



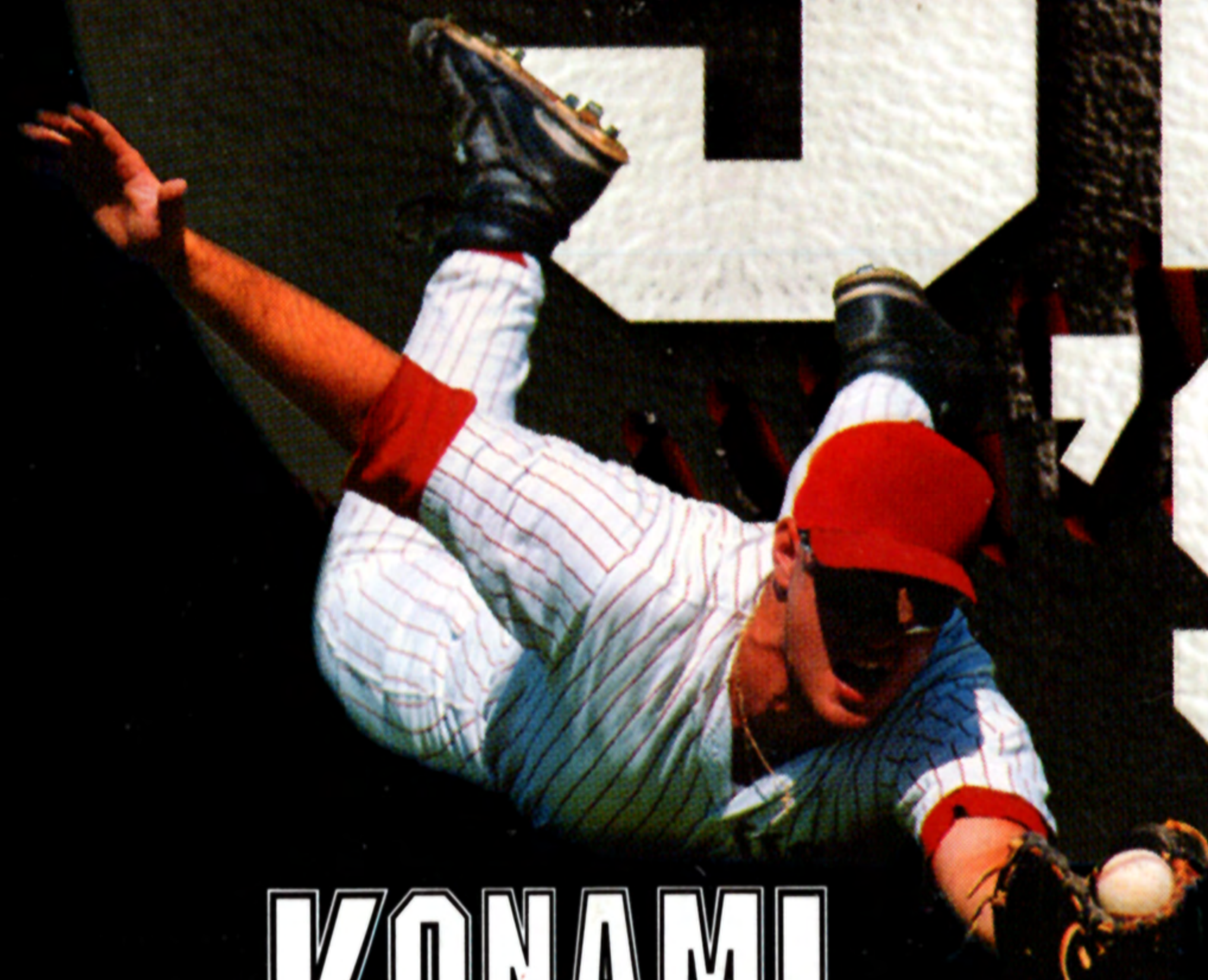
NTSC U/C

PlayStation™



MLB
PLAYERS
CHOICE™

BOTTOM OF THE BATHTH '97™



SLUS-00296

KONAMI
XXL
SPORTS SERIES™



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

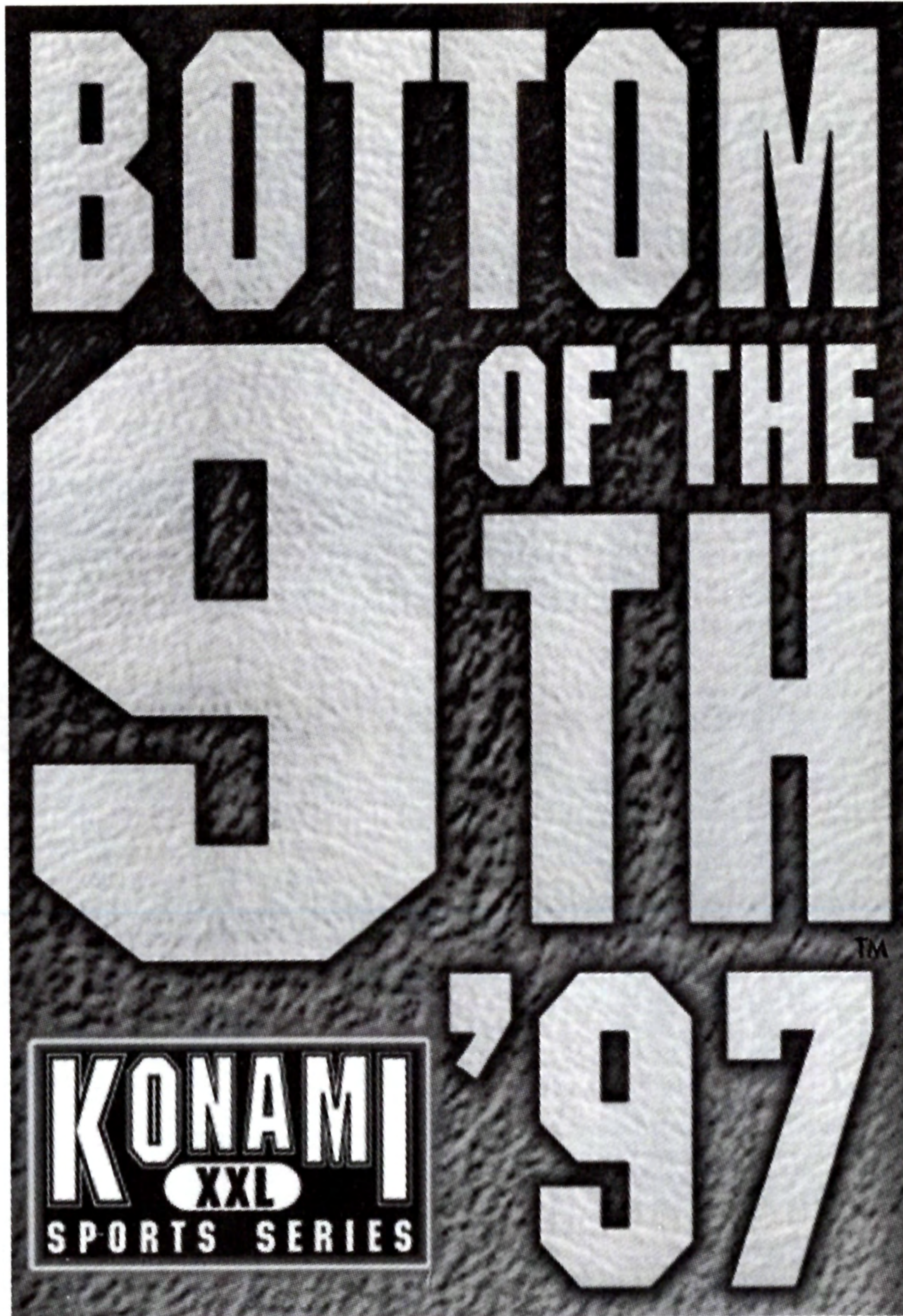
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
 - Do not bend it, crush it or submerge it in liquids
 - Do not leave it in direct sunlight or near a radiator or other source of heat.
 - Be sure to take an occasional rest break during extended play.
 - Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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BOTTOM OF THE 9TH '97

