



preseason injuries?

By blackandblue, June 21, 2007 in Hacking Documentation

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blackandblue

Getting Started



Members

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Posted June 21, 2007

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hello. this is self-explanatory i think 🤪 has it been done?
thanks in advance!

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 22, 2007

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Hasn't been done.

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MrBeef

Tecmo Super Champion



Members



639 posts

Location: Florida

Posted June 22, 2007

Report post

nope.

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...I shall strike down upon thee with great vengeance and furious anger, those who attempt to poison and destroy my brothers. And you will know my name is the law when I lay my vengeance upon thee!
CIA is back!!

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted September 15, 2007

Report post

x253F2 appears to be the number that toggles off injuries for preseason and pro bowl mode. If you change the number to x02 then injuries are turned back on. However, in the Pro Bowl the game doesn't understand how to substitute so it creates glitching.

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edisaurusrex

Moderator



Members

+ 13

1,050 posts

Location: Blaine, MN

Posted September 15, 2007

Report post

Yeah I tried this and it works - I really don't know how you guys find this stuff! 😊
Ugh, I guess this means we don't have to play in season mode for leagues anymore right?

+ Quote

tecmodo

Bo Knows 0.0



Posted February 1, 2011

Report post

So, um, why DO we play season mode in leagues still!?!? Somebody didn't get the memo 😂

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Members

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Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted February 1, 2011

Report post

That's a pretty good question...i suppose only to keep games straight

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

TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted February 1, 2011

Report post

Yes. Set schedule forces home/away teams

[Post made on a Tecmo Super Mobile Device!]

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AIM: TecmoTurd



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

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[The Tecmo Players League](#)

[RBIBaseball.us](#)

tecmodo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted February 2, 2011

Report post

I thought home/away (player 1/player 2) was entirely reliant upon who changed the game beforehand? In that case it wouldn't matter if they chose season mode - either two people launched the game correctly or they didn't. ...right?

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

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

TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted February 2, 2011

Report post

In tecmo, P1 is always Home (right side) and P2 is Away (left side).
In preaseason, it's fine because each team can choose their own team. as P1, I can be GB or PIT.
In season, if the schedule says GB is home and PIT is away, P1 will be GB and P2 will be PIT. I can ONLY be GB as P1.

+ Quote



AIM: TecmoTurd



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tecmodo

Bo Knows 0.0



Posted February 2, 2011

Report post

Yep, I'm with ya. I'm just not seeing a situation where someone is GB (or whoever) in a league and chooses to play as the wrong team in league play. And even if they did, the other person would tell them they chose the wrong team, no?



Members
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1,641 posts

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TecmoTurd

Tecmo Legend



Members
+ 102
2,947 posts

Posted February 2, 2011

Report post

they wouldn't choose to play as the wrong team, but they could accidentally be P2 and then they'd notice right away that their team was the wrong one...

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AIM: TecmoTurd



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tecmodo

Bo Knows 0.0



Members
+ 155
1,641 posts

Posted February 2, 2011

Report post

Okay, so as long as you could rely on people properly setting up player one and two then there is no need for season play. Thanks.

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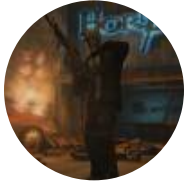


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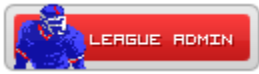


