



Passing game probability table hack

By bruddog, September 24, 2011 in Hacking Documentation

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bruddog

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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.



Uploaded with [ImageShack.us](#)

Finally here is the hack

PC

@2BF14 change to 3C3D3E3F404142434445464748494A4B
REC
@2BF24 change to 3C3D3E3F404142434445464748494A4B
INT
@2BF34 change to 1C1E20222426282A2C2E30323436383A
catch threshold values
@29D90 change to 51
@29DA3 change to 51
@29DB6 change to 51
Standing still catch values
@29D7A change to 46
JJ int threshold
@29C9E change to 11
JJ whiff threshold
@29C9A change to 15

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Knobbe and buck reacted to this

buck

DARRELL GREEN



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excellent. question - what if the PA hack is applied? should the PA tables be overwritten instead of PC?

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

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bruddog

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Posted September 25, 2011

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no the passing ability hack still references those same tables...
ill make a post about the pass control tables soon
[Post made on a Tecmo Super Mobile Device!]  mobile.png

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

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

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Martin

Promising Rookie



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This is a great hack.

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)?

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Knobbe

Tecmo Godfather



Posted June 9, 2014

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Attaching the image just in case the host dies one day

Founder



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Tecmo Titles: 1

Founder of T-Borg

		CATCH																	INT																						
PC+REC	INT	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100	PC+REC	INT	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100						
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12	19	16	13	9	6	2	0	0	0	0	0	0	0	0	0	0							
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19	21	18	15	11	8	4	0	0	0	0	0	0	0	0	0	0	0						
25	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25	23	20	17	13	10	6	2	0	0	0	0	0	0	0	0	0	0						
31	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31	25	22	19	15	12	8	4	0	0	0	0	0	0	0	0	0	0						
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	38	27	24	21	17	14	10	6	2	0	0	0	0	0	0	0	0	0						
44	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	44	29	26	23	19	16	12	8	4	0	0	0	0	0	0	0	0	0	0					
50	7	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	50	31	28	25	21	18	14	10	6	2	0	0	0	0	0	0	0	0	0					
56	12	7	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	56	33	30	27	23	20	16	12	8	4	0	0	0	0	0	0	0	0	0					
63	16	12	7	3	0	0	0	0	0	0	0	0	0	0	0	0	0	63	35	32	29	25	22	18	15	11	7	2	0	0	0	0	0	0	0	0					
69	20	16	12	7	3	0	0	0	0	0	0	0	0	0	0	0	0	69	37	34	30	27	24	20	17	13	9	4	0	0	0	0	0	0	0	0	0				
75	24	20	16	12	7	3	0	0	0	0	0	0	0	0	0	0	0	75	39	36	32	29	26	22	19	15	11	7	2	0	0	0	0	0	0	0	0				
81	28	24	20	16	12	7	3	0	0	0	0	0	0	0	0	0	0	81	40	38	34	31	28	24	21	17	13	9	5	0	0	0	0	0	0	0	0				
88	32	28	24	20	16	12	7	3	0	0	0	0	0	0	0	0	0	88	42	39	36	33	30	27	23	19	15	11	7	2	0	0	0	0	0	0	0				
94	35	32	28	24	20	16	12	7	3	0	0	0	0	0	0	0	0	94	44	41	38	35	32	29	25	21	17	13	9	5	0	0	0	0	0	0	0	0			
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106	43	39	35	32	28	24	20	16	12	7	3	0	0	0	0	0	0	106	48	45	42	39	36	33	29	26	22	18	14	9	5	0	0	0	0	0	0	0			
113	46	43	39	35	32	28	24	20	16	12	7	3	0	0	0	0	0	113	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0	0	0	0	0			
119	49	46	43	39	35	32	28	24	20	16	12	7	3	0	0	0	0	119	51	48	45	42	39	36	33	29	26	22	18	14	9	5	0	0	0	0	0	0			
125	51	48	45	42	39	35	32	28	24	20	16	12	7	3	0	0	0	125	52	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0	0	0	0			
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138	56	54	51	48	45	42	39	35	32	28	24	20	16	12	7	3	0	138	54	52	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0	0	0			
144	59	56	54	51	48	45	42	39	35	32	28	24	20	16	12	7	3	144	56	53	51	48	45	42	39	36	33	29	26	22	18	14	9	5	0	0	0	0			
150	61	59	56	54	51	48	45	42	39	35	32	28	24	20	16	12	7	150	57	54	52	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0	0			
156	64	61	59	56	54	51	48	45	42	39	35	32	28	24	20	16	12	156	58	56	53	51	48	45	42	39	36	33	29	26	22	18	14	9	5	0	0	0			
163	66	64	61	59	56	54	51	48	45	42	39	35	32	28	24	20	16	163	59	57	54	52	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0			
169	68	66	64	61	59	56	54	51	48	45	42	39	35	32	28	24	20	169	61	58	56	53	51	48	45	42	39	36	33	29	26	22	18	14	9	5	0	0			
175	70	68	66	64	61	59	56	54	51	48	45	42	39	35	32	28	24	175	61	59	57	54	52	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0		
181	72	70	68	66	64	61	59	56	54	51	48	45	42	39	35	32	28	181	63	61	58	56	53	51	48	45	42	39	36	33	29	26	22	18	14	9	5	0	0		
188	74	72	70	68	66	64	61	59	56	54	51	48	45	42	39	35	32	188	64	61	59	57	54	52	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0	
194	76	74	72	70	68	66	64	61	59	56	54	51	48	45	42	39	35	194	65	63	61	58	56	53	51	48	45	42	39	36	33	29	26	22	18	14	9	5	0	0	
200	78	76	74	72	70	68	66	64	61	59	56	54	51	48	45	42	39	200	66	64	61	59	57	54	52	49	46	43	40	37	34	31	27	23	20	16	11	7	2	0	0
		39	36	33	30	27	25	22	20	17	15	13	11	9				46	43	41	38	34	31	28	24	21	17	14	11	9											



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

keirre21

Tecmo Legend



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Posted June 9, 2014

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Is it possible to change the JJ int threshold, so that all QB/WR combo's have the same probability for a JJ int? In real life, it's just as easy to get a jumping INT off Tom Brady as it is Geno Smith.



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Location: Ca

Posted June 9, 2014

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Yes

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SBlueman

Tecmo Legend



Posted February 11, 2017

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@bruddog, would the SET command for this be:



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#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)

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

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