CONSOLE

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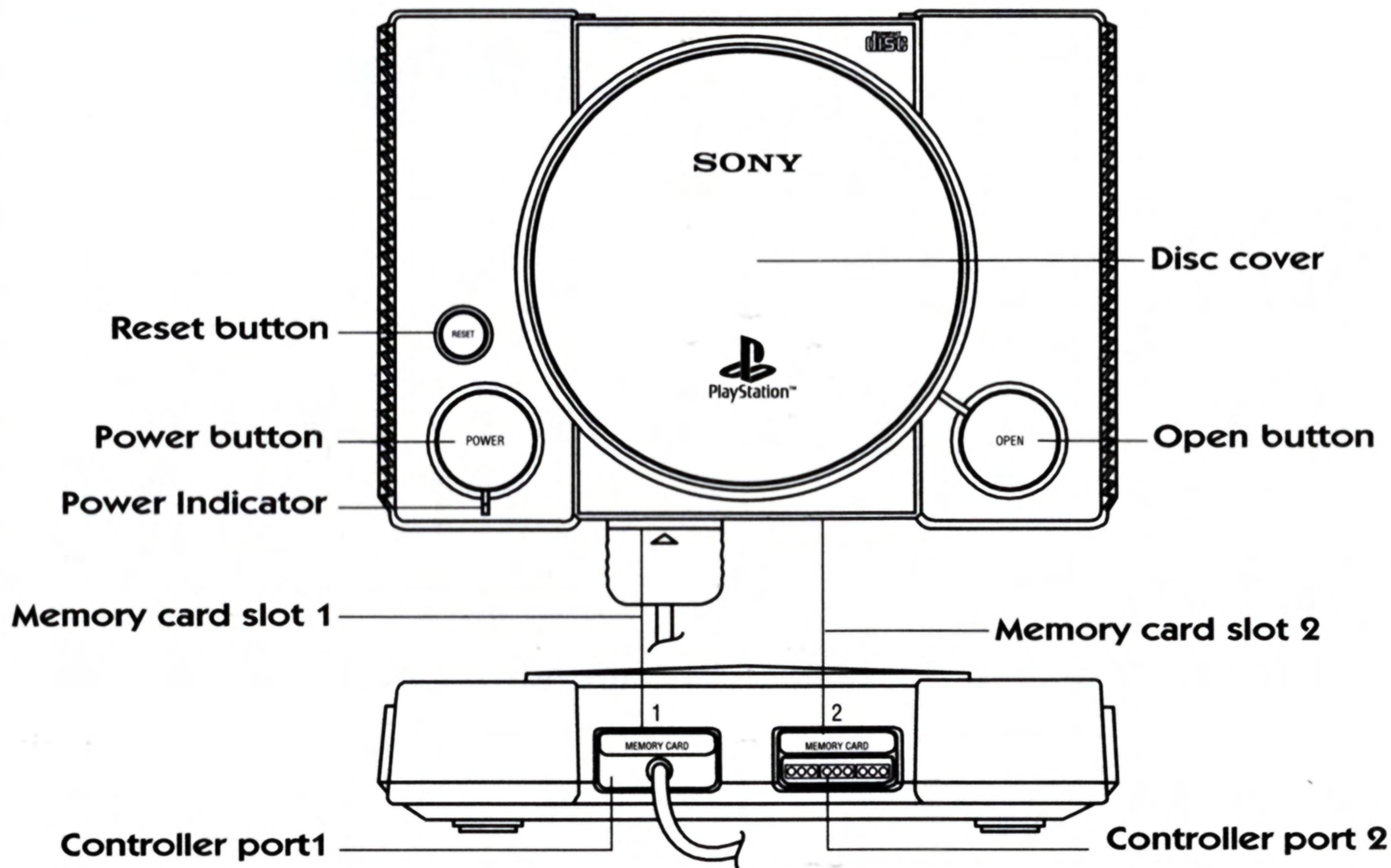


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the **BOTTOM OF THE 9TH™ '97** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's **BOTTOM OF THE 9TH™ '97**. Before playing, please read this manual carefully to ensure correct use.

