7A3 DDA3
REVERSE PITCH R (ALT) EBB0 C3AC F2B0 C9AC CFAC D5AC 99BE DBAC BBBE CABE D9BE
PRO T WAGGLE L 7BB1 B9B1 4EBE DDB7 76B0 C6B1 30BE 67AD CEB1 2ABE F2B1
R AND S FLARE 28B1 32B8 5DB1 54BE 5ABE 63B1 30BE 42BE 6FB1 2ABE 48BE
PRO T WAGGLE R FBB1 1BB2 2DB2 45B2 01A9 5FAD 30BE 67AD 76AD 2ABE 9AAD
ROLLOUT R EDA4 31A5 42A5 3CB8 52A5 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
ROLLOUT L 87B2 62B9 7BB9 87B9 96B9 A6B9 99BE DBAC BBBE CABE D9BE
PLAY ACTION D A0AD E9B8 EAAD 72B8 F6B8 5FAD 30BE 67AD 76AD 2ABE 9AAD
PRO T SCREEN 08A8 5AB8 E1A7 92BD 7CB8 8FB8 30BE 83A6 BBBE F0A7 D9BE
PLAY ACTION 6EAB B4AB C8B8 9CBD DCB8 D2B8 86A7 30BE 36BE 2ABE 4EBE
PWR FAKE Z POST BFB2 D7B9 BBB9 DEBD A0BD B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
WTE F-FLICKER EFB2 F3B9 7BBE A4BD 0BBA 21BA 99BE ACBE BBBE CABE D9BE
SHOTGUN X CURL C2B0 8DB0 36B9 A0BD 4FB9 D8AF BFA3 C8A3 CEA3 D7A3 DDA3
R AND S Z FLY FFB7 B8A6 5FA6 9BB8 7CB8 36BE 7EA6 83A6 89A6 3CBE 48BE
PRO T FLARE D DEA5 FEA5 9DA5 A0BD 46B8 B7A5 30BE 42BE 48BE 2ABE CAA5
OFFSET FLARE E 2BB3 A8BD 2BBA 51BA 67BA 3EBA 99BE ACBE BBBE CABE D9BE
ONEBACK Z CROSS 63B3 6CBE 3CB8 B8BD A0BD 7DBA 99BE ACBE BBBE CABE D9BE
ONEBACK FLARE A 9FB3 C2BD 87BA A8BA B5BA C6BD 99BE ACBE BBBE CABE D9BE
T FLEA FLICKER C1B3 C4BA DABA CABD A0BD 8ABE 99BE ACBE BBBE CABE D9BE
PWR FAKE X FLY F5B3 ECBA 08BB 11BB 1EBB 29B4 99BE ACBE BBBE CABE D9BE
SHOTGUN X DRIVE 36B4 6CBE 2BBB CABD 35BB 8ABE 99BE ACBE BBBE CABE D9BE
R AND S WING 71B4 98B4 3FBB A8BA 2CB9 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
PLAYACTION Z IN 8FA6 B8A6 5FA6 A4BD A0BD 50B8 7EA6 83A6 89A6 3CBE CAA5
FLEA FLICKER ACB4 54BB 69BB 3CB8 73BB A4BD 99BE ACBE BBBE CABE D9BE
PRO T FLARE C F5B4 31B5 7DBB A0BD 9CBD 9BBB 99BE ACBE BBBE CABE D9BE
SHOTGUN WING E1AF 0FB9 19B9 A0BD CEBD D8AF BFA3 C8A3 CEA3 D7A3 DDA3
SHOTGUN XY BOMB 3CB5 6EB5 A5BB AFBB B9BB 5BAB 86A7 30BE 36BE 2ABE 4EBE
R AND S Y UP 82B5 6CBE C6BB A0BD 67BA DCBB 99BE ACBE BBBE CABE D9BE
X OUT AND FLY BDB5 E6BB F9BB 0FBC 19BC 23BC 99BE ACBE BBBE CABE D9BE
REV FAKE Z POST EFB5 3CB8 2DBC A4BD A0BD 3ABC 99BE ACBE BBBE CABE D9BE
SLOT L Z DRIVE 29B6 52BC 6DBC D6BD 77BC D2BD 99BE ACBE BBBE CABE D9BE
BACK X DEEP 66B6 81BC DABD 9ABC 7CB8 AABC 99BE ACBE BBBE CABE D9BE
SHOTGUN Z S IN 26AA A5B8 78A9 52AA 7CB8 8ABE 99BE ACBE BBBE CABE D9BE
REDGUN Z SLANT 9BB6 B4BC C4BC CEBC D8BC E8BC 99BE ACBE BBBE CABE D9BE

T FAKE SWEEP R(Alt) DFB6 F2BC 08BD CABD A0BD 8ABE 99BE ACBE BBBE CABE D9BE
R AND S SWEEP L (Alt) 15B7 15BD 28BD 32BD 47BD A4BD 99BE ACBE BBBE CABE D9BE
R AND S SWEEP L (Alt) 43B7 51BD 6CBD 7FBD A4BD 3CB8 99BE ACBE BBBE CABE D9BE
FB OFFTACKLE R 3AA3 4CA3 86A3 9DA3 AEA3 2EB8 BFA3 C8A3 75B7 D7A3 DDA3
FB OPEN L CDA6 D8A6 3CBE 81B7 14A7 7BB7 7EA6 83A6 89A6 26A7 36BE
TOSS SWEEP R CDA6 D8A6 3CBE 54BE 14A7 7BB7 7EA6 83A6 89A6 26A7 36BE
FB OFFTACKLE L (Alt) 3EAB C9AB 7BB7 CCAA 66BE 05AC 32B8 30BE 36BE 2ABE 10AC
R AND S QB SNEAK (ALT) 8BA7 9FA7 E1A7 54BE F9A7 E7A7 30BE 83A6 BBBE F0A7 D9BE
SHOTGUN C DRAW 2FA7 39A7 4DA7 9DA3 5ABE 4EBE 86A7 30BE CFA4 D7A3 36BE
REVERSE PITCH R 15A6 26A6 5FA6 54BE A2A8 36BE 7EA6 83A6 89A6 3CBE 32B8
PRO T SCREEN (ALT) 28B1 32B8 5DB1 54BE 5ABE 63B1 30BE 69B1 6FB1 2ABE 75B1
BSHOTGUN X CURL (ALT) EBB0 A5B7 F2B0 B4B7 B9B7 BEB7 99BE DBAC BBBE CABE D9BE
WR REVERSE L FBB1 1BB2 2DB2 45B2 01A9 E8B7 30BE 67AD 2EB8 2ABE 9CB7
R AND S QB RUN EEB7 F3B9 7BBE A4BD 0BBA 21BA 99BE ACBE BBBE CABE D9BE
SHOTGUN SWEEP L (ALT) F4B7 A8BD 2BBA 51BA 67BA 3EBA 99BE ACBE BBBE CABE D9BE

