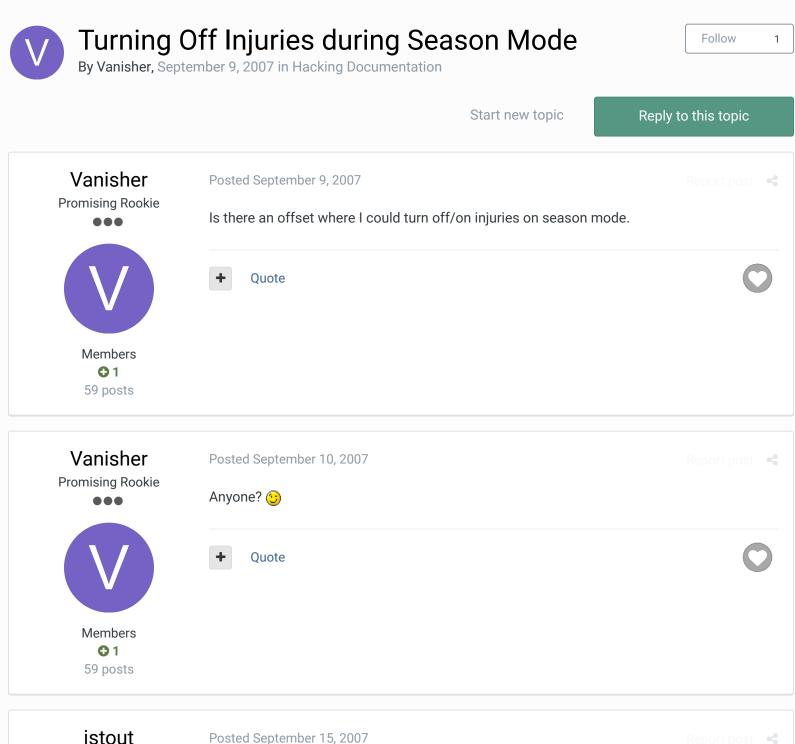
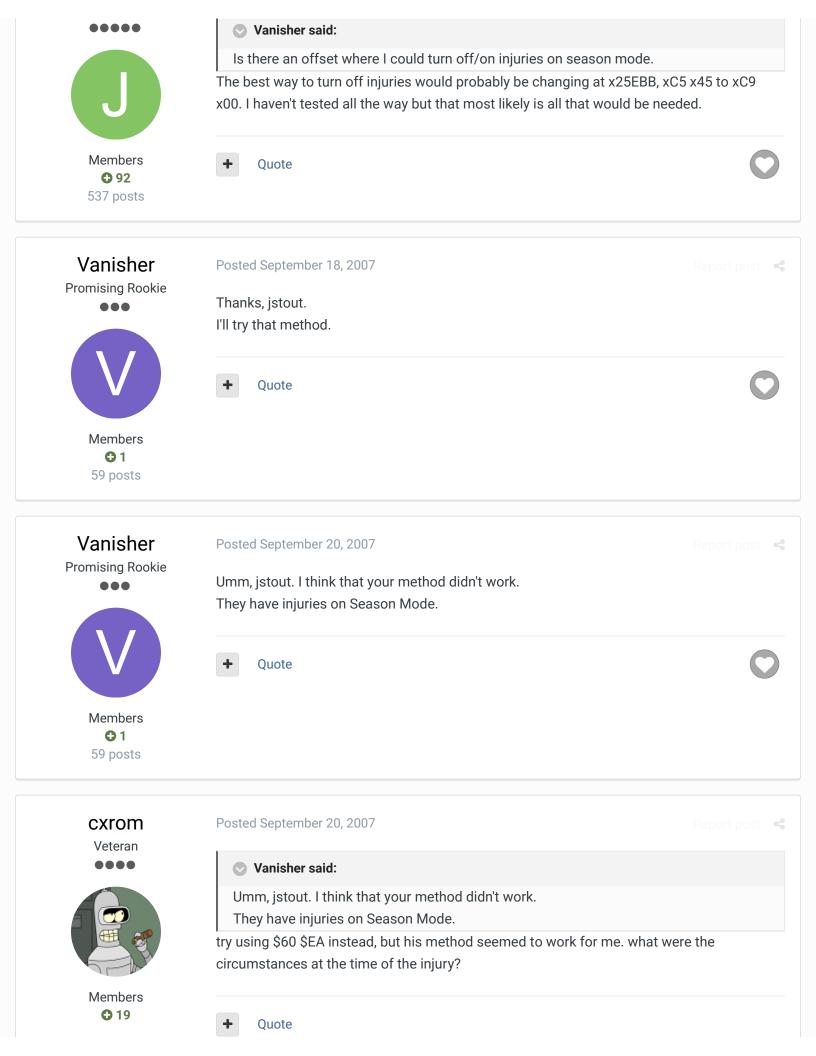
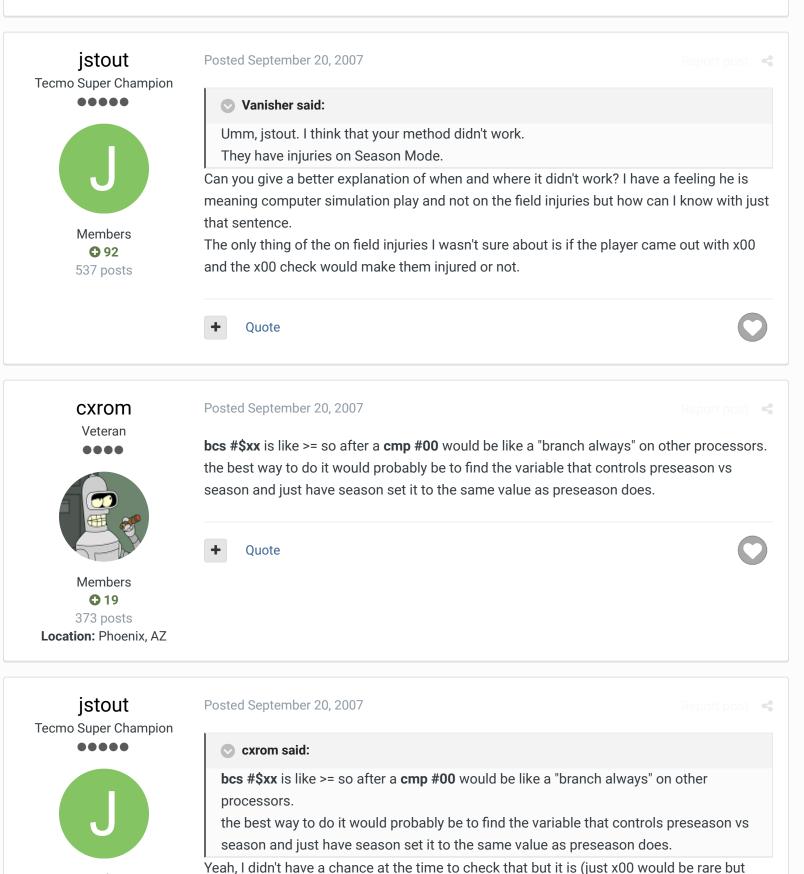


