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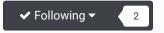
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Passing game probability table hack

By bruddog, September 24, 2011 in Hacking Documentation



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bruddog

Down with button mashing

•••••



Moderators

3,07411,466 posts **Location:** Ca

Posted September 24, 2011

This hack deals with the passing game. I always felt the difference between the great and bad QB's was too extreme. You can achieve this somewhat by limiting the maximum and minimums but it gives you less player variation that way. You lose some of the granularity and range.

Here is an example. Say you have Bubby 25 PC throwing to a 50 rec WR. He will only get a standing still coverage catch 2% of the time against defenders ranged from 25 to 81 int. I fact only vs defenders 38 int or lower will he be able to get catches. Now take Montana to Rice they will get a standing still coverage catch 46% of the time vs defeners ranged 25 to 81 int. Are they really 20 times better at getting coverage catches? Anyways referring to these colored plots may make things more understandable.

There are two plots. The left is original rom percentages and the right one is my updated percentages. Going down the left of each graph is 12, 19 25, etc. That is the combined pass control plus reception value. Going across the top is the int value. The numbers on the bottom and far right of each graph are the averages in the ranges of interest. The red boxed areas are things that are in the realm of possibility with original rom rated players. The black boxed area are the most common interactions.

Long story short basally bad qb wr's arent so bad and great qb+wrs arent as great. I didn't even get into how INT% is affected but its just as bad. The Bubby to 50rec combo wold get picked off 30% of the time over the 25-81 int range and montana to rice would get picked off 0%. LOL

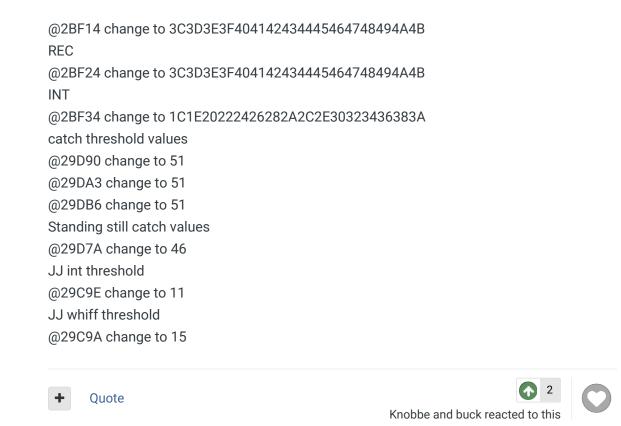
Here are the plots. Sorry the numbers are hard to read. I can attach the spreadsheet if anyone is interested.

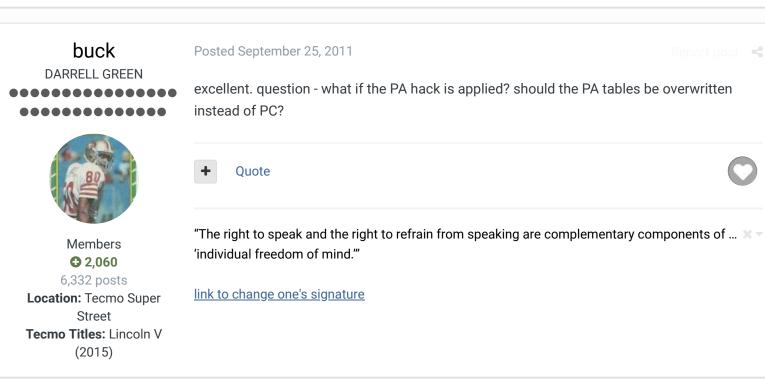
<u>passtables.jpg</u>

Uploaded with <u>ImageShack.us</u>

Finally here is the hack

PC







Moderators

3,074 11,466 posts

Location: Ca



DARRELL GREEN



Posted June 12, 2013

Report post

major bump. this is a cool idea. and that color-coded data is badass.



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 ... * vindividual freedom of mind."

link to change one's signature

Martin

Promising Rookie



Posted September 7, 2013



This is a great hack.



Members

• 22

92 posts

Does it work with the quickness for incompletions hack? Anything different if using the PC/PA hack where PC is completions and PA accuracy (not the one mentioned above)?



Quote



Knobbe

Tecmo Godfather



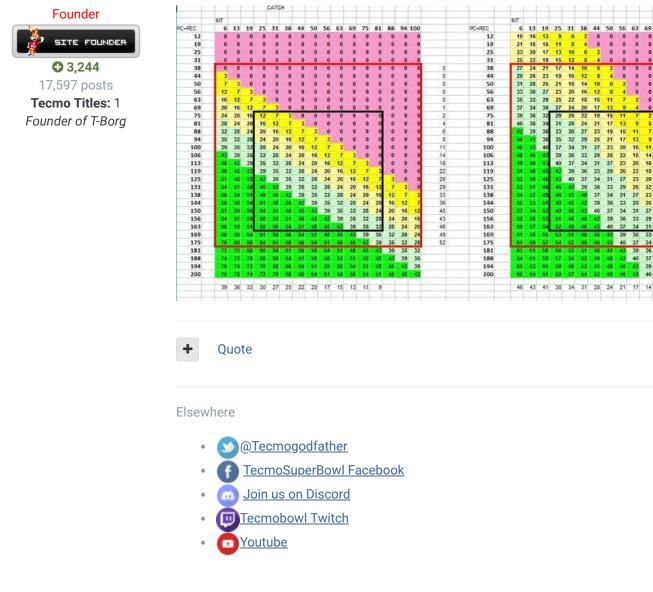
Posted June 9, 2014

Attaching the image just in case the host dies one day

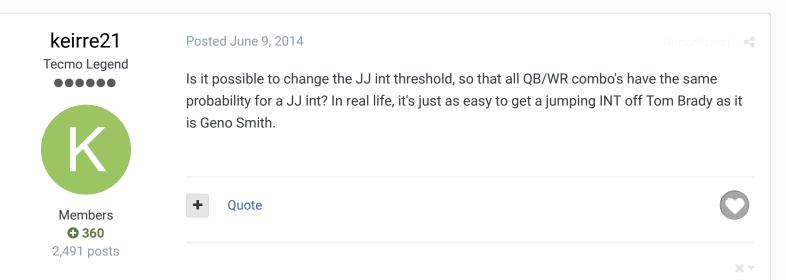


enort noet





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







Down with button mashing





Moderators

3,074 11,466 posts Location: Ca Posted June 9, 2014

Yes

Quote



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SBlueman

Tecmo Legend •••••

Posted February 11, 2017

@bruddog , would the SET command for this be:

Report post 🖪





Members **289** 1,048 posts

Location: San Jose, CA

#Passing game probability table hack

#http://tecmobowl.org/forums/topic/12783-passing-game-probability-table-

SET(0x2BF14,0x3C3D3E3F404142434445464748494A4B)

SET(0x2BF24,0x3C3D3E3F404142434445464748494A4B)

SET(0x2BF34,0x1C1E20222426282A2C2E30323436383A)

SET(0x29D90,0x51)

SET(0x29DA3,0x51)

SET(0x29DB6,0x51)

SET(0x29D7A,0x46)

SET(0x29C9E,0x11)

SET(0x29C9A,0x15)

Quote Edit Options -



Check out my latest release: Tecmo Super Bowl 2020 - SBlueman

Edition

Check out my other releases: SBlueman's Downloads

Have any SET commands to share? Post 'em up in this thread: <u>SET Command List (Use</u> with NES TSB & TSBTool)

bruddog

Down with button mashing



Posted February 11, 2017





Moderators

Quote



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3,074



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