



## SNES (TSB I) Improved Grappling Code

By jstout, October 12, 2008 in [Hacking Documentation](#)

[Follow](#)

0

[Start new topic](#)[Reply to this topic](#)**jstout**

Tecmo Super Champion



Members

[+ 92](#)

537 posts

Posted October 12, 2008

[Report post](#)

As requested, I took a look at the SNES version and ported my NES code over. The following is the same as the NES version posted and any of the other grappling methods (mine, Buck, Bruddog, etc) could be ported using the equivalent values (let me know if you would like the other codes options listed).

I would appreciate if any of the SNES guys could try this out and let me know that everything worked as expected. I anticipate no problems as the SNES code was almost exact.

TSB I rom with no header:

```
At x18D83:
```

```
20 10 D0 JSR $D010 ; MAN VS CPU GRAPPLING
EA      NOP
D1 03    CMP ($03),Y
```

```
At x18DC3:
```

```
20 37 D0 JSR $D037 ; MAN VS MAN GRAPPLING
EA      NOP
D1 63    CMP ($63),Y
```

```
At x1D010:
```

```
MAN VS CPU GRAPPLING:
```

```
A0 1C    LDY #$1C
B1 63    LDA ($63),Y ; LOAD PLAYER HP
4A      LSR
4A      LSR
```

```

4A      LSR
C8      INY
18      CLC
71 63   ADC ($63),Y ; HP/8 + Presses
91 63   STA ($63),Y
20 0E C4 JSR $C40E ; LOAD CPU PLAYER
A0 1C   LDY #$1C
B1 03   LDA ($03),Y ; LOAD CPU HP
4A      LSR
4A      LSR
4A      LSR
C8      INY
91 03   STA ($03),Y ; HP/8
AD 02 02 LDA $0202 ; RANDOM NUMBER
29 0F   AND #$0F ; Make Random x0-F
18      CLC
71 03   ADC ($03),Y ; HP/8 + RANDOM
91 03   STA ($03),Y
; RETURN TO NORMAL
B1 63   LDA ($63),Y
60      RTS
MAN VS MAN GRAPPLING:
A0 1C   LDY #$1C
B1 63   LDA ($63),Y ; LOAD OFFENSE HP
4A      LSR
4A      LSR
4A      LSR
C8      INY
18      CLC
71 63   ADC ($63),Y ; HP/8 + Presses
91 63   STA ($63),Y
AD 02 02 LDA $0202 ; RANDOM NUMBER
29 03   AND #$03 ; Make Random x0-3
18      CLC
71 63   ADC ($63),Y ; HP/8 + Presses + RANDOM
91 63   STA ($63),Y
A0 1C   LDY #$1C
B1 03   LDA ($03),Y ; LOAD DEFENSE HP
4A      LSR
4A      LSR
4A      LSR
C8      INY
18      CLC
71 03   ADC ($03),Y ; HP/8 + Presses
91 03   STA ($03),Y
AD 00 02 LDA $0200 ; RANDOM NUMBER

```

```
29 03    AND #$03 ; Make Random x0-3
18      CLC
71 03    ADC ($03),Y ; HP/8 + Presses + RANDOM
91 03    STA ($03),Y
; RETURN TO NORMAL
B1 03    LDA ($03),Y
60      RTS
```


At x18DAC:

```
4C 68 D0 JMP $D068 ; MAN VS MAN POPCORNING
```

At x1D068:

MAN VS MAN POPCORNING:

```
20 0E C4 JSR $C40E ; MAY NOT BE NEEDED
A0 1C    LDY #$1C
B1 63    LDA ($63),Y ; LOAD OFFENSE HP
38      SEC
F1 03    SBC ($03),Y ; OFFENSE HP - DEFENSE HP
90 07    BCC :+
; IF OFFENSE HP > DEFENSE HP
C9 20    CMP #$20
B0 0D    BCS :+++
4C 7F D0 JMP :++ ; OFFENSE HP < POPCORN so to Grapple
; IF DEFENSE HP > OFFENSE HP
: C9 E2    CMP #$E2
90 09    BCC :+++
; NORMAL GRAPPLE
: 20 B0 C3 JSR $C3B0
4C B1 8D JMP $8DB1
; OFFENSE POPCORN
: 4C CB 8D JMP $8DCB
; DEFENSE POPCORN
: 4C D8 8D JMP $8DD8
```

 [Quote](#)



**TecmoTurd**

Tecmo Legend



Posted October 12, 2008

[Report post](#) 

Excellent, that's why I asked...I'll give it a whirl...tomorrow that is, don't think I'll have time tonight...

 [Quote](#)





Members

+ 102

2,947 posts

AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

**bgboud2**

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted October 15, 2008

Report post

I'm very much an amateur at this sort of stuff, but I plugged all those hex values into the SNES TSB1 rom and did a little preseason testing with Colts and Bucs. I could not tackle a computer controlled Reggie Cobb (88HP) with Dwayne Bickett (44HP).

Also, very rarely, but on occasion on the original SNES rom there are times where a dive tackle goes to a cut scene and the runner breaks out of it. Rare, but I've seen it happen a couple of times. Any idea how that part might be affected?