If you notice it goes in order as it was defined in that other sectoin of the rom. For example the code for the Redgun Slant play was 4F. 4F in decimal is 79. But since the first play starts at 00 the redgun Z slant play is the 80th

play listing.

Now how does this all work? Lets take the first play as an example

ONEBACK SWEEP R (Alt) 6AAA 87AA C6AA CCAA 8EB7 4EBE 30BE 2EB8 93B7 2ABE 36BE

The first two bytes control the qb's actoins: 6AAA

then it goes RB1, RB2,WR1,WR2, TE, OL1, OL2, OL3, OL4, OL5

So you will obviously be limited to the the actoins used in other plays but that gives you quite a few options.

For some reason you still can't run pass pays out of the running slots.

I didn't go and break down what every code does since you can figure it out by looking at the play and its rather time consuming. I'm not sure why Tecmo coded straight fly routes differently but they did. I can't really see any differences between the two.

SUMMARY:

We know where the play listings are located. We know where the graphics locations are located. We know where the formatoins descriptions are located. We know where the play routes are located.

What can you do with this. Make your own new plays and formations

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bruddog

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Location: Ca

Posted December 22, 2002

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The ordering is wrong after the 13th play. I will fix later. Basically the last three plays I listed should be the 14th, 15th and 16th plays respectively....thus shifting everything else down.

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soxin2k3

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Posted December 23, 2002

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Great work bruddog, but have you tested this out? I tried to put everything together, and while you're definately right about the way the formations work, nothing changes when i change the plays. I'm not sure if I didn't have the wrong bytes matched up with with the wrong plays. The way you listed the coding might be a little off, for instance, i checked through and by your list, fb offtackle R and on setback L are virtually identical plays, except for some blocking differences. Obviously, that's not right, and either they are alternates or fb offtackle r should be fb offtackle L. When i messed around with the coding for on setback L (offset 4570), nothing changed when the play is run. To make sure it wasn't because of that 14-15-16 mess up, i tried changing some of the first 13 plays, and got no result. I was just seeing if you succeeded when you tried this out, because it's entirely possible that i just screwed up. thanks again for figuring all this out...

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oh my 😊

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soxin2k3

Getting Started



Members

0

6 posts

Location: boston

Posted December 23, 2002

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Nevermind, i got it, I had miscounted when i made the adjustment with the three plays...

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bruddog

Down with button mashing



Posted December 23, 2002

Report post

soxin-

You didn't quite understand my follow up post correctly. When you went to change the coding for on setback left you were actually changing the coding for a differentplay. But if you cahnged the code for the first 13 plays and that didn't work either I'm not sure what went wrong. Plus I'm not sure what you did.



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I haven't done much testing of this yet. One thing I did notice is that you have to be a little careful modifying play routes. I tried copying the same byte from play into two different positions and all of a sudden I could no longer select any of the WR's even though they were running the modified routes correctly. So there will be some limitations to this but I have made a few cool plays using this stuff and formations

Here is the corrected list:

