



Possession-Style Overtime

By jstout, December 14, 2008 in [Hacking Documentation](#)

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jstout

Tecmo Super Champion



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Posted December 14, 2008

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Notes from working on a possession-style overtime (still in final thorough testing). Each team will have the same chance to score during overtime. Unlike NCAA, kickoffs will start possessions after scores and play will continue as normal.

```
.define P1_BALL      #$00
.define P2_BALL      #$01

.define PLAY_SCREEN  #$05
.define XP_PTS       #$01
.define SAFETY_PTS   #$02
.define FG_PTS       #$03
.define TD_PTS       #$06

.define SCORE1       $0395
.define FSCORE1      $0399
.define SCORE2       $039A
.define FSCORE2      $039E

.define RESET        $7FC6
.define RETURN_ADDR  $7FC7
.define FIX_ADDR     $7FC9
.define DATA_ADDR   $7FCB
.define PLAYER1      $7FCD
.define PLAYER2      $7FCE
.define BALL          $7FCF
.define BALL_STORE   $039B
```

```

-----
.define KNOWN_RTS      $9FFC
-----

x22DFB:
; Reverse Coin Toss Receiver
    LDA $3D
    AND #$08
    BEQ :+
; Player 1 Won Toss
    LDA #$83
    STA $70
    LDA #$01
    STA $72
    LDA #$31
    LDX #$07
    JMP $B472
; Player 2 Won Toss
:    LDA #$00
    STA $70
    STA $72
    LDA #$32
    LDX #$07
    JMP $B472

; Flip KICK and RETURN text
xEC97: .BYTE $8B,$43,"KICK SIDE", $8B,$52,"RETURN SIDE"
xECD8: .BYTE $8B,$42,"RETURN SIDE", $8B,$53,"KICK SIDE"

x2216F:
; Always This Overtime
; Set Overtime Receiver
    LDA $72
    STA BALL_STORE
    LDY #$85
    LDX #$BB
    JSR $C481
; Reset for Overtime
    LDA #$00
    STA PLAYER1 ; CAN REMOVE
    STA PLAYER2 ; CAN REMOVE
    STA $8C
    STA $8D
; Set Time to 1 Minute for CPU AI
    LDA #$01
    STA $6B
    NOP

```

```
x221AE:
; Check Possessions and Score For Win
    JMP WIN_CHECK
    CMP SCORE2
    BEQ $A199
```

```
WIN_CHECK:
    LDA PLAYER1
    CMP PLAYER2
    BEQ :+
; Can't be a Win
    JMP $A199
; Check Scores
:    LDA SCORE1
    JMP $A1A1
```

```
-----
x220EF:
; Record who won opening coin toss
    JSR RECEIVE
    NOP
```

```
RECEIVE:
    STA $72
    STA BALL_STORE
    LDA #$03
    RTS
```

```
-----
; Locations for tracking possession
```

```
x24133:
; Player 1 Play Screen
    LDX #$00
    JMP POSS_START
```

```
x2434B:
; Player 2 Safety
    LDX #$16
    JMP POSS_START
```

```
x244D3:
; Player 1 Field Goal
    LDX #$0C
    JMP POSS_START
```

```
x245DC:
; Player 2 Safety
    LDX #$0A
    JMP POSS_START
```

```
x24625:
; Player 1 Touchdown
```

```

        LDX #$10
        JMP POSS_START
x24712:
; Player 1 Extra Point
        LDX #$04
        JMP POSS_START
x248BB:
; Player 2 Play Screen
        LDX #$02
        JMP POSS_START
x24AD3:
; Player 1 Safety
        LDX #$14
        JMP POSS_START
x24C5B:
; Player 2 Field Goal
        LDX #$0E
        JMP POSS_START
x24D64:
; Player 1 Safety
        LDX #$08
        JMP POSS_START
x24DAD:
; Player 2 Touchdown
        LDX #$12
        JMP POSS_START
x24E9A:
; Player 2 Extra Point
        LDX #$06
        JMP POSS_START
x2471A:
; Check Player 1 for Missed Extra Point
        JMP XP1_CHECK
XP1_CHECK:
        LDX #$18
        JMP POSS_START
x24EA2:
; Check Player 2 for Missed Extra Point
        JMP XP2_CHECK
XP2_CHECK:
        LDX #$1A
        JMP POSS_START

; Track Possessions
POSS_START:
        LDA #$07