Console

Top view and front view



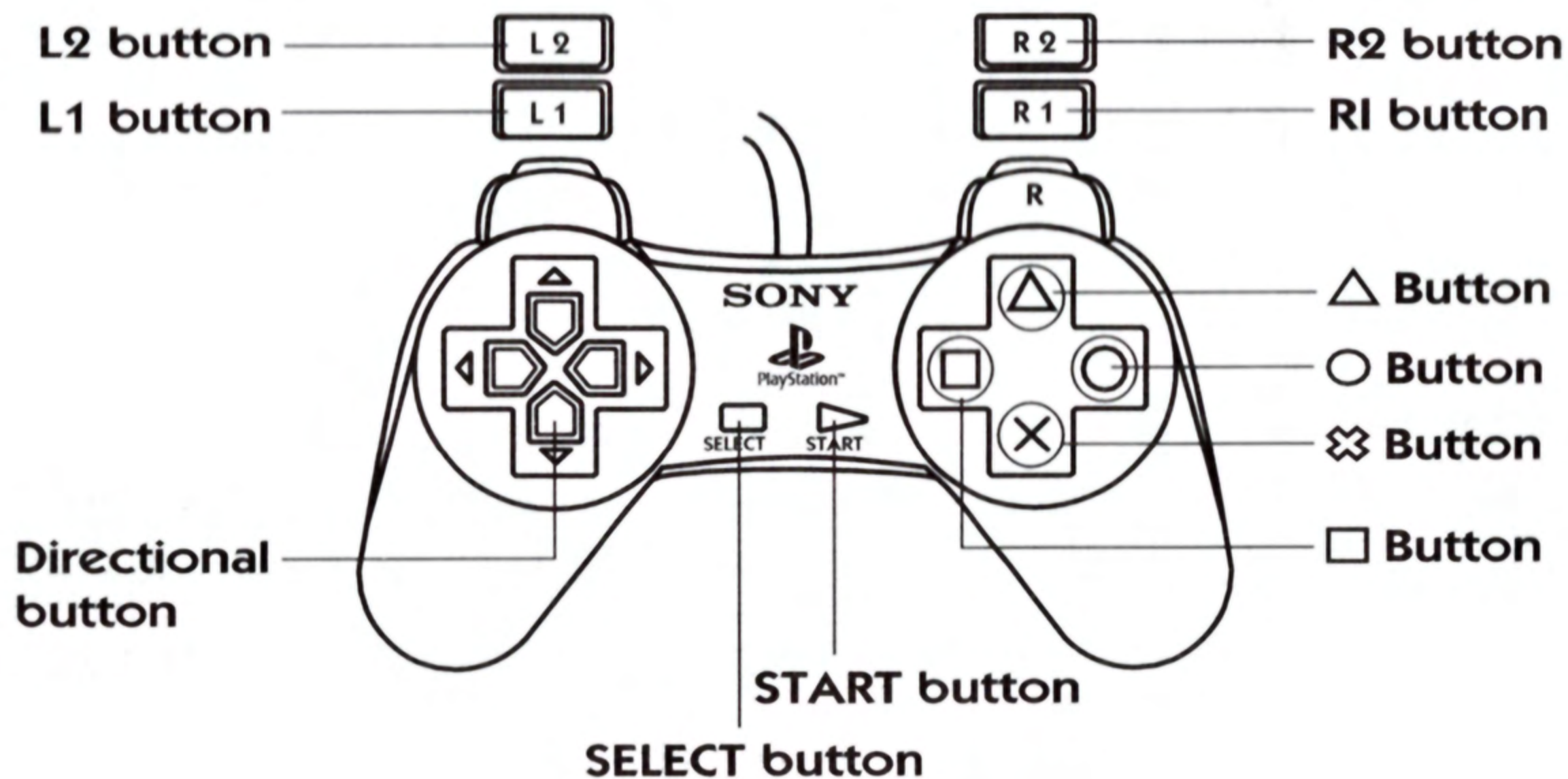
Controller

Top view

USING CONTROLLER IN THE SELECT MODES

- **Directional buttons:** Move the cursor.
- **X button:** Set your choice and proceed; change the selected item to another.
- **O button:** To cancel a selection and return to the previous procedure. (Once you have started playing the actual ball game, you can't return to the previous selection screens.)
- **△ button:** To cancel a selection and return to the previous screen.

For gameplay controller information, see pages 6-9.



**BOTTOM
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CONTROLLER

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**BOTTOM
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**GENERAL
CONTROLLER
OPERATION**

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GENERAL CONTROLLER OPERATION

Batting

The batting cursor shows the area in which you can hit the ball. The size of the cursor is determined by a batter's contact ability. This is determined by assigned ratings based on real-life performance. After the pitcher throws the ball, a plus-sign (+) comes up to indicate the location of the ball. In order to hit the ball at the sweet spot, you need to line up the cursor's "X" and the ball's "+" and press the "swing" button at the precise moment. If you hit the ball off the sweet spot, you will achieve a more solid hit. For example, if you hit the ball with the "+" above the cursor, the ball is popped up. If you hit the ball with the "+" below the cursor, then you'll hit a ground ball, and so on. The timing of the hit also affects where the ball will travel. There are 2 types of swings to choose from: contact swing (default) and power swing. You can change these types by pressing the L1 or L2 button. If you use a power swing, the size of the batting cursor is reduced and it's a little harder to hit the ball, but when you do, the ball will travel faster and further. If the batter is a switch hitter you can choose to bat left- or right-handed, regardless of the pitcher's throwing arm. You can switch when you call time.

Pitching

First, press the Directional buttons to choose the type of pitch you want to throw. If you select a pitch that the pitcher can't throw, he will shake you off. If you don't press any direction,



the pitcher will throw a change-up. After you select a pitch, press the X button to start pitching. While the pitcher is in his pitching motion, use the Directional buttons to move the catcher's mitt to where you want to throw. After the pitcher releases the ball, you can't change the location. The break of the pitch is determined by the type of pitch selected.

Fielding

The fielder you control is the one with the ▽ mark above him. The other fielders move independently. The outfielder who is out of sight (off screen) is marked at the edge of the screen with the letter R (right fielder), C (center fielder) or L (left fielder).

Defense

While pitching, you can adjust your defense by pressing the L1, L2, R1 or R2 button.

Choose from four options:

- DEF. IN to bring the defense in toward the batter
- DEF. OUT to prepare for the big sluggers
- CORNERS IN if you anticipate a bunt.
- STANDARD POSITION

SOFT RESET

Hold down the SELECT and START buttons for 2 seconds to reset the game. You will be returned to the title sequence. Press start button to call a time out. Select "QUIT" and press ✕ button, then select Yes and press ✕ button to execute.

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SOFT RESET

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BOTTOM OF THE 9TH '97

CONTROLLER LAYOUT • BATTING •

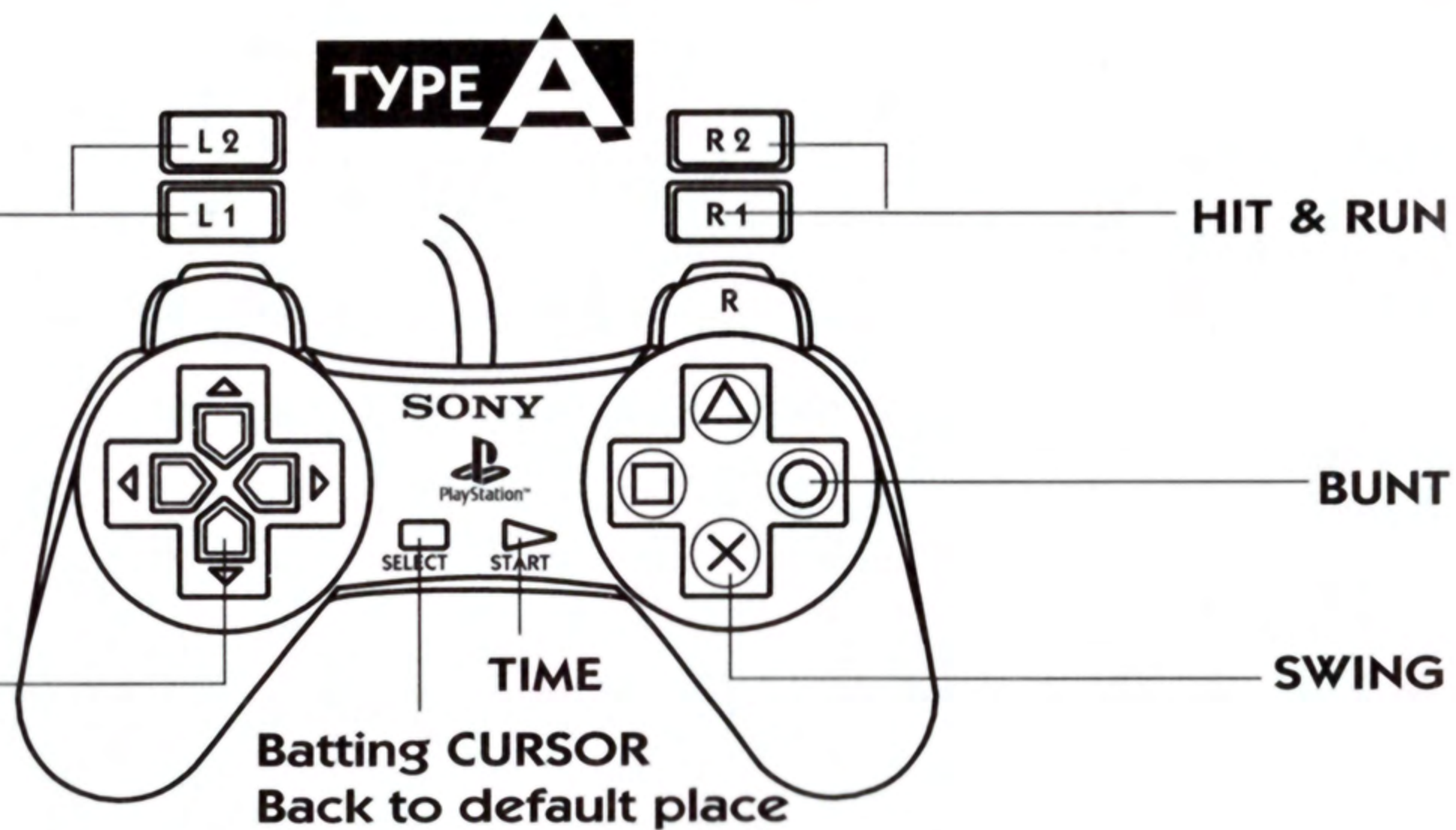
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TYPE A