ONEBACK SWEEP R (Alt) 6AAA 87AA C6AA CCAA 8EB7 4EBE 30BE 2EB8 93B7 2ABE 36BE
ONEBACK SWEEP R 6AAA 87AA C6AA CCAA 8EB7 4EBE 30BE 2EB8 9CB7 2ABE 36BE
WEAKSIDE OPEN 3EAB 87AA 55AB CCAA 66BE 5BAB 9CB7 30BE 36BE 2ABE 4EBE
T OFFTACKLE R 16AC 21AC 58AC 9DA3 66BE 3CBE 30BE 42BE 9CB7 2ABE 36BE
SHOTGUN DRAW 7EAC 81AC A5B7 B4B7 B9B7 BEB7 99BE DBAC BBBE E8AC EEAC
R AND S SWEEP R FFAD 0AAE 44AE 9DA3 4AAE 53AE 9CB7 C3B7 77AE 89AE 8FAE
T CROSS RUN L (ALT) F4AC 0BAD 17AD 59AD 01A9 5FAD 30BE 67AD 76AD 2ABE 9CB7
T CROSS RUN L F4AC 0BAD 17AD 59AD 01A9 E8B7 30BE 67AD 2EB8 2ABE 9CB7
SLOT OFFTACKLE 95AE A3AE B5AE 54BE 5FA6 36BE 7EA6 83A6 89A6 3CBE 9CB7
CROSS OFFTACKLE F4AC 0BAD F1AE 59AD 01A9 5FA6 7EA6 83A6 89A6 3CBE 9CB7
PITCH L OPEN (ALT) 26B8 66AF 2AAF 59AD 01A9 6CAF 42BE 67AD 76AD 2ABE 9CB7
PITCH L OPEN 26B8 66AF 2AAF 59AD 01A9 6CAF 42BE 67AD 2EB8 2ABE 9CB7
WR REVERSE R 30A9 9EA9 B0A9 BBA9 00AA D1B7 99BE ACBE BBBE CABE D7B7
WR REVERSE L 6AAA D4AA EEAA 60BE F6AA 4EBE 30BE 42BE 9CB7 2ABE 36BE
R AND S QB RUN 08B0 4FB0 3CBE 59AD 76B0 61B0 30BE C8A3 67B0 2ABE 9CB7
SHOTGUN SWEEP L (ALT) 7BB1 B9B1 E2B7 DDB7 76B0 C6B1 30BE 67AD CEB1 2ABE F2B1
T FAKE SWEEP R 3AA3 4CA3 86A3 9DA3 AEA3 B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
T POWER SWEEP 3DA4 4BA4 87A4 9DA4 A0A4 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
WTE OFFTACKLE R 5CA5 67A5 9DA5 9DA4 ACA5 B7A5 30BE 42BE 48BE 2ABE CAA5
ONESETBACK L 15A6 26A6 5FA6 9DA4 6DA6 78A6 7EA6 83A6 89A6 3CBE CAA5
R AND S SWEEP L CDA6 D8A6 3CBE 81B7 14A7 20A7 7EA6 83A6 89A6 26A7 36BE
TOSS SWEEP R (Alt) 2FA7 39A7 4DA7 9DA3 8EB7 4EBE 86A7 30BE CFA4 D7A3 36BE
FB OFFTACKLE R (Alt) 3EAB C9AB 55AB CCAA 2ABF 05AC 86A7 30BE 36BE 2ABE 10AC
FB OPEN L (Alt) 8BA7 9FA7 E1A7 86B7 F9A7 E7A7 30BE 83A6 BBBE F0A7 D9BE
T POWER DIVE 49A8 5AA8 8EA8 9DA3 AEA3 B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
FB OFFTACKLE L 15A6 26A6 5FA6 86B7 A2A8 36BE 7EA6 83A6 89A6 3CBE 48BE
R AND S DRAW B4A8 BFA8 F5A8 FBA8 01A9 07A9 99BE ACBE 0DA9 CABE 1DA9
PITCH L FAKE 30A9 3BA9 78A9 84A9 98A9 8ABE 99BE ACBE BBBE CABE D9BE
ONEBACK SWEEP R (Alt) 6AAA 87AA C6AA CCAA 8EB7 4EBE 30BE 42BE 48BE 2ABE 36BE
WEAKSIDE OPEN (ALT) 3EAB 87AA 55AB CCAA 2ABF 5BAB 86A7 30BE 36BE 2ABE 4EBE
T OFFTACKLE R (ALT) 16AC 21AC 58AC 9DA3 64AC 3CBE 30BE 42BE 48BE 2ABE 36BE
T SWEEP STRONG 3DA4 4BA4 6DAC 9DA4 A0A4 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
SHOTGUN DRAW (ALT) 7EAC 81AC C3AC C9AC CFAC D5AC 99BE DBAC BBBE E8AC EEAC
T CROSS RUN L (ALT) F4AC 0BAD 17AD C9B7 01A9 5FAD 30BE 67AD 76AD 2ABE 9AAD
R AND S SWEEP R (ALT) FFAD 0AAE 44AE 9DA3 4AAE 53AE 86A7 5CAE 77AE 89AE 8FAE
WR REVERSE R (ALT) 30A9 9EA9 B0A9 BBA9 00AA 0EAA 99BE ACBE BBBE CABE 1AAA
SLOT OFFTACKLE (ALT) 95AE A3AE B5AE 86B7 5FA6 36BE 7EA6 83A6 89A6 3CBE 48BE
WR REVERSE L (ALT) 6AAA D4AA EEAA CCAA F6AA 4EBE 30BE 42BE 48BE 2ABE 36BE
CROSS OFFTACKLE (ALT) F4AC 0BAD F1AE C9B7 01A9 5FA6 7EA6 83A6 89A6 3CBE 48BE
PITCH L OPEN (ALT) 26B8 66AF 2AAF C9B7 01A9 6CAF 42BE 67AD 76AD 2ABE 9AAD
PRO T DIVE E6A3 F7A3 09A4 9DA3 AEA3 B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
ONESETBACK DIVE 78AF 86AF BAAF 9DA3 CCAF D8AF BFA3 C8A3 CEA3 D7A3 DDA3
R AND S QB RUN (ALT) 08B0 4FB0 3CBE C9B7 76B0 61B0 30BE C8A3 67B0 2ABE 48BE
FB POWER DIVE B4B0 8DB0 86AF 9DA3 A2B0 D8AF BFA3 C8A3 CEA3 D7A3 DDA3
SHOTGUN C DRAW (ALT) EBB0 C3AC F2B0 C9AC CFAC D5AC 99BE DBAC BBBE CABE D9BE