kamphuna8

Tecmo Fanatic



PureTecmo Administrators



+ 3,918

14,518 posts

Location: Tacoma

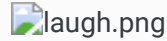
Tecmo Titles: Overrated
Overstated

Posted March 4, 2013

Report post

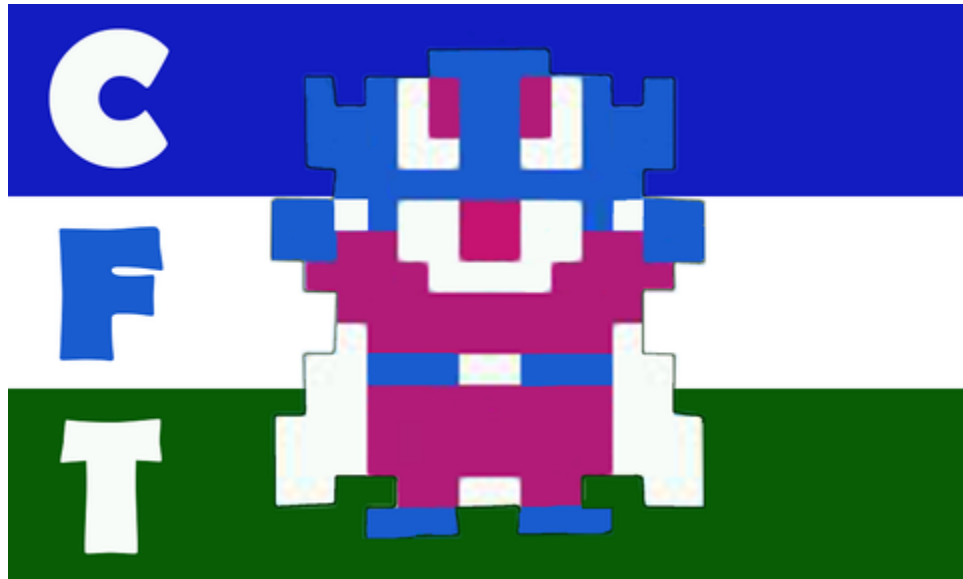
On 2/1/2011 at 7:13 PM, TecmoBo said:

So, um, why DO we play season mode in leagues still!? Somebody didn't get the memo



Nostalgia

+ Quote



tecmo gods, über alles

PLAY HARD

buck

DARRELL GREEN



Members

+ 2,060

Posted May 26, 2015

Report post

just because...

the DEFAULT value (no preseason injuries) of x253F2 is 80.

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

so, if a rom you're playing has preseason injures activated and you don't want preseason injuries, change x253F2 to 80.

+ Quote

↑ 1

kamphuna8 reacted to this



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

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Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted June 4, 2015

Report post

On 5/26/2015 at 7:37 AM, buck said:

just because...

the DEFAULT value (no preseason injuries) of x253F2 is 80.

so, if a rom you're playing has preseason injures activated and you don't want preseason injuries, change x253F2 to 80.

This seems like it would be a trivial yet widely used item to add to the options menu

+ Quote

↑ 1

buck reacted to this



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

alexbond45

Getting Started

Posted June 4, 2015

Report post

On 6/4/2015 at 8:08 AM, Knobbe said:



Members
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6 posts

This seems like it would be a trivial yet widely used item to add to the options menu

They probably did not add it because pre-season games typically do not feature top player injuries.

But, more than likely, I think the programmers probably did not want a pre-season injury interfering with the team's in-season roster.

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1
Founder of T-Borg

Posted June 5, 2015

Report post

On 6/4/2015 at 8:25 PM, alexbond45 said:

They probably did not add it because pre-season games typically do not feature top player injuries.

But, more than likely, I think the programmers probably did not want a pre-season injury interfering with the team's in-season roster.

Actually, there isn't an options menu in TSB and it wasn't coded by them due to limitations at the time. I'm referring to the option menu that has been added in addition to the four teams to make a 32 team rom. One of the items added there, for instance, is changing the number of minutes per quarter.

This is an option you can toggle starting with the first SNES version of Tecmo.

+ Quote



Elsewhere



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

alexbond45

Getting Started

Posted June 5, 2015

Report post



Members

+7

6 posts

On 6/5/2015 at 6:55 AM, Knobbe said:

Actually, there isn't an options menu in TSB and it wasn't coded by them due to limitations at the time. I'm referring to the option menu that has been added in addition to the four teams to make a 32 team rom. One of the items added there, for instance, is changing the number of minutes per quarter.

This is an option you can toggle starting with the first SNES version of Tecmo.

I didn't put 2 and 2 together there.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 2, 2015

Report post

This it a slightly more more correct way to do the preseason injuries hack....the other way sort of changes something that might have a possible side effect.

