

NINTENDO ENTERTAINMENT SYSTEM®



SUPER BOWL™ 2018 PREVIEW MAGAZINE



CHOOSE YOUR TEAM FROM THE 32 NFL - TEAMS
CAN YOU GET TO THE SUPER BOWL ?

LICENSED BY
Nintendo

TECMO®



OVERVIEW

AFC EAST

AFC NORTH

AFC SOUTH

AFC WEST

NFC EAST

NFC NORTH

NFC SOUTH

NFC WEST

ABOUT TECMONSTER'S TECMO SUPER BOWL 2018 . . . how the original game *shoulda* been made!

This game, *Tecmonster's Tecmo Super Bowl 2018*, is based on the original Tecmo Super Bowl that we all know and love, but has been hacked and edited to a *revolutionary* extent! To create the player ratings, I feed their Madden ratings into a spreadsheet of my own formulas that then spits out Tecmo-compatible ratings. You might also notice that I'm actually using the "Running Power" attribute as a dynamic category for offensive players instead of just assigning every player a 69 rating, as in the original game (which was, in my opinion, simply an oversight by the creators, or maybe just a shortcut to finish the game faster). I also changed its name to "Acceleration" because that's its real function. Here's an index of the hacks used to create this game, in no particular order, with tecmobowl.org authors in parenthesis:

- 32-team expansion rom (cx_rom, Maynard, Knobbe, others)
- corrected playoff bracket (pambazos)
- helmets, field colors (keithisgood)
- MAN-controlled QB rollouts on the rollout plays (Tecmonster)
- COM looks for open receivers (jstout)
- LB's moved farther back from line of scrimmage (Tecmonster)
- moving & dynamic grapples (bruddog)
- Run & Shoot QB's almost never scramble (Tecmonster)
- "heavy pass" teams don't pass quite as much (Tecmonster)
- COM vs. MAN popcorning (jstout)
- REVISED PLAYBOOKS (I have drastically changed and re-organized the playbooks to make them more useful, logical, balanced, and modern), including: (a) new plays, like the Shotgun Shovel, Shotgun Zone Read RB R, Shotgun Zone Read QB L (with QB HP boost), Shotgun RB Draw, Shotgun Zone Read Red Sea (pass), Shotgun Zone Read X Fly (pass), Shotgun Zone Read RB Flat (pass), Pro Set Quick Pitch L, Pro Set Quick Pitch R, Pro Set Zone Pitch R, 1back Oftackle R, 1back Pitch R, 1back Pitch L, Run and Shoot Fire (pass), Shotgun XZ Cross, 1back Flare C, Pro Z Deep Post; (b) improved blocking schemes for many run plays; (c) some receiving routes for existing plays improved; (d) some receiving routes added, like for Oneback Flare A;
- sort receiving leaders by yards (jstout)
- shorter onside kicks (xplozv)
- more accurate attribute labels, like "Acceleration" (Tecmonster)
- kicking arrow speed & range to make FG's easier (Tecmonster)
- COM minimum kickoff distance to 8yl, max to -3yl (bruddog)
- LB's moved farther back from line of scrimmage (Tecmonster)
- increase kickoff ball speed (maynard, bodom)
- COM avoids sacks much better + faster COM rollouts (Tecmonster)
- increase shotgun snap speed (jstout)
- COM RB reacts to the defense sooner after handoff (Tecmonster)
- increase QB fumble rate (jstout)
- smarter OL pass blocking (xplozv)
- decrease diving animation time slightly (xplozv)
- decrease handoff animation time (xplozv)
- COM "juice" edited (by Tecmonster)
- receiver jump/dive based on REC rating (xplozv)
- PA affects "catchability/interceptability" of the pass (jstout)
- defender jump/dive based on COV rating (xplozv)
- set kick returner farther back (bodom)
- COM minimum punt distance @ 50% bar (bruddog)
- Ball Control ratios edited so BC means more (by Tecmonster)
- Avoid Pass Block ratios edited so APB means more (Tecmonster)
- static schedules from week to week (bruddog)
- team rosters, jersey #'s, faces (Tecmonster)
- Quickness changed to Coverage (jstout)
- city name changes (bruddog)
- increase QB fumble rate (jstout)
- NEW for 2018: automated and accurate sim ratings (Tecmonster)
- stats screen at halftime (xplozv)
- Special thanks to bruddog, buck, and pambazos (zone read plays) for helping me understand play-making, and to tecmobowl.org.