SHOTGUN SWEEP L 7BB1 B9B1 4EBE DDB7 76B0 C6B1 30BE 67AD CEB1 2ABE F2B1
R AND S QB SNEAK 28B1 32B8 5DB1 54BE 5ABE 63B1 30BE 42BE 6FB1 2ABE 48BE
REVERSE PITCH R (ALT) FBB1 1BB2 2DB2 45B2 01A9 5FAD 30BE 67AD 76AD 2ABE 9AAD
PRO T WAGGLE L EDA4 31A5 42A5 3CB8 52A5 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
R AND S FLARE 87B2 62B9 7BB9 87B9 96B9 A6B9 99BE DBAC BBBE CABE D9BE
PRO T WAGGLE R A0AD E9B8 EAAD 72B8 F6B8 5FAD 30BE 67AD 76AD 2ABE 9AAD
ROLLOUT R 08A8 5AB8 E1A7 92BD 7CB8 8FB8 30BE 83A6 BBBE FOA7 D9BE
ROLLOUT L 6EAB B4AB C8B8 9CBD DCB8 D2B8 86A7 30BE 36BE 2ABE 4EBE
PLAY ACTION D BFB2 D7B9 BBB9 DEBD A0BD B7A3 BFA3 C8A3 CEA3 D7A3 DDA3
PRO T SCREEN EFB2 F3B9 7BBE A4BD 0BBA 21BA 99BE ACBE BBBE CABE D9BE
PLAY ACTION C2B0 8DB0 36B9 A0BD 4FB9 D8AF BFA3 C8A3 CEA3 D7A3 DDA3
PWR FAKE Z POST FFB7 B8A6 5FA6 9BB8 7CB8 36BE 7EA6 83A6 89A6 3CBE 48BE
WTE F-FLICKER DEA5 FEA5 9DA5 A0BD 46B8 B7A5 30BE 42BE 48BE 2ABE CAA5
SHOTGUN X CURL 2BB3 A8BD 2BBA 51BA 67BA 3EBA 99BE ACBE BBBE CABE D9BE
R AND S Z FLY 63B3 6CBE 3CB8 B8BD A0BD 7DBA 99BE ACBE BBBE CABE D9BE
PRO T FLARE D 9FB3 C2BD 87BA A8BA B5BA C6BD 99BE ACBE BBBE CABE D9BE
OFFSET FLARE E C1B3 C4BA DABA CABD A0BD 8ABE 99BE ACBE BBBE CABE D9BE
EONEBACK Z CROSS F5B3 ECBA 08BB 11BB 1EBB 29B4 99BE ACBE BBBE CABE D9BE
FONEBACK FLARE A 36B4 6CBE 2BBB CABD 35BB 8ABE 99BE ACBE BBBE CABE D9BE
T FLEA FLICKER 71B4 98B4 3FBB A8BA 2CB9 ABA4 B4A4 BDA4 CFA4 E4A4 4EBE
PWR FAKE X FLY 8FA6 B8A6 5FA6 A4BD A0BD 50B8 7EA6 83A6 89A6 3CBE CAA5
SHOTGUN X DRIVE ACB4 54BB 69BB 3CB8 73BB A4BD 99BE ACBE BBBE CABE D9BE
R AND S WING F5B4 31B5 7DBB A0BD 9CBD 9BBB 99BE ACBE BBBE CABE D9BE
PLAYACTION Z IN E1AF 0FB9 19B9 A0BD CEBD D8AF BFA3 C8A3 CEA3 D7A3 DDA3
FLEA FLICKER 3CB5 6EB5 A5BB AFBB B9BB 5BAB 86A7 30BE 36BE 2ABE 4EBE
PRO T FLARE C 82B5 6CBE C6BB A0BD 67BA DCBB 99BE ACBE BBBE CABE D9BE
SHOTGUN WING BDB5 E6BB F9BB 0FBC 19BC 23BC 99BE ACBE BBBE CABE D9BE
SHOTGUN XY BOMB EFB5 3CB8 2DBC A4BD A0BD 3ABC 99BE ACBE BBBE CABE D9BE
R AND S Y UP 29B6 52BC 6DBC D6BD 77BC D2BD 99BE ACBE BBBE CABE D9BE
X OUT AND FLY 66B6 81BC DABD 9ABC 7CB8 AABC 99BE ACBE BBBE CABE D9BE
REV FAKE Z POST 26AA A5B8 78A9 52AA 7CB8 8ABE 99BE ACBE BBBE CABE D9BE
SLOT L Z DRIVE 9BB6 B4BC C4BC CEBC D8BC E8BC 99BE ACBE BBBE CABE D9BE
BACK X DEEP DFB6 F2BC 08BD CABD A0BD 8ABE 99BE ACBE BBBE CABE D9BE
SHOTGUN Z S IN 15B7 15BD 28BD 32BD 47BD A4BD 99BE ACBE BBBE CABE D9BE
REDGUN Z SLANT 43B7 51BD 6CBD 7FBD A4BD 3CB8 99BE ACBE BBBE CABE D9BE
T FAKE SWEEP R (Alt Variation) 3AA3 4CA3 86A3 9DA3 AEA3 2EB8 BFA3 C8A3 75B7 D7A3 DDA3
R AND S SWEEP L (Alt) CDA6 D8A6 3CBE 81B7 14A7 7BB7 7EA6 83A6 89A6 26A7 36BE
R AND S SWEEP L (Alt) CDA6 D8A6 3CBE 54BE 14A7 7BB7 7EA6 83A6 89A6 26A7 36BE
FB OFFTACKLE R 3EAB C9AB 7BB7 CCAA 66BE 05AC 32B8 30BE 36BE 2ABE 10AC
FB OPEN L 8BA7 9FA7 E1A7 54BE F9A7 E7A7 30BE 83A6 BBBE FOA7 D9BE
TOSS SWEEP R 2FA7 39A7 4DA7 9DA3 5ABE 4EBE 86A7 30BE CFA4 D7A3 36BE
FB OFFTACKLE L (Alt) 15A6 26A6 5FA6 54BE A2A8 36BE 7EA6 83A6 89A6 3CBE 32B8
R AND S QB SNEAK (ALT) 28B1 32B8 5DB1 54BE 5ABE 63B1 30BE 69B1 6FB1 2ABE 75B1
SHOTGUN C DRAW EBB0 A5B7 F2B0 B4B7 B9B7 BEB7 99BE DBAC BBBE CABE D9BE
REVERSE PITCH R FBB1 1BB2 2DB2 45B2 01A9 E8B7 30BE 67AD 2EB8 2ABE 9CB7
PRO T SCREEN (ALT) EEB7 F3B9 7BBE A4BD 0BBA 21BA 99BE ACBE BBBE CABE D9BE
SHOTGUN X CURL (ALT) F4B7 A8BD 2BBA 51BA 67BA 3EBA 99BE ACBE BBBE CABE D9BE



Quote



soxin2k3

Getting Started



Members

0

6 posts

Location: boston

Posted December 23, 2002

Report post

Yeah, sorry about the confusion, i got it. I've run into the same thing with pass routes, but i think if you make sure that the same receivers are running routes as the original play (i.e. if there were 4 wrs, have those same 4 wrs running patterns, not blocking) it fixes it. have you figured out anything about what that next section of code you mentioned does? I'll take a shot at it over the next few days...