@0x25EA1

ORIGINAL CODE

```
LDA $2D          ; LOAD GAME STATUS
AND #$03         ; PRESERVE LAST TWO BITS
CMP #$02         ; IS SEASON or PLAYOFFS? (0= preseason, 1=pro bowl, 2= season, 3 =
playoffs)
BCC @Loop1      ; NO->BRANCH TO NO INJURY
```

A52D2903C902901E

NEW CODE (INJURIES IN ALL MODES)

```
NOP x8          ; CPU cycle waste no-op
```

SET (0x25EA1, 0xEAEAEAEAEAEAEAEAE)

NEW CODE (NO INJURIES INJUIRES IN PROBOWL ONLY)

```
LDA $2D          ; LOAD GAME STATUS
AND #$01         ;
CMP #$01         ; IS PROBOWL? (0= preseason, 1=pro bowl)
BEQ @Loop1      ; NO->BRANCH TO NO INJURY
```

SET (0x25EA1,A52D2901C901F01E)

+ Quote

↑ 1

buck reacted to this



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted July 2, 2015

Report post

what's the possible side effect to the old hack?

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 2, 2015

Report post

On 7/2/2015 at 3:18 PM, Tecmonster said:

what's the possible side effect to the old hack?

for one, the pro bowl crashes if somebody gets injured. and it seems like the pro bowl gets wonky in general.

+ Quote

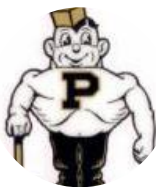


"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted July 2, 2015

Report post

Ah, thanks, but bruddog mentioned a "possible" side effect. The Pro Bowl glitch is definite, as I understand it from jstout's post. I thought bruddog was alluding to another possible problem with the original hack.

I don't think I've ever played a single Pro Bowl game since I first bought TSB in 1991.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 2, 2015

Report post

The 80 byte is setting bit 7 of the game status to "on the field" i think or some other status indication.

By just making it 02 you are not setting that status.

I think 82 would have been the more correct value if you use the old location.

But i dont see any checks anywhere for that bit so it may have no side effect.

+ Quote



Tundrayeti311

Starter



Members

+ 17

200 posts

Posted May 20, 2017

Report post

On 7/2/2015 at 3:06 PM, bruddog said:

This it a slightly more more correct way to do the preseason injuries hack....the other way sort of changes something that might have a possible side effect.

@0x25EA1

ORIGINAL CODE

```
LDA $2D          ; LOAD GAME STATUS
AND #$03         ; PRESERVE LAST TWO BITS
CMP #$02         ; IS SEASON or PLAYOFFS? (0= preseason, 1=pro bowl, 2=
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BCC @Loop1      ; NO->BRANCH TO NO INJURY
```

A52D2903C902901E

NEW CODE (INJURIES IN ALL MODES)

```
NOP x8          ; CPU cycle waste no-op
```

```
SET (0x25EA1, 0xEAEAEAEAEAEAEAEA)
```

NEW CODE (NO INJURIES INJUIRES IN PROBOWL ONLY)

```
LDA $2D          ; LOAD GAME STATUS
AND #$01         ;
CMP #$01         ; IS PROBOWL? (0= preseason, 1=pro bowl)
BEQ @Loop1      ; NO->BRANCH TO NO INJURY
```

```
SET (0x25EA1,A52D2901C901F01E)
```

It seems like this ought to be able to be manipulated to e.g. turn off all season injuries or all injuries across the board, however I'm not having any luck with it. I've tried a number of hacks, but continue to get injuries during autoskip season games.

(Also, will SET (0x25EA1,A52D2901C901F01E) leave injuries on for playoffs as well?)

e.g. I've tried

SET (0x25EA1,A52D2900C901F01E) # Clear bits in register and CMP #01 -> non-zero

SET (0x25EA1,A52D2903C904F01E) # CMP #04 which should always be non-zero regardless of game mode

It seems like I'm missing something - perhaps there is an easier way to do this? Or the autoskip injury code is elsewhere... ?

+ Quote



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