Change the type of swing CONTACT or POWER

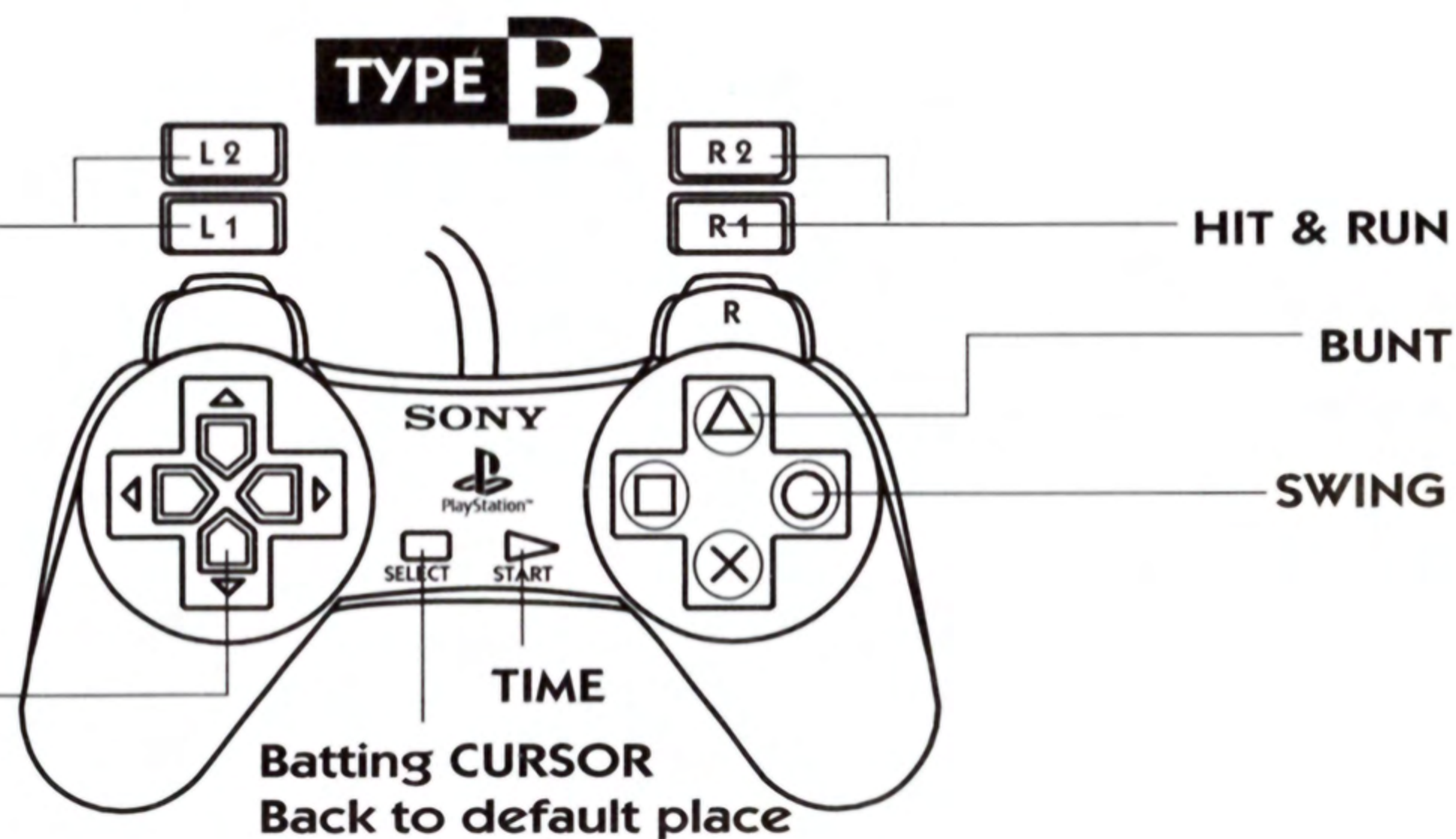
Move the Batting CURSOR



TYPE B

Change the type of swing CONTACT or POWER

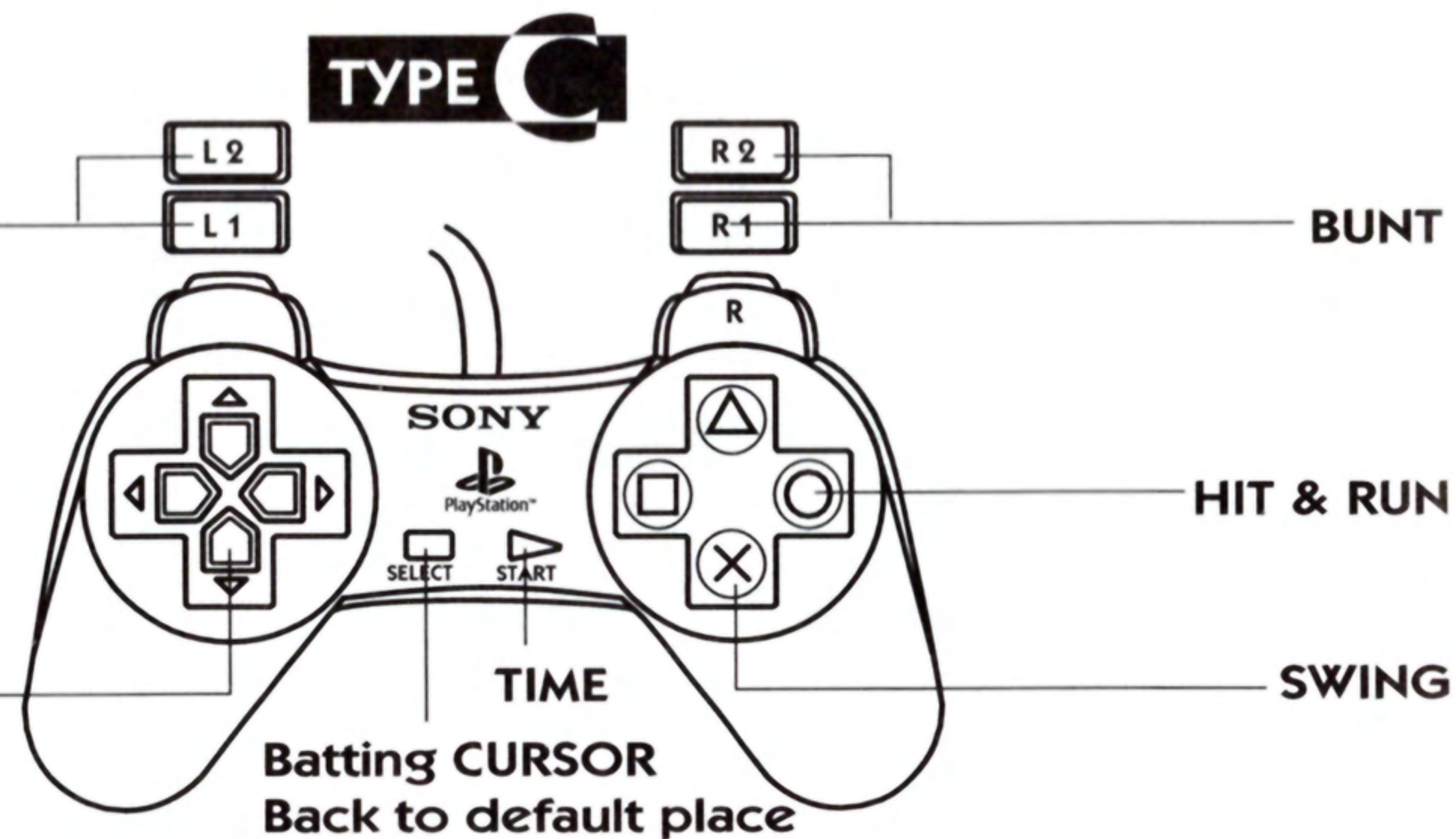
Move the Batting CURSOR



TYPE C

Change the type of swing CONTACT or POWER

Move the Batting CURSOR



TYPE A

Throw to CUT-OFF man

Holding down the button to make the selected fielder fixed

Move to the selected fielder

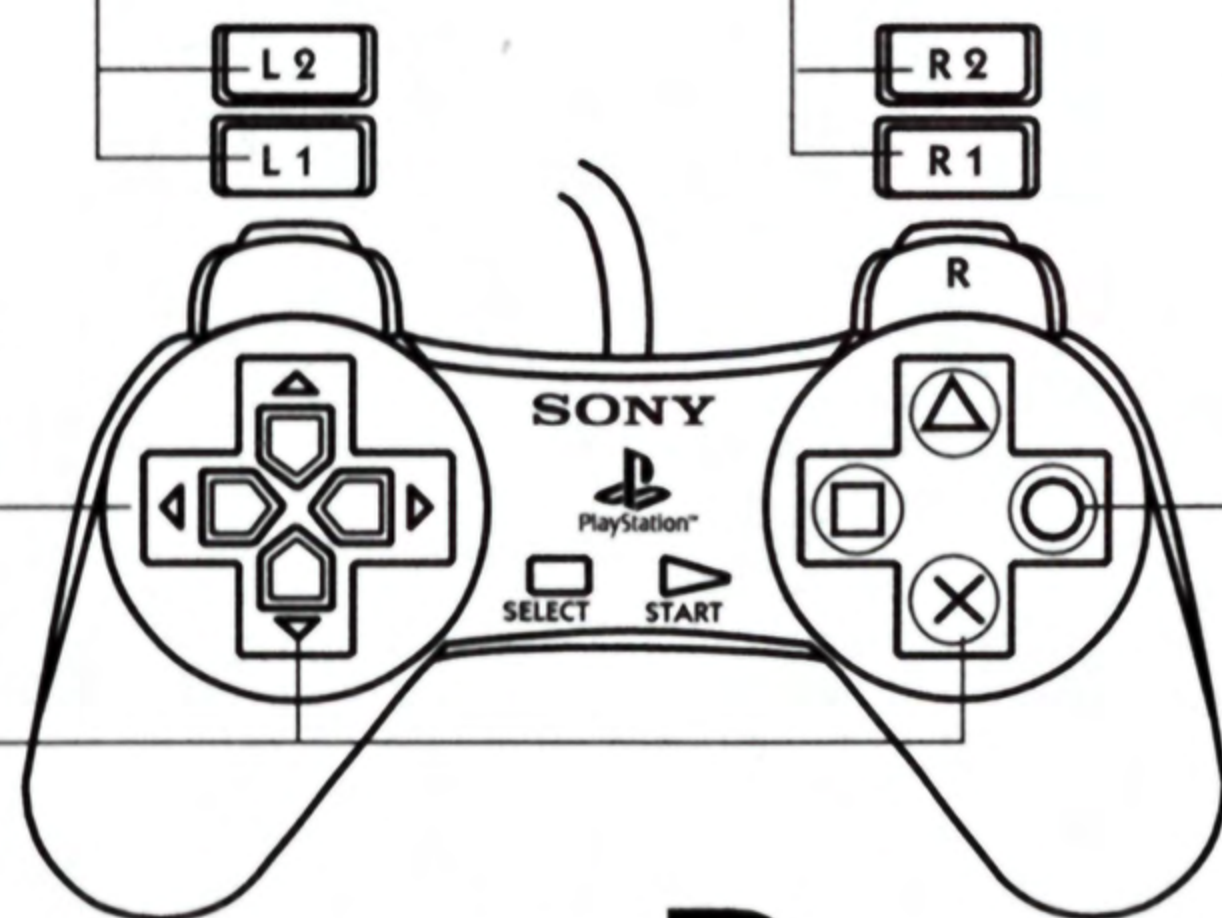
Vertical Leap

X or O or □ or △

Diving Catch

X or O or □ or △

* With Directional button



All runners STOP

Press △ + O

Press □ + X

Batter's View

1st | O

2nd | △

3rd | □

PITCH | X

Pitcher's View

1st | □

2nd | X

3rd | O

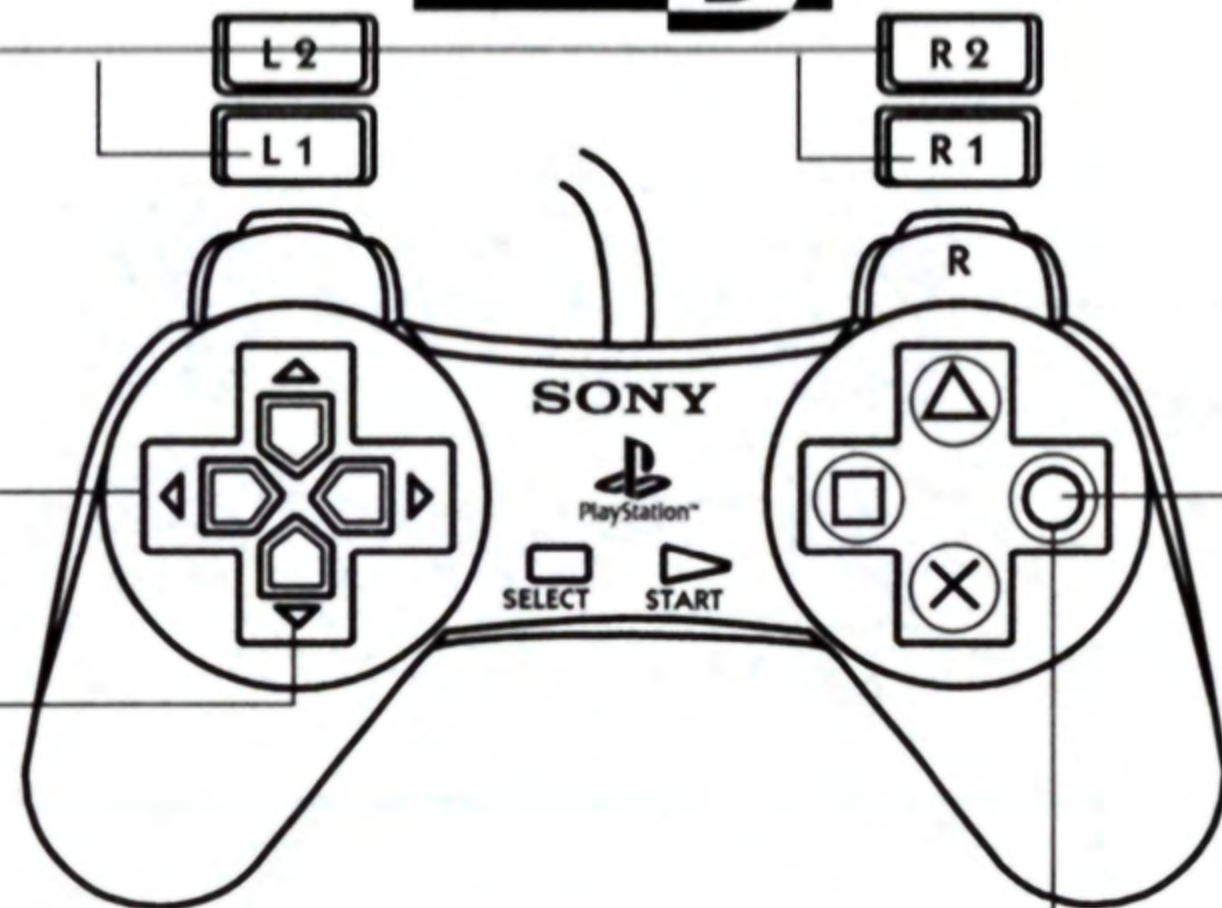