+ Quote



Gaffney

Starter

4



Members

+1

133 posts

Posted December 23, 2002

Report post

There may be some information in the route patterns which identifies which place in the rotation the receiver is, hence if you put in routes for players who were originally the 3rd or 4th option, but you never made any of the receivers 2nd then the rotation may not move past the 1st option. I haven't messed with it, but it seems within these routes there must be information about who is "Tecmo Eligible" and who is not as well as who is the 1st, 2nd, 3rd look, etc...

Did that make sense?

+ Quote



bruddog

Down with button mashing



Moderators

+3,074

11,466 posts

Location: Ca

Posted December 23, 2002

Report post

Gaffney-

This is definitely the case. Because when you switch routes from a player that was the first option the new player becomes the first option. Now when I tried giving the same two players the same route codes from same play. I either easn't able to pass to anyone or couldn't select one of the WR's. Now I see why there are many different codes for the same pattern essentially.

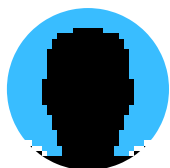
+ Quote



Nameless Loser

Tecmo Legend

6



Members

+77

Posted December 23, 2002

Report post

I am impressed. I didn't think you would find out so much so quickly.

+ Quote



1,336 posts

Location: Washington, DC

TecmoEJ

Starter



Posted December 24, 2002

Report post

where do i send the beers?



Members



211 posts

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Knobbe

Tecmo Godfather



Posted December 24, 2002

Report post

123 Fake St.
Springfield, USA



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

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

Knobbe

Tecmo Godfather



Posted December 24, 2002

Report post

The awesome thing about this besides all the other stuff is that pinpointing the differences between two versions of the same play should be much easier. Usually the difference between the two plays are only one or two players so you can just focus on what minor route they run differently. Just think if you could get every player to leg whip like the receiver in R&S Sweep right.....



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

+ Quote

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

TecmoEJ

Starter
●●●●



Members
● 0
211 posts

Posted December 26, 2002

Report post

i always wondered what triggered that darn chop block.
gosh, imagine trying to avoid 5 chop blocks! maybe that wouldn't be prudent?

+ Quote



Gaffney

Starter
●●●●



Members
+ 1
133 posts

Posted February 9, 2003

Report post

Has anyone completely figured out the receiver patterns yet? Does the rotation have to do only with the receiver routes, or is there something coded into the quarterback's reaction as well. If you have a four receiver play and you simply add another receiver with a route that is the fourth option will he be able to be switched to?

+ Quote



SBlueman

Tecmo Legend
●●●●●●



Members
+ 289
1,048 posts
Location: San Jose, CA

Posted May 4, 2019 (edited)

Report post

Order	Play Slot	Play #	LOCATION	PLAY NAME	QB	RB1	RB2	WR1	WR2	TE	C	LG	RG	LT	RT
1	R2	4	x04410	ONEBACK SWEEP R(Alt)	6AAA	87AA	C6AA	CCAA	8EB7	4EBE	30BE	2EB8	93B7	2ABE	36BE
2	R2	4	x04426	ONEBACK SWEEP R	6AAA	87AA	C6AA	CCAA	8EB7	4EBE	30BE	2EB8	9CB7	2ABE	36BE
3	R2	5	x0443C	WEAKSIDE OPEN	3EAB	87AA	55AB	CCAA	66BE	5BAB	9CB7	30BE	36BE	2ABE	4EBE
4	R2	6	x04452	T OFFTACKLE R	16AC	21AC	58AC	9DA3	66BE	3CBE	30BE	42BE	9CB7	2ABE	36BE
5	R3	0	x04468	SHOTGUN DRAW	7EAC	81AC	A5B7	B4B7	B9B7	BEB7	99BE	DBAC	BBBE	E8AC	EEAC
6	R3	1	x0447E	R AND S SWEEP R	FFAD	0AAE	44AE	9DA3	4AAE	53AE	9CB7	C3B7	77AE	89AE	8FAE
7	R3	2	x04494	T CROSS RUN	F4AC	0BAD	17AD	59AD	01A9	5FAD	30BE	67AD	76AD	2ABE	9CB7