```

```

STA $8000
LDA #$07
STA $8001
JSR POSSESSIONS
LDA #$07
STA $8000
LDA $2F
STA $8001
TXA
JSR :+
JMP (RETURN_ADDR)
: JMP (FIX_ADDR)

```

POSSESSIONS:

```

; Enable SRAM
LDA #$80
STA $A001

; Reset Possession Numbers
LDA $76
CMP #$00
BNE :+

; 1st Quarter
LDA RESET
CMP #$00
BNE :++

; 1st Quarter Reset
JSR STORE_1ST
: LDA $76
CMP #$04
BNE :+

; Overtime
LDA RESET
CMP #$01
BNE :+

; Overtime Reset
JSR STORE_OT

; Get Addresses
: LDA FIX,X
STA FIX_ADDR
LDA FIX+1,X
STA FIX_ADDR+1
LDA RETURN,X
STA RETURN_ADDR
LDA RETURN+1,X
STA RETURN_ADDR+1
LDA DATA.X

```

```

STA DATA_ADDR
LDA DATA+1,X
STA DATA_ADDR+1
; Disable SRAM
LDA #$C0
STA $A001
JMP (DATA_ADDR)
FIX: .WORD $9332, $9332, $9342, $9363, $9342, $9363, $9342, $9363, $9
RETURN: .WORD $8128, $88B0, $8707, $8E8F, $8D59, $85D1, $84C8, $8C50, $8
DATA: .WORD PLAY1, PLAY2, XP1, XP2, SAFETY1, SAFETY2, FG1, FG2, TD1, 1
; Play Screen Player 1 (Checks for turnover)
PLAY1: LDX PLAY_SCREEN
LDA BALL
CMP P1_BALL
BEQ :+
JSR ADD_POSSESSION_2
JSR SET_POSSESSION_1
: RTS
; Play Screen Player 2 (Checks for turnover)
PLAY2: LDX PLAY_SCREEN
LDA BALL
CMP P2_BALL
BEQ :+
JSR ADD_POSSESSION_1
JSR SET_POSSESSION_2
: RTS
; Extra Point by Player 1
XP1: LDX XP_PTS
LDA BALL
CMP P2_BALL
BEQ :+
JSR ADD_POSSESSION_1
JSR SET_POSSESSION_2
: RTS
; Extra Point by Player 2
XP2: LDX XP_PTS
LDA BALL
CMP P1_BALL
BEQ :+
JSR ADD_POSSESSION_2
JSR SET_POSSESSION_1
: RTS
; Safety by Player 1
SAFETY1: LDX SAFETY_PTS
LDA PLAYER1
CMP PLAYER2

```

```

        BEQ :+
        JSR ADD_POSSESSION_2
        JSR SET_POSSESSION_1
:       RTS
; Safety by Player 2
SAFETY2:      LDX SAFETY_PTS
             LDA PLAYER2
             CMP PLAYER1
             BEQ :+
             JSR ADD_POSSESSION_1
             JSR SET_POSSESSION_2
:       RTS
; Field Goal by Player 1
FG1:  LDX FG_PTS
      JSR ADD_POSSESSION_1
      JSR SET_POSSESSION_2
      RTS
; Field Goal by Player 2
FG2:  LDX FG_PTS
      JSR ADD_POSSESSION_2
      JSR SET_POSSESSION_1
      RTS
; Touchdown by Player 1
TD1:  LDX TD_PTS
      LDA BALL
      CMP P1_BALL
      BEQ :++
; Defense Scored
      LDA PLAYER1
      CMP PLAYER2
      BEQ :+
      JSR ADD_POSSESSION_2
:       RTS
; Offense Scored
:       LDA SCORE1
      JSR DECIMAL_SCORE
      CMP SCORE2
      BCC :+
      JSR ADD_POSSESSION_1
      JSR SET_POSSESSION_2
:       RTS
; Touchdown by Player 2
TD2:  LDX TD_PTS
      LDA BALL
      CMP P2_BALL
      BEQ :++

