**HIDDEN/UNUSED**

1. There is a way to enable slow motion and pause in the game by pressing down on the control pad 7 times before pressing start at the title screen. Holding select+A (pauses).

Holding select + B (slow-motion). These aren’t toggles. The buttons need to remain held.

<https://www.youtube.com/watch?v=YlGQebQ5h-Y&ab_channel=bruddog>

1. There are two penalty cutscreens that are not implemented in the game for OFFSIDES and FALSE START.

**Cut screens**:

[https://www.youtube.com/watch?v=y4iEaHDEp54&ab\_channel=TecmoSuperBowl](https://www.youtube.com/watch?v=y4iEaHDEp54&ab_channel=TecmoSuperBowl%20)

**Ref Animation**:

<https://www.youtube.com/watch?v=YPIw2hI4sl8&ab_channel=TecmoBowlers>

1. There is sound test menu that can be accessed by holding B+Left at the title screen
2. There is an extra solo section for the introductory song that is not used
3. There are various partially completed screens for various in game yardage achievements
4. There are some player “tumble animations” that are not used
5. There is a crude routine in BANK 27 for viewing ALL of the in game player statistics
6. There is a crude routine in BANK 27 for viewing the current play distance
7. There are tiny pieces of dmc sounds samples that aren’t used.
8. There are high level hooks for a tipped pass to be caught or intercepted but they aren’t fully developed.

**GAMEPLAY BUGS**

1. **PLAYER 2 CONDITION BUG** : When you go to check your player’s rating from the player 2 side they will be incorrect. The condition text (BAD, AVERAGE, GOOD, EXCELLENT) is correct but the ratings will sometimes be incorrect since it as actually using player 1’s player condition state.
2. **PASS OVERTHROW BUG**: When a QB overthrows a WR and the WR is not determined to be close enough to the ball (1.5 yards) the game does not use the Defensive players interception rating but instead uses the current script command they are running. This leads to many balls just bouncing off defenders with high interception ratings or alternatively high pass control QB’s getting intercepted by low interception rating DB’s
3. **DEEP PASS DEFENSE**: Due to a game design issue, the game checks what players can potentially impact a pass when the ball is ¼ of the way to its final destination. The defenders must be within 32 yards of the final ball location when the ball is ¼ of the way. IF not, they will have no impact on the outcome of the pass. This makes defense vs very deep 70-80 + yard passes difficult to defend vs slower passing speed QB’s and fast maximum speed WR’s. The game will consider the defenders “locked” into the play. They may appear to be because they are still running the stay close to WR script or move towards the endzone but they in fact have no outcome.
4. **AVOID PASS BLOCK BUG**: If a pass block attempt goes to a cutscene, the QB’s avoid pass block value is not used correctly because the QB’s skill value gets overwritten. Instead if there is a cutscene all QB’s end up getting 50 avoid pass block.
5. **AVOID KICK BLOCK BUG:** All kickers end up using the worst avoid kick block value since the game reads the wrong location for the save kicker skill value. So all kickers effectively have an avoid kick block of 6
6. **ONSIDES KICKS:** Player 1 has a large advantage in recovering onsides kicks due to the ball traveling one less yard on an empty bar. See the onsides kicks data in the DOCS folder
7. **LOST STATS ON FUMBLE IN ENDZONE**: If you fumble in the endzone, after a TD, the game takes away the players stats.
8. **TIPPED PASS SAFETY:** A passblocked out of the back of the endzone results in a safety
9. **SIM TE TARGET :** There is a bug with the simulation mode (SKP vs SKP) that results in the TE hardly ever or never getting targeted.
10. **SIM PR:** The game uses the teams KR value instead of the punt return value for simulated punt returns.
11. **SCHEDULE:** Teams have wildy different number of home and away games