				L (ALT)												
8	R3	2	x044AA	T CROSS RUN L	F4AC	0BAD	17AD	59AD	01A9	E8B7	30BE	67AD	2EB8	2ABE	9CB7	
9	R3	3	x044C0	SLOT OFFTACKLE	95AE	A3AE	B5AE	54BE	5FA6	36BE	7EA6	83A6	89A6	3CBE	9CB7	
10	R3	4	x044D6	CROSS OFFTACKLE	F4AC	0BAD	F1AE	59AD	01A9	5FA6	7EA6	83A6	89A6	3CBE	9CB7	
11	R3	5	x044EC	PITCH L OPEN (ALT)	26B8	66AF	2AAF	59AD	01A9	6CAF	42BE	67AD	76AD	2ABE	9CB7	
12	R3	5	x04502	PITCH L OPEN	26B8	66AF	2AAF	59AD	01A9	6CAF	42BE	67AD	2EB8	2ABE	9CB7	
13	R3	6	x04518	WR REVERSE R	30A9	9EA9	B0A9	BBA9	00AA	D1B7	99BE	ACBE	BBBE	CABE	D7B7	
14	R3	7	x0452E	WR REVERSE L	6AAA	D4AA	EEAA	60BE	F6AA	4EBE	30BE	42BE	9CB7	2ABE	36BE	
15	R4	0	x04544	R AND S QB RUN	08B0	4FB0	3CBE	59AD	76B0	61B0	30BE	C8A3	67B0	2ABE	9CB7	
16	R4	1	x0455A	SHOTGUN SWEEP L (ALT)	7BB1	B9B1	E2B7	DDB7	76B0	C6B1	30BE	67AD	CEB1	2ABE	F2B1	
17	R1	0	x04570	T FAKE SWEEP R	3AA3	4CA3	86A3	9DA3	AEA3	B7A3	BFA3	C8A3	CEA3	D7A3	DDA3	
18	R1	1	x04586	T POWER SWEEP R	3DA4	4BA4	87A4	9DA4	A0A4	ABA4	B4A4	BDA4	CFA4	E4A4	4EBE	
19	R1	2	x0459C	WTE OFFTACKLE R	5CA5	67A5	9DA5	9DA4	ACA5	B7A5	30BE	42BE	48BE	2ABE	CAA5	
20	R1	3	x045B2	ONESETBACK L	15A6	26A6	5FA6	9DA4	6DA6	78A6	7EA6	83A6	89A6	3CBE	CAA5	
21	R1	4	x045C8	R AND S SWEEP L	CDA6	D8A6	3CBE	81B7	14A7	20A7	7EA6	83A6	89A6	26A7	36BE	
22	R1	7	x045DE	TOSS SWEEP R (Alt)	2FA7	39A7	4DA7	9DA3	8EB7	4EBE	86A7	30BE	CFA4	D7A3	36BE	
23	R1	5	x045F4	FB OFFTACKLE R (Alt)	3EAB	C9AB	55AB	CCAA	2ABF	05AC	86A7	30BE	36BE	2ABE	10AC	
24	R1	6	x0460A	FB OPEN L (Alt)	8BA7	9FA7	E1A7	86B7	F9A7	E7A7	30BE	83A6	BBBE	F0A7	D9BE	
25	R2	0	x04620	T POWER DIVE	49A8	5AA8	8EA8	9DA3	AEA3	B7A3	BFA3	C8A3	CEA3	D7A3	DDA3	
26	R2	1	x04636	FB OFFTACKLE L	15A6	26A6	5FA6	86B7	A2A8	36BE	7EA6	83A6	89A6	3CBE	48BE	
27	R2	2	x0464C	R AND S DRAW	B4A8	BFA8	F5A8	FBA8	01A9	07A9	99BE	ACBE	0DA9	CABE	1DA9	
28	R2	3	x04662	PITCH L FAKE	30A9	3BA9	78A9	84A9	98A9	8ABE	99BE	ACBE	BBBE	CABE	D9BE	
29	R2	4	x04678	ONEBACK SWEEP R (ALT)	6AAA	87AA	C6AA	CCAA	8EB7	4EBE	30BE	42BE	48BE	2ABE	36BE	
30	R2	5	x0468E	WEAKSIDE	3EAB	87AA	55AB	CCAA	2ABF	5BAB	86A7	30BE	36BE	2ABE	4EBE	

				OPEN (ALT)													
31	R2	6	x046A4	T OFFTACKLE R (ALT)	16AC	21AC	58AC	9DA3	64AC	3CBE	30BE	42BE	48BE	2ABE	36BE		
32	R2	7	x046BA	T SWEEP STRONG	3DA4	4BA4	6DAC	9DA4	A0A4	ABA4	B4A4	BDA4	CFA4	E4A4	4EBE		
33	R3	0	x046D0	SHOTGUN DRAW (ALT)	7EAC	81AC	C3AC	C9AC	CFAC	D5AC	99BE	DBAC	BBBE	E8AC	EEAC		
34	R3	2	x046E6	T CROSS RUN L (ALT)	F4AC	0BAD	17AD	C9B7	01A9	5FAD	30BE	67AD	76AD	2ABE	9AAD		
35	R3	1	x046FC	R AND S SWEEP R (ALT)	FFAD	0AAE	44AE	9DA3	4AAE	53AE	86A7	5CAE	77AE	89AE	8FAE		
36	R3	6	x04712	WR REVERSE R (ALT)	30A9	9EA9	B0A9	BBA9	00AA	0EAA	99BE	ACBE	BBBE	CABE	1AAA		
37	R3	3	x04728	SLOT OFFTACKLE (ALT)	95AE	A3AE	B5AE	86B7	5FA6	36BE	7EA6	83A6	89A6	3CBE	48BE		
38	R3	7	x0473E	WR REVERSE L (ALT)	6AAA	D4AA	EEAA	CCAA	F6AA	4EBE	30BE	42BE	48BE	2ABE	36BE		
39	R3	4	x04754	CROSS OFFTACKLE (ALT)	F4AC	0BAD	F1AE	C9B7	01A9	5FA6	7EA6	83A6	89A6	3CBE	48BE		
40	R3	5	x0476A	PITCH L OPEN (ALT)	26B8	66AF	2AAF	C9B7	01A9	6CAF	42BE	67AD	76AD	2ABE	9AAD		
41	R4	4	x04780	PRO T DIVE	E6A3	F7A3	09A4	9DA3	AEA3	B7A3	BFA3	C8A3	CEA3	D7A3	DDA3		
42	R4	3	x04796	ONESETBACK DIVE	78AF	86AF	BAAF	9DA3	CCAF	D8AF	BFA3	C8A3	CEA3	D7A3	DDA3		
43	R4	0	x047AC	R AND S QB RUN (ALT)	08B0	4FB0	3CBE	C9B7	76B0	61B0	30BE	C8A3	67B0	2ABE	48BE		
44	R4	5	x047C2	FB POWER DIVE	B4B0	8DB0	86AF	9DA3	A2B0	D8AF	BFA3	C8A3	CEA3	D7A3	DDA3		
45	R4	6	x047D8	SHOTGUN C DRAW (ALT)	EBB0	C3AC	F2B0	C9AC	CFAC	D5AC	99BE	DBAC	BBBE	CABE	D9BE		
46	R4	1	x047EE	SHOTGUN SWEEP L	7BB1	B9B1	4EBE	DDB7	76B0	C6B1	30BE	67AD	CEB1	2ABE	F2B1		
47	R4	2	x04804	R AND S QB SNEAK	28B1	32B8	5DB1	54BE	5ABE	63B1	30BE	42BE	6FB1	2ABE	48BE		
48	R4	7	x0481A	REVERSE PITCH R (ALT)	FBB1	1BB2	2DB2	45B2	01A9	5FAD	30BE	67AD	76AD	2ABE	9AAD		
49	P1	0	x04830	PRO T WAGGLE L	EDA4	31A5	42A5	3CB8	52A5	ABA4	B4A4	BDA4	CFA4	E4A4	4EBE		
50	P1	1	x04846	R AND S FLARE	87B2	62B9	7BB9	87B9	96B9	A6B9	99BE	DBAC	BBBE	CABE	D9BE		
51	P1	2	x0485C	PRO T WAGGLE R	A0AD	E9B8	EAAD	72B8	F6B8	5FAD	30BE	67AD	76AD	2ABE	9AAD		
52	P1	3	x04872	ROLLOUT R	08A8	5AB8	E1A7	92BD	7CB8	8FB8	30BE	83A6	BBBE	F0A7	D9BE		
53	P1	4	x04888	ROLLOUT L	6EAB	B4AB	C8B8	9CBD	DCB8	D2B8	86A7	30BE	36BE	2ABE	4EBE		