```

```

; Defense Scored
    LDA PLAYER2
    CMP PLAYER1
    BEQ :+
    JSR ADD_POSESSION_1
:
; Offense Scored
:
    LDA SCORE2
    JSR DECIMAL_SCORE
    CMP SCORE1
    BCC :+
    JSR ADD_POSESSION_2
    JSR SET_POSESSION_1
:
ADD_POSESSION_1:
; Enable SRAM
    LDA #$80
    STA $A001
    INC PLAYER1
; Disable SRAM
    LDA #$C0
    STA $A001
    RTS
ADD_POSESSION_2:
; Enable SRAM
    LDA #$80
    STA $A001
    INC PLAYER2
; Disable SRAM
    LDA #$C0
    STA $A001
    RTS
SET_POSESSION_1:
; Enable SRAM
    LDA #$80
    STA $A001
    LDA P1_BALL
    STA BALL
; Disable SRAM
    LDA #$C0
    STA $A001
    RTS
SET_POSESSION_2:
; Enable SRAM
    LDA #$80
    STA $A001

```



```

LDA P2_BALL
STA BALL
; Disable SRAM
LDA #$C0
STA $A001
RTS
DECIMAL_SCORE:
TAY
AND #$F0
STA $45
TYA
AND #$0F
STA $44
TXA
AND #$0F
CLC
ADC $44
STA $44
CMP #$0A
BCC :+
SBC #$0A
STA $44
LDA $45
CLC
ADC #$10
STA $45
: TXA
AND #$F0
CLC
ADC $45
ORA $44
CMP #$9A
BCC :+
LDA #$9A
: RTS
STORE_1ST:
LDA #$01
STA RESET
LDA BALL_STORE
STA BALL
LDA #$00
STA BALL_STORE
STA PLAYER1
STA PLAYER2
RTS
STORE_OT:

```

```

LDA #$00
STA RESET
LDA BALL_STORE
STA BALL
LDA #$00
STA BALL_STORE
STA PLAYER1
STA PLAYER2
RTS

; CODE WAS ALREADY WRITTEN FOR CLEANING SRAM BEFORE A GAME AND ALL-STAR
-----
x253BF:
; Score is above 99 so adjust (TECMO POOR CODING)
  BCC $93DE ; 2D and sent to the first RTS found
  JMP SCORE_FIX_START

SCORE_FIX_START:
  TAX
  LDA #$07
  STA $8000
  LDA #$01
  STA $8001
  JSR SCORE_FIX
  LDA #$07
  STA $8000
  LDA $002F
  STA $8001
; New Fixed Value
  TXA
  SBC #$10
  RTS

SCORE_FIX:
  LDA $76
  CMP #$04
  BNE :++
; Fix during Overtime
  LDA SCORE1
  CMP #$0A
  BCC :+
  LDA SCORE2
  CMP #$0A
  BCC :+
  LDA SCORE1
  SBC #$10

```


```

STA SCORE1
LDA SCORE2
SBC #$10
STA SCORE2
: LDA FSCORE1
SBC #$10
STA FSCORE1
LDA FSCORE2
SBC #$10
STA FSCORE2
: RTS
-----
; Change QTR compare to remove Old Overtime AI
x189A2: #$05
x18B9A: #$05

x18870:
; CPU AI for FG Attempt or Go For It
JMP 4TH_AI_CHECK
NOP
NOP
NOP

4TH_AI_CHECK:
LDA $76
CMP #$03
BEQ :+
LDA $76
CMP #$04
BEQ :+
; 1st-3rd Qtr so FG Attempt
JMP $A8B2
; 4th Qtr or Overtime so Check Score First
: JMP $A866

```

 Quote



averagetsbplayer

Tecmo Legend



Posted January 13, 2010

Report post 

Was this ready to be used?



Members

+ 141

1,381 posts

Location: Madison, WI

+ Quote



[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008



2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted January 13, 2010

Report post

averagetsbplayer said:

Was this ready to be used?

Yes, this overtime is on my CIFL 7-on-7 rom currently.

+ Quote



averagetsbplayer

Tecmo Legend



Members

+ 141

1,381 posts

Location: Madison, WI

Posted January 13, 2010

Report post

God dammit, I don't how I miss these enhancements you make 😄
This would probably be perfect in TCS!