+ Quote



AIM = bgboud2



**TecmoTurd**

Tecmo Legend



Members

+ 102

2,947 posts

Posted October 15, 2008

Report post

I told jstout via IM, probably should have posted here too...was able to verify this works. Pretty sweet, if for nothing more than documenting it knowing it can be done. Now, if only someone could find the spot to turn preseason injuries on in SNES, that's a hack I'm really looking for...

+ Quote



AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted December 8, 2008

Report post

Requested by TecmoTurd and bgboud2. HP = 0-7, no random presses, and CPU is set to always 7 presses.

At x18D83:

```
20 10 D0 JSR $D010 ; MAN VS CPU GRAPPLING
EA      NOP
D1 03    CMP ($03),Y
```

At x18DC3:

```
20 34 D0 JSR $D034 ; MAN VS MAN GRAPPLING
EA      NOP
D1 63    CMP ($63),Y
```

At x1D010:

MAN VS CPU GRAPPLING:

```
A0 1C    LDY #$1C
B1 63    LDA ($63),Y ; LOAD PLAYER HP
4A      LSR
4A      LSR
4A      LSR
C8      INY
18      CLC
71 63    ADC ($63),Y ; HP/8 + Presses
91 63    STA ($63),Y
20 0E C4 JSR $C40E ; LOAD CPU PLAYER
A0 1C    LDY #$1C
B1 03    LDA ($03),Y ; LOAD CPU HP
4A      LSR
4A      LSR
4A      LSR
C8      INY
91 03    STA ($03),Y ; HP/8
A9 07    LDA #$07 ; SET CPU PRESSES
18      CLC
71 03    ADC ($03),Y ; HP/8 + Presses
91 03    STA ($03),Y
```

; RETURN TO NORMAL

```
B1 63    LDA ($63),Y
60      RTS
```

MAN VS MAN GRAPPLING:

```
A0 1C    LDY #$1C
B1 63    LDA ($63),Y ; LOAD OFFENSE HP
4A      LSR
```

```

4A      LSR
4A      LSR
C8      INY
18      CLC
71 63   ADC ($63),Y ; HP/8 + Presses
91 63   STA ($63),Y
A0 1C   LDY #$1C
B1 03   LDA ($03),Y ; LOAD DEFENSE HP
4A      LSR
4A      LSR
4A      LSR
C8      INY
18      CLC
71 03   ADC ($03),Y ; HP/8 + Presses
91 03   STA ($03),Y
; RETURN TO NORMAL
B1 03   LDA ($03),Y
60      RTS

```

At x18DAC:

```
4C 68 D0 JMP $D068 ; MAN VS MAN POPCORNING
```

At x1D068:

MAN VS MAN POPCORNING:

```

20 0E C4 JSR $C40E ; MAY NOT BE NEEDED
A0 1C   LDY #$1C
B1 63   LDA ($63),Y ; LOAD OFFENSE HP
38      SEC
F1 03   SBC ($03),Y ; OFFENSE HP - DEFENSE HP
90 07   BCC :+
; IF OFFENSE HP > DEFENSE HP
C9 20   CMP #$20
B0 0D   BCS :+++
4C 7F D0 JMP :++ ; OFFENSE HP < POPCORN so to Grapple
; IF DEFENSE HP > OFFENSE HP
: C9 E2   CMP #$E2
90 09   BCC :+++
; NORMAL GRAPPLE
: 20 B0 C3 JSR $C3B0
4C B1 8D JMP $8DB1
; OFFENSE POPCORN
: 4C CB 8D JMP $8DCB
; DEFENSE POPCORN
: 4C D8 8D JMP $8DD8

```

+ Quote



## TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted December 9, 2008

Report post

I have a question for o-line grappling. They have to be 25 apart to popcorn, and if they are they rush in every play (unless they do the both fall down thing). I'd like to see it where there is a % chance that increases being thrown depending on the hp difference. Maybe a 10% chance for each stage of hp advantage. Like a 56 would popcorn the 50 10%, but a 75 would pop a 50 40% of the time. This would make lineman ratings mean something, instead of the all or nothing system in place now.

+ Quote



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



[Tecmo Tunes](#) Tecmo-themed song parodies

## TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted January 3, 2009

Report post

jstout, is there an easy way to change the number of taps from 7 to any number we please? We're still attempting to figure out what's a good number, and I'd hate to have to bug you every time we decide to change it...

+ Quote



AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

## bgboud2

Tecmo Legend



Posted January 4, 2009

Report post

I'll answer from what he told me. Going from 7 to 15 is as easy as removing a "divide by 2" command, but changing to something between 7 and 15 will involve more detailed changing of the scale. I haven't looked at it in a while, but I couldn't see where to do it in this code.



2.0

+ 577

3,579 posts

Location: Irving, TX



Quote



AIM = bgboud2

sigs.php?player=bgboud2



Reply to this topic...



GO TO TOPIC LISTING

RECENTLY BROWSING 1 MEMBER

SBlueman

[Home](#) > [Forums](#) > [Hacking/Emulation](#) > [Hacking Documentation](#) > [SNES \(TSB I\) Improved Grappling Code](#)

Mark site read



[Theme](#) ▾ [Contact Us](#)

TecmoBowl.org

Powered by Invision Community