54	P1	5	x0489E	T PLAY ACTION D	BFB2	D7B9	BBB9	DEBD	A0BD	B7A3	BFA3	C8A3	CEA3	D7A3	DDA3
55	P1	6	x048B4	PRO T SCREEN L	EFB2	F3B9	7BBE	A4BD	0BBA	21BA	99BE	ACBE	BBBE	CABE	D9BE
56	P1	7	x048CA	PLAY ACTION	C2B0	8DB0	36B9	A0BD	4FB9	D8AF	BFA3	C8A3	CEA3	D7A3	DDA3
57	P2	0	x048E0	PWR FAKE Z POST	FFB7	B8A6	5FA6	9BB8	7CB8	36BE	7EA6	83A6	89A6	3CBE	48BE
58	P2	1	x048F6	WTE F- FLICKER	DEA5	FEA5	9DA5	A0BD	46B8	B7A5	30BE	42BE	48BE	2ABE	CAA5
59	P2	2	x0490C	SHOTGUN X CURL	2BB3	A8BD	2BBA	51BA	67BA	3EBA	99BE	ACBE	BBBE	CABE	D9BE
60	P2	3	x04922	R AND S Z FLY	63B3	6CBE	3CB8	B8BD	A0BD	7DBA	99BE	ACBE	BBBE	CABE	D9BE
61	P2	4	x04938	PRO T FLARE D	9FB3	C2BD	87BA	A8BA	B5BA	C6BD	99BE	ACBE	BBBE	CABE	D9BE
62	P2	5	x0494E	OFFSET FLARE E	C1B3	C4BA	DABA	CABD	A0BD	8ABE	99BE	ACBE	BBBE	CABE	D9BE
63	P2	6	x04964	ONEBACK Z CROSS	F5B3	ECBA	08BB	11BB	1EBB	29B4	99BE	ACBE	BBBE	CABE	D9BE
64	P2	7	x0497A	ONEBACK FLARE A	36B4	6CBE	2BBB	CABD	35BB	8ABE	99BE	ACBE	BBBE	CABE	D9BE
65	P3	0	x04990	T FLEA FLICKER	71B4	98B4	3FBB	A8BA	2CB9	ABA4	B4A4	BDA4	CFA4	E4A4	4EBE
66	P3	1	x049A6	PWR FAKE X FLY	8FA6	B8A6	5FA6	A4BD	A0BD	50B8	7EA6	83A6	89A6	3CBE	CAA5
67	P3	2	x049BC	SHOTGUN X DRIVE	ACB4	54BB	69BB	3CB8	73BB	A4BD	99BE	ACBE	BBBE	CABE	D9BE
68	P3	3	x049D2	R AND S 3- WING	F5B4	31B5	7DBB	A0BD	9CBD	9BBB	99BE	ACBE	BBBE	CABE	D9BE
69	P3	4	x049E8	PLAYACTION Z IN	E1AF	0FB9	19B9	A0BD	CEBD	D8AF	BFA3	C8A3	CEA3	D7A3	DDA3
70	P3	5	x049FE	FLEA FLICKER	3CB5	6EB5	A5BB	AFBB	B9BB	5BAB	86A7	30BE	36BE	2ABE	4EBE
71	P3	6	x04A14	PRO T FLARE C	82B5	6CBE	C6BB	A0BD	67BA	DCBB	99BE	ACBE	BBBE	CABE	D9BE
72	P3	7	x04A2A	SHOTGUN 3- WING	BDB5	E6BB	F9BB	0FBC	19BC	23BC	99BE	ACBE	BBBE	CABE	D9BE
73	P4	0	x04A40	SHOTGUN XY BOMB	EFB5	3CB8	2DBC	A4BD	A0BD	3ABC	99BE	ACBE	BBBE	CABE	D9BE
74	P4	1	x04A56	R AND S Y UP	29B6	52BC	6DBC	D6BD	77BC	D2BD	99BE	ACBE	BBBE	CABE	D9BE
75	P4	2	x04A6C	X OUT AND FLY	66B6	81BC	DABD	9ABC	7CB8	AABC	99BE	ACBE	BBBE	CABE	D9BE
76	P4	3	x04A82	REV FAKE Z POST	26AA	A5B8	78A9	52AA	7CB8	8ABE	99BE	ACBE	BBBE	CABE	D9BE
77	P4	4	x04A98	SLOT L Z DRIVE	9BB6	B4BC	C4BC	CEBC	D8BC	E8BC	99BE	ACBE	BBBE	CABE	D9BE
78	P4	5	x04AAE	NO BACK X DEEP	DFB6	F2BC	08BD	CABD	A0BD	8ABE	99BE	ACBE	BBBE	CABE	D9BE

