



KR xy location

By QBSHARKS, December 23, 2005 in [Hacking Documentation](#)

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QBSHARKS

Starter



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Posted December 23, 2005

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Hey I was wondering if you could tell me how to fix the kick return hack to keep the cpu from running backwards first ? Thanks

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bruddog

Down with button mashing



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sorry the cpu will always run backwards i think and i really don't care to bother to figure out why since im not concerned with cpu games. MY fix only makes it so that the kr is waiting for the ball rather than still running to get there sometimes in man vs man play. Basically from konforce

"In the ROM at 0x80FF is the command sequences for the KR. In goes like this, using my interpretation of the code:

Set Pos From KO(01,00,48)

Wait for Kick

E3(30)

Catch Ball from Kick

Boost MS(0)

Take Control"

Go to 80FF and find 48 in the hex near that location. CAhnge it to like 78. It starts the KR farther back. You can play with different values to see what works best.

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Bodom

Tecmo Legend



Members

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Location: Boston MA

Posted October 19, 2012

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✓ On 12/23/2005 at 5:47 PM, mattjones18 said:

Hey I was wondering if you could tell me how to fix the kick return hack to keep the cpu from running backwards first ? Thanks

I assume there is a fix for this since it doesn't happen on any of the newer ROMs, but can't seem to find it. Anyone know?

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Bodom

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Just to be clear - I've done a few mods to the return game (KR speed to actual player, faster kickoffs, etc...) and now when the COM receives a kickoff, the KR runs backwards 5 yards before returning it. Is this a known bug...and is there a fix?

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bruddog

Down with button mashing



Moderators

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Posted October 21, 2012

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Yes. And yes. I'll point u to the thread when i get a chance otherwise maybe try google search. Thats how i find threads i cant find via normal means

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Bodom

Tecmo Legend



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Posted November 25, 2012

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✓ On 10/21/2012 at 8:19 PM, bruddog said:

Yes. And yes. I'll point u to the thread when i get a chance otherwise maybe try google search. Thats how i find threads i cant find via normal means

Thought I found it. Didn't work...

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bruddog

Down with button mashing



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11,466 posts

Location: Ca

Posted November 25, 2012

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konForce created a topic in Hacking Documentation

January 11, 2005



changing the KR speed

It's common knowledge that the KR's max speed is set to the RT's max speed. I believe I have discovered why. In the ROM at 0x80FF is the command sequences for the KR. In goes like this, using my interpretation of the ...

29 replies

Scroll down to jstouts post...

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Posted November 27, 2012

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Not sure how I missed that.
Works great...Thanks!

+ Quote



Location: Boston MA



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