WHAT DOES EACH TEAM'S "SALARY CAP" MEAN?

The **SALARY CAP** section at the top right of each team profile is what the Reno Tecmo League uses for its fantasy draft, and it's derived from the combined talent level (total # of attribute points) of the team's offensive line and defense. For more details, you can go to our "Record Book" page at renotecmoleague.weebly.com. TSBSupreme is used to edit rosters but, if you do this, the game might experience a glitch after editing, and that glitch is rooted in the moving grapples hack. Check the thread where you downloaded this game to get the fix.

SEASON OUTLOOK	
GRADE CALIBER	TEAMS
A	SUPER BOWL FAVORITES Seahawks, Cowboys, Panthers, Patriots
B	SUPER BOWL CONTENDERS Falcons, Eagles, Steelers, Titans, Dolphins, Broncos, Raiders
C	PLAYOFF CONTENDERS Redskins, Packers, Bucs, Bengals, Giants, Lions, Cardinals, Jaguars, Chiefs, Chargers, Vikings, Browns, Bears
D	PLAYOFF LONGSHOTS Rams, Bills, Texans, Ravens, Saints, Colts
F	HOPELESS 49ers, Jets

POSSIBLY UNDERRATED...after looking at the alternate, *weighted* power ratings, the **Eagles**, as one of the most well balanced teams in the league from top to bottom, could actually be a Super Bowl favorite. Believe it or not, the young **Jaguars** have the run game and emerging defense to compete and if the QB improves, they could become the Super Bowl contender they're projected to be in the other ratings. **POSSIBLY OVERRATED...**in the other ratings, the **Falcons** are just a half-step above a "C" team due to an unpredictable defense, and the **Bengals** and are also considered just a playoff longshot behind a weak o-line. The **Cardinals** have a headliner in David Johnson, but the front 7 of their defense is relatively soft. **HARD LUCK...**the **Redskins** are predicted to miss the playoffs despite fielding a quality team this year. The competitive NFC East may prove to be too much for them. **GOOD LUCK...**the **Packers** have a high flying pass attack but the aging defense makes them pretty underwhelming this year. Luckily, so are the rest of the teams in the NFC North, so they get the nod as a projected playoff team for winning their division. **DON'T SLEEP ON...**the **Browns**. That's right, the Browns. They had a great draft, adding a dynamic QB and key pieces to the defense so a wild card berth is not outside the realm of possibility. **OFFENSIVE MVP CANDIDATES...**Tom Brady, Cam Newton, Leveon Bell, Julio Jones. **DEFENSIVE MVP CANDIDATES...**Aaron Donald, Luke Keuchly, Kam Chancellor.

DIVISION FAVORITES:

- A** East: Patriots
- A** North: Steelers
- A** South: Titans
- A** West: Broncos
- A** wc#1: Dolphins
- A** wc#2: Raiders
- N** East: Cowboys
- N** North: Packers
- N** South: Panthers
- N** West: Seahawks
- N** wc#1: Falcons
- N** wc#2: Eagles

NOTE: Team grades don't necessarily reflect the outlook of the actual NFL football teams, but rather their overall talent level in this video game. For instance, a major reason that the Patriots are great is because Tom Brady might be the best decision-maker in the NFL, but that skill is moot here because decision-making is handled by the person or machine in control of Brady at the time. In other cases though (like with players such as Jadeveon Clowney who was crazy fast at the combine), combine "freaks" won't be crazy fast in this game if they've not yet proven to be "fast on the field" in the NFL.