79	P4	6	x04AC4	SHOTGUN Z S IN	15B7	15BD	28BD	32BD	47BD	A4BD	99BE	ACBE	BBBE	CABE	D9BE
80	P4	7	x04ADA	REDGUN Z SLANT	43B7	51BD	6CBD	7FBD	A4BD	3CB8	99BE	ACBE	BBBE	CABE	D9BE
81	R1	0	x04AF0	T FAKE SWEEP R (ALT)	3AA3	4CA3	86A3	9DA3	AEA3	2EB8	BFA3	C8A3	75B7	D7A3	DDA3
82	R1	4	x04B06	R AND S SWEEP L (Alt)	CDA6	D8A6	3CBE	81B7	14A7	7BB7	7EA6	83A6	89A6	26A7	36BE
83	R1	4	x04B1C	R AND S SWEEP L (Alt)	CDA6	D8A6	3CBE	54BE	14A7	7BB7	7EA6	83A6	89A6	26A7	36BE
84	R1	5	x04B32	FB OFFTACKLE R	3EAB	C9AB	7BB7	CCAA	66BE	05AC	32B8	30BE	36BE	2ABE	10AC
85	R1	6	x04B48	FB OPEN L	8BA7	9FA7	E1A7	54BE	F9A7	E7A7	30BE	83A6	BBBE	F0A7	D9BE
86	R1	7	x04B5E	TOSS SWEEP R	2FA7	39A7	4DA7	9DA3	5ABE	4EBE	86A7	30BE	CFA4	D7A3	36BE
87	R2	1	x04B74	FB OFFTACKLE L (Alt)	15A6	26A6	5FA6	54BE	A2A8	36BE	7EA6	83A6	89A6	3CBE	32B8
88	R4	2	x04B8A	R AND S QB SNEAK (ALT)	28B1	32B8	5DB1	54BE	5ABE	63B1	30BE	69B1	6FB1	2ABE	75B1
89	R4	6	x04BA0	SHOTGUN C DRAW	EBB0	A5B7	F2B0	B4B7	B9B7	BEB7	99BE	DBAC	BBBE	CABE	D9BE
90	R4	7	x04BB6	REVERSE PITCH R	FBB1	1BB2	2DB2	45B2	01A9	E8B7	30BE	67AD	2EB8	2ABE	9CB7
91	P1	6	x04BCC	PRO T SCREEN L (ALT)	EEB7	F3B9	7BBE	A4BD	0BBA	21BA	99BE	ACBE	BBBE	CABE	D9BE
92	P2	2	x04BE2	SHOTGUN X CURL (ALT)	F4B7	A8BD	2BBA	51BA	67BA	3EBA	99BE	ACBE	BBBE	CABE	D9BE

I am trying to copy R and S Flare C into pass slot 1, play 2. If I do this with [@konForce](#)'s [TSB Play Editor BETA 3](#) then can I open the game with Translhextion, go to x0485C and change the QB portion of the code to say something like 2BB3 (Shotgon X Curl's QB code) to run it out of the shotgun? Or am I missing something?

Tecmo Super Bowl Playbooks.ods

Fetching info...

Edited May 5, 2019 by SBlueman

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SBlueman

Tecmo Legend



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Location: San Jose, CA

Posted May 5, 2019

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What positions are OL1, OL2, OL3, OL4 and OL5? Does it go C, LG, RG, LT and RT?

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bruddog

Down with button mashing



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Correct.

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SBlueman

Tecmo Legend



Members

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1,048 posts

Location: San Jose, CA

Posted May 5, 2019

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Went to x0485C and changed the QB code to 2BB3. The center code (99EE) is the same in R AND S FLARE C and the shotgun plays. When I run the new "SHOTGUN FLARE C" it runs out of the shotgun but the QB still drops back after taking the snap and ends up off screen. Am I missing something?



tsb-playbook-edit - Copy.nes

Fetching info...



Quote

Edit

Options



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bruddog

Down with button mashing



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I see what happened now. You copied it to the second pass one play slot. That means you need to change all the byte coded pointers to the play it runs....

the values at 0x1d750:

31 31 31 31 31 31 31 31

needed to change to

32 32 32 32 32 32 32 32

I did this and the play ran correctly



Quote



SBlueman

Tecmo Legend



Posted May 5, 2019 (edited)

Report post

SWEET, That worked!

I have 6 more plays that I need to edit:



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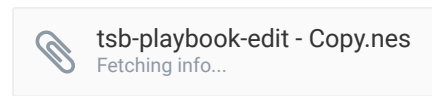
Location: San Jose, CA

- ROLL OUT L (New play is ONEBACK X FLY in slot 3, play 3)
- SHOTGUN X CURL (New play is ONEBACK X CURL in slot 1, play 6)
- R AND S Z FLY (New play is ONEBACK Z FLY in slot 2, play 0)
- SHOTGUN X DRIVE (New play is R AND S X DRIVE in slot 2 play 3)
- SHOTGUN Z S-IN (New play is R AND S Z S-IN in slot 2 play 5)
- R AND S Y UP (New play is SHOTGUN Y UP in slot3 play 5)

So I assume I copy the original play code over spot I want the new play to be in, then edit the coded pointers if need be?

So for Roll Out L, copy 6EAB B4AB C8B8 9CBD DCB8 D2B8 86A7 30BE 36BE 2ABE 4EBE to x04A82, then change 6EAB and B4AB to F5B3 (dropback from ONEBACK Z CROSS) and 63B3 (RB1 passblock middle from R AND S Z FLY). THEN go to the code pointers and change those to 4C 4C 4C 4C 4C 4C 4C and change the formation code from 05 to 06.

Is that all correct?



Edited May 5, 2019 by SBlueman

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bruddog

Down with button mashing



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That sounds correct

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