PITCH | △

TYPE B

Throw to CUT-OFF man

Holding down the button to make the selected fielder fixed

Move to the selected fielder



THROW to the selected base

Select the base (Batter's View)

2nd

3rd | 1st

Home

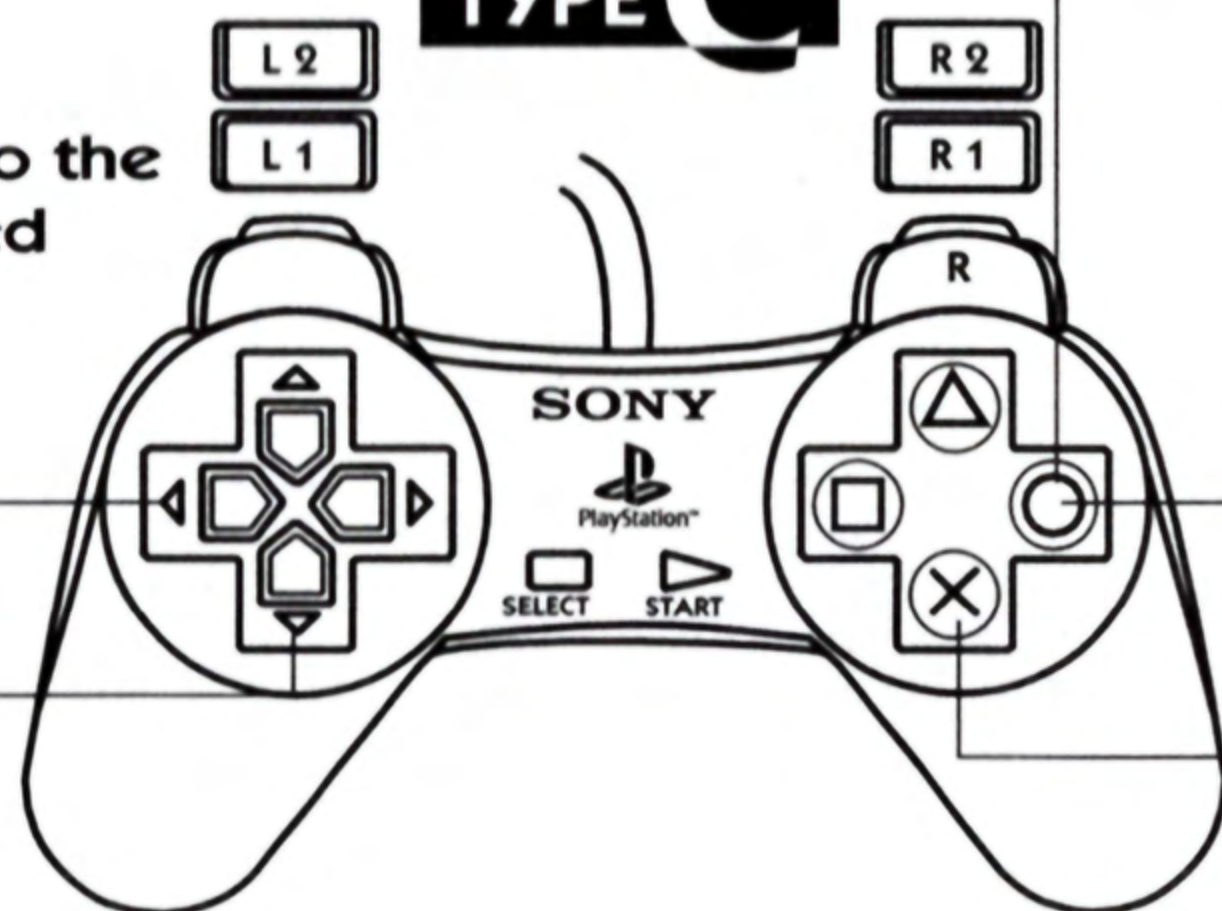
Select the base (Pitcher's View)

Home

1st | 3rd

2nd

Move to the selected fielder



Vertical Leap

O with Directional button

Diving Catch

O with Directional button

THROW to the selected base

Throw to CUT-OFF man

Holding down the button to make the selected fielder fixed

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CONTROLLER LAYOUT • FIELDING •

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BOTTOM OF THE 9TH '97

CONTROLLER LAYOUT • PITCHING •

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TYPE A

Change the defensive formation

DEFENSE OUT — L2

DEFENSE IN — L1

Defensive formation

Back to default

R2

R1

CORNERS IN

Move to the catcher's mitt for the location of the

Select the type of Pitch

Fastball

slide

Curve

Sinker

Fork

SONY PlayStation

SELECT START

TIME

Batter's View

1st	○
2nd	△
3rd	□
PITCH	×

Pitcher's View

1st	□
2nd	×
3rd	○
PITCH	△

TYPE B

Change the defensive formation

DEFENSE OUT — L2

DEFENSE IN — L1

Defensive formation

Back to default

R2

R1

CORNERS IN

Move to the catcher's mitt for the location of the pitch

Select the base (Batter's View)

2nd

3rd

1st

Home

Select the base (Pitcher's View)