+ Quote

1

mwidunn reacted to this



[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008



2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

buckbuck

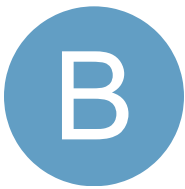
Promising Rookie



Posted September 9, 2010

Report post

is there a patch or SET command for this?



Members
+ 2
50 posts

+ Quote



tecmodo

Bo Knows 0.0
●●●●●●



Members
+ 155
1,641 posts

Posted March 12, 2011

Report post

jstout pointing me to this thread for an IPS patch

viewtopic.php?f=100&t=12190

It changes some of the uniforms and a few other things, but it works.

+ Quote



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[Chicago 2017 Tournament Champion](#)

[Tecmo Madison XIII: Top 16](#)

[HSTL s42, s45 Champion](#)

[GTFO Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

[WTF:Classic Champion \(1992, 1998\)](#)

[WTF:Retro Champion \(1986, 1987\)](#)

tecmodo

Bo Knows 0.0
●●●●●●



Members
+ 155
1,641 posts

Posted April 7, 2011

Report post

A question on this - how would OT stats be handled by dynastophile? We have implemented this for the upcoming season of ITL but it would be very nice to be able to differentiate, or even just ignore OT stats so that they did not dilute the regular stats. An OT with several matching TD's could really throw the season stats out of whack. Any input would be greatly appreciated!

+ Quote



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[Tecmo Madison XIII: Top 16](#)

[HSTL s42, s45 Champion](#)

[GTFO Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

[WTF:Classic Champion \(1992, 1998\)](#)

[WTF:Retro Champion \(1986, 1987\)](#)

tecmodo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 7, 2011

Report post

TDO said:

the game isn't designed to seperate OT from 4th quarter

The game isn't designed to have 32 teams, in game playbook changing, custom defenses... I'm just hoping there's a way to hack the rom so that it stops recording stats in OT. Show of hands, anyone know if this is possible/where it is found?

+ Quote



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[GTFO Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

[WTF:Classic Champion \(1992, 1998\)](#)

[WTF:Retro Champion \(1986, 1987\)](#)



Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted April 7, 2011

Report post

TecmoBo said:

TDO said:

the game isn't designed to seperate OT from 4th quarter

The game isn't designed to have 32 teams, in game playbook changing, custom defenses...

I'm just hoping there's a way to hack the rom so that it stops recording stats in OT. Show of hands, anyone know if this is possible/where it is found?

No stats for OT

Also no score or would you want that to update?

I don't think the game separates stats by half so having dynastyphile do this wouldn't be an option.

I remember when the tackle code was added that a loop-counter was added. I would assume that there is a similar thing for all stats. Basically this statement would be modded into a "if OT skip this". This might be documented in the tackle add code

+ Quote



Elsewhere



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- [Youtube](#)

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

tecmodo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 7, 2011

Report post

Yeah I assume score would have to update in order to decide the winner. Any tiebreakers could just use point differential to avoid the concern of a team getting a bunch of points from OT games.

So basically you nailed it knobbe, somehow have the rom stop updating the stats for OT. ...but how? (dun dun DUN!!!)

+ Quote



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Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted April 8, 2011

Report post

✓ TecmoBo said:

Yeah I assume score would have to update in order to decide the winner. Any tiebreakers could just use point differential to avoid the concern of a team getting a bunch of points from OT games.

So basically you nailed it knobbe, somehow have the rom stop updating the stats for OT.

...but how? (dun dun DUN!!!)

I'm not up to date on source editing to answer this without a lot of research which i simply don't have the time for at the moment.

I didn't necessarily see a reference for this in the tackle code but if you can think of another hack that would also involve stats then that would make this easier to find by yourself.

BTW, is your league a performance based attribute league or is this about end of the year stats comparison. If the latter, while I understand the desire to make things "equal" it really doesn't matter nearly as much as who won the championship.