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jstout Tecmo Super Champion





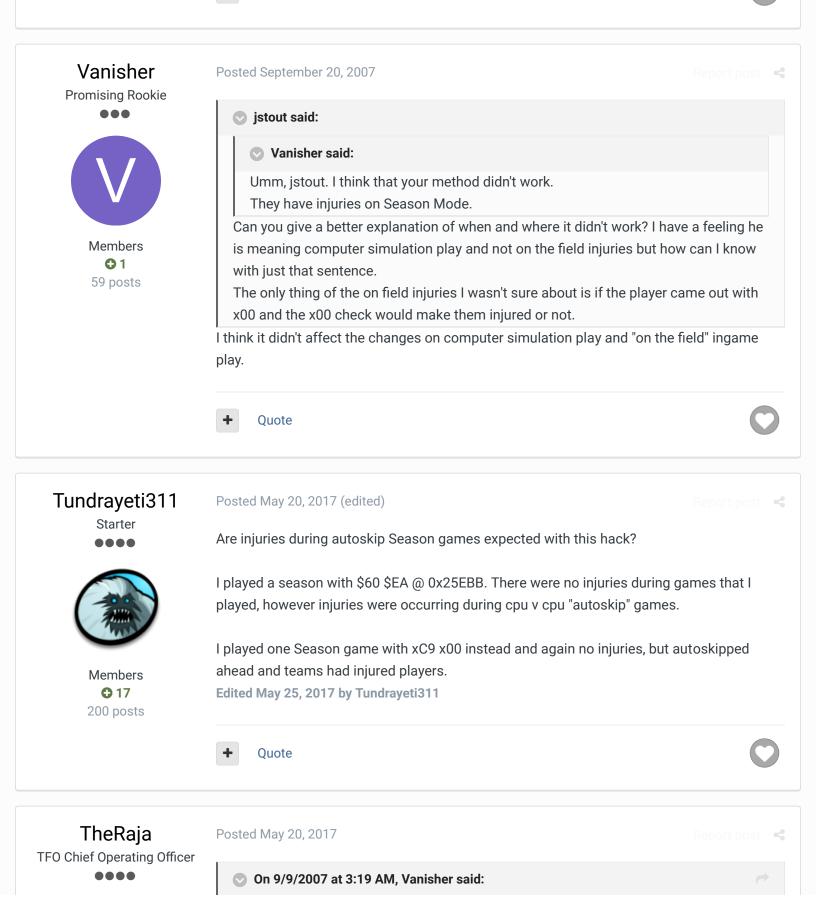
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could still happen):

A < Memory ---> C=0

A = Memory ---> C=1 A > Memory ---> C=1 I had the variable that adjusted to season but I think it was doing something screwy (can't remember now). Personally, I think the easiest method would to have the code just jump to the never injured routine every time.







Is there an offset where I could turn off/on injuries on season mode.

Yeah Autoskip still causes injuries. It sucks. I been looking around to see how that can be corrected but no dice.

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Quote

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Tundrayeti311 reacted to this



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