Home

1st

3rd

2nd

SONY PlayStation

SELECT START

TIME

THROW to the selected base

TYPE C

Change the defensive formation

DEFENSE OUT — L2

DEFENSE IN — L1

Defensive formation

Back to default

R2

R1

CORNERS IN

SONY PlayStation

SELECT START

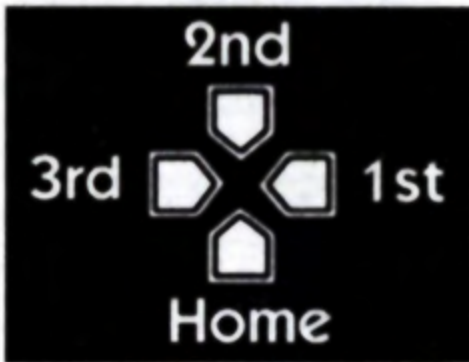
TIME

THROW to the selected base

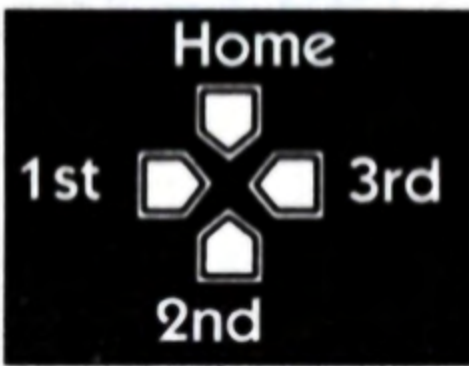
PITCH

Press repeatedly to
RUN FASTER

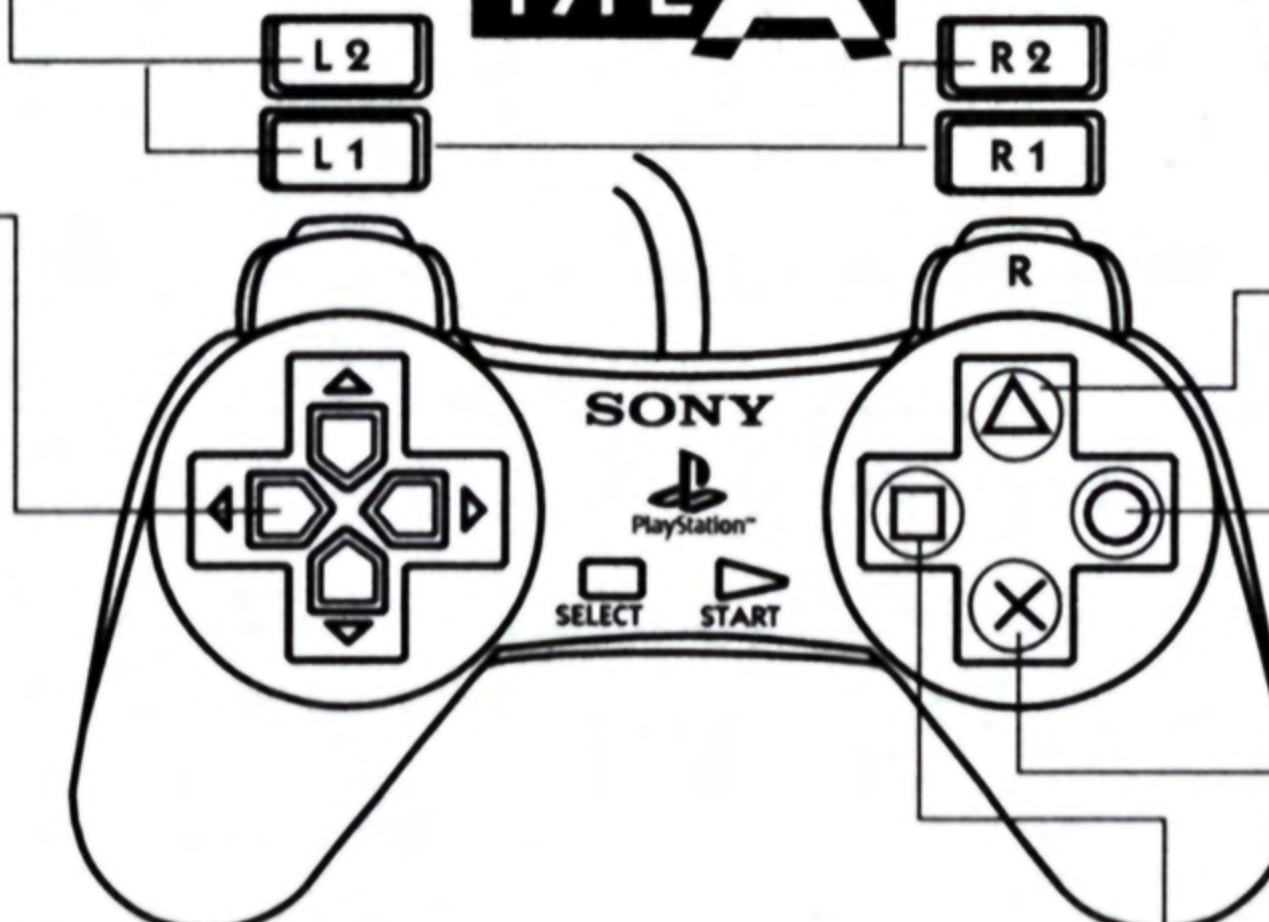
Select the base
(Batter's View)



Select the base
(Pitcher's View)



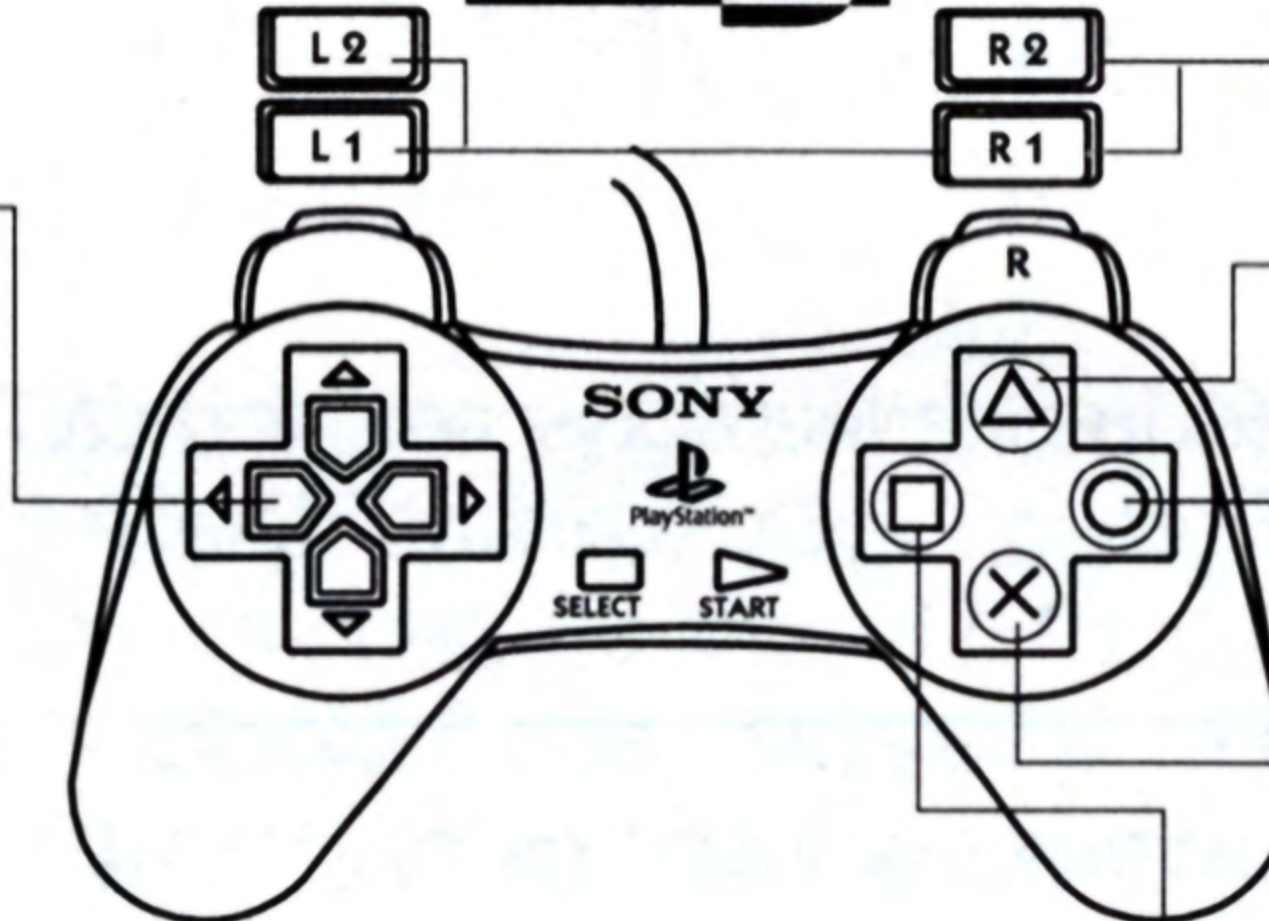
TYPE A



All runners STOP
Press $\triangle + \bigcirc$
Press $\square + \times$

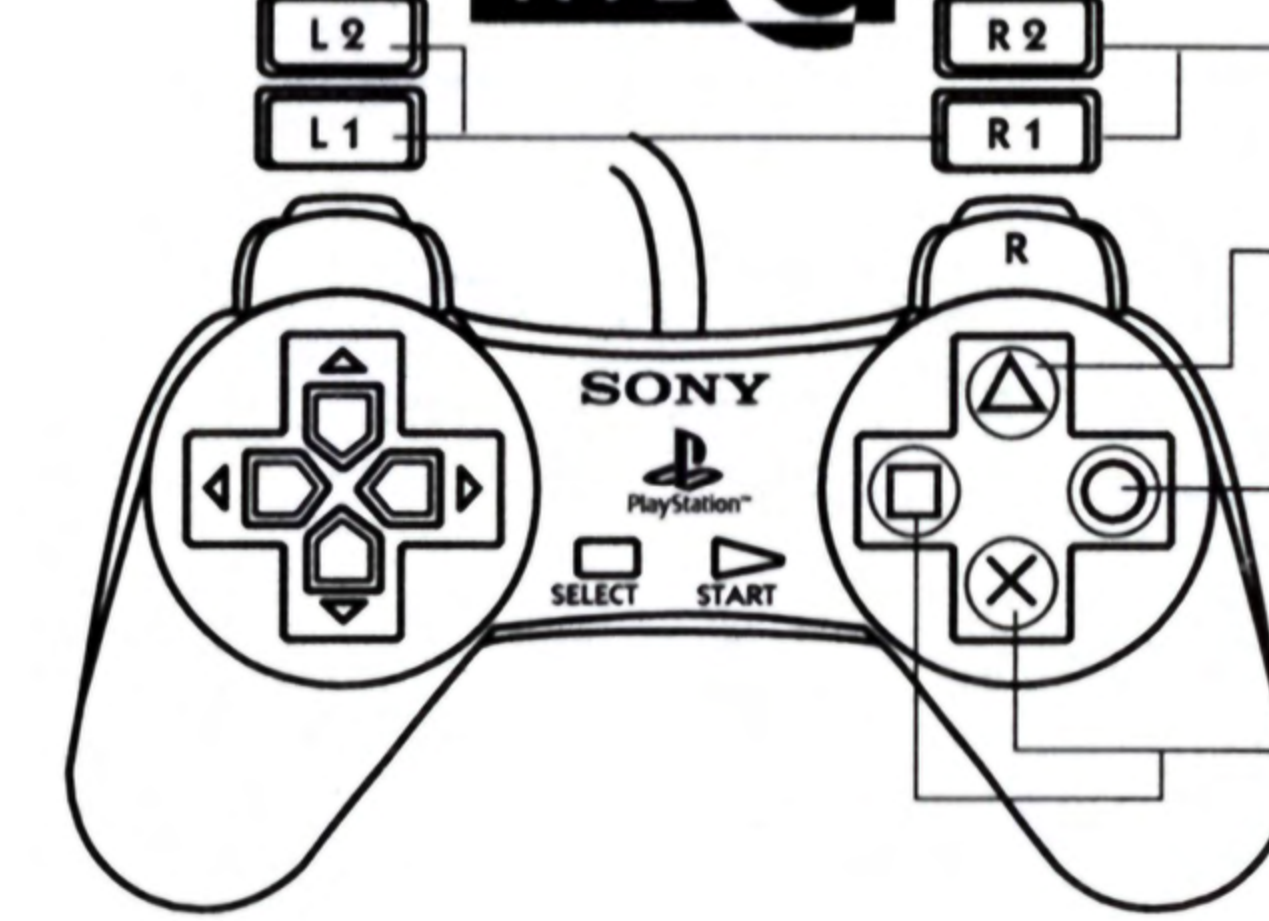
- All runners ADVANCE 1 base
- All runners RETURN to the previous base
- One runner RETURNS to the selected base
- One runner ADVANCES to the selected base.

TYPE B



- Press repeatedly to RUN FASTER
- All runners RETURN to the previous base
- One runner RETURNS to the selected base
- One runner ADVANCES to the selected base
- One runner ADVANCES 1 base

TYPE C



- Press repeatedly to RUN FASTER
- All runners ADVANCE 1 base
- One runner RETURNS to the previous base
- All runners stop

BOTTOM OF THE 9TH '97

CONTROLLER LAYOUT • RUNNING •





FATIGUE FACTORS

If your pitcher is getting tired after a lot of pitching, his chances of throwing a wild pitch increase. If the pitcher appears to be breathing heavily on the mound, he's probably ready to come out of the game. Also, if a pitcher gives up a lot of hits or home runs, he will get flustered. You can tell by looking at the health barometer, the green bar, beside his name plate. If it is blinking, then your man is getting "rocked." There is a good chance of him throwing a wild pitch or committing an error. In order to get out of this temporary panic, you need to get an "out" immediately, or else you might as well change the pitcher.

MEMORY CARD

(Memory cards are sold separately.)

There are 15 blocks in one Memory card. You can save your **BOTTOM OF THE 9TH™ '97** season data, scenario data, trade data and option data if you have at least 5 blocks open on a memory card. The size (blocks) of this game is variable. (Min. 5 blocks ~ Max.14 blocks)

☛ Warning: Don't remove or insert memory card during a save, load or delete operation.

RULES

The rules in this baseball game are basically the same as the rules in the big leagues, but there are some differences, plus we've given you the option to change a few rules.

Slaughter rule: (Default is off.) At the end of any inning, if one team is leading the other team by a certain number of runs the game is called. You can set the number of runs for the slaughter rule from 1 to 10.

GAME MODES

1P VS COM	An exhibition game which you play against the computer.
1P VS 2P	An exhibition game which two people can play. (two controllers are needed)
SPECTATOR	An exhibition game in which you can watch two computer-controlled teams play.
TRAINING	Use this mode to polish your skills. This training camp includes batting, pitching, running, fielding, and an offensive and defensive scrimmage.
SCENARIO	In scenario mode the player is immersed, midgame, in a variety of interesting situations.
SEASON	(Regular, Play Offs, World Championship): Play a