+ Quote



Elsewhere



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- [Youtube](#)

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

bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted April 9, 2011

Report post

stats are for losers
we are losers
we want stats

+ Quote



AIM = bgboud2



[sigs.php?player=bgboud2](#)

TechMobile

Starter



Members



104 posts

Location: now Tampa, FL
(was Wisconsin then
Minnesota then China)

Posted April 9, 2011

Report post

▼ **Knobbe said:**

▼ **TecmoBo said:**

BTW, is your league a performance based attribute league or is this about end of the year stats comparison. If the latter, while I understand the desire to make things "equal" it really doesn't matter nearly as much as who won the championship.

we are the latter.

tecmobo, if the integrity of our stats is indeed important, again, it might be easier just to snap 2 save states and upload the first to dynastyphile. (and if we need to we could easily edit the first save state to add a TD or FG or Safety that ultimately won the game in OT, not all the scores from the OT, just the deciding score)

but i still think this may be way too much work since we are not a performance based attribute league.

if stats are still a concern and we don't want to mess with 2 save states and we don't find a way to hack the ROM by Wednesday... we could just not play OT games at all. maybe just let the game end in a Tie unless it's the playoffs.

since we already do Home/Away 18 game season, i'm not sure if guys are gonna want to play triple OT games (or quite possibly longer if no one is playing defense) in the regular season anyway like Rustedna1s & i did recently in a preseason game. The only reason we continued our game was cuz we were excited to try out your new ROM. 😄

+ Quote



AIM: TechMobile89 



Hey guys, hit me up for [TPC](#) or Bases Loaded 2 games anytime.

[sigs.php?player=TechMobile89](#)

[TSB_BL2.png](#)

[TPCL - Detroit Lions](#)

Go Pack Go!!!

tecmobo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted April 10, 2011

Report post 

▼ TechMobile said:

▼ Knobbe said:

▼ TecmoBo said:

BTW, is your league a performance based attribute league or is this about end of the year stats comparison. If the latter, while I understand the desire to make things "equal" it really doesn't matter nearly as much as who won the championship.

tecmobo, if the integrity of our stats is indeed important, again, it might be easier just to snap 2 save states and upload the first to dynastyphile.

Yeah, I'm fine as is. I just asked about it because others in our league were concerned about it. Saving 2 states and all that other stuff isn't worth it in my opinion. I really don't think people are going to pass up a win just to keep an OT game going. And if it does happen I'll alternate between calling them idiots and booting them 😄

+ Quote



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[HSTL s42, s45 Champion](#)

[GTF0 Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

[WTF:Classic Champion \(1992, 1998\)](#)

Carther

Starter



Members

+ 45

182 posts

Location: Saginaw, Michigan

Posted September 10, 2012

Report post

I finally downloaded and tried this very weird starting with the kickoff. On my first possession I actually punted on 4th down and the returner fumbled and I picked up the ball and scored.

This is great effort!

What made you start with a kickoff of all things? Was it just not possible to start any other way? Does this effect sim games at all?

I am interested in this idea for college rom, and wondered if the following were possible.

1. Have a team start 1st and goal from the DEF 25 yard line. 4 downs to score and then the other team gets a shot.
2. Give a team the ball at the DEF 30 yardline 1-10 with x number of seconds to score. (maybe 45 seconds) Then the other team gets a shot.
3. Eliminate overtime in the regular season. Game just ends in a tie.
4. Play a whole fifth quarter like a normal quarter, if still a tie a sixth quarter, etc until a quarter does not end in a tie.

Just wonderings, from a guy who could in no way even attempt this.

Quote



"It has come to my attention that a mustache is part of a black man's heritage, the rest of you have no heritage so shave them off!" Bo Schembechler

bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted January 2, 2013

Report post

Revisiting this for ETC...had two thoughts since nothing has been done to track OT stats. I had two ideas to solve it:

1) Could number of possessions be tracked?

or

2) Could timer just start really high at 99:99 for example, then stat extraction could handle the rest?

+ Quote



AIM = bgboud2



sigs.php?player=bgboud2

TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football
Owners (TFO)

Posted October 28, 2016

Report post

Does NORMAL Overtime in Tecmo get stat tracked??? Or is it just this hack makes OT stats not trackable?

+ Quote



fgqb#19nyj

Promising Rookie



Members

+ 22

77 posts

Posted March 11, 2018

Report post

Can anyone post a patch that would allow a 32 team rom to have this hack?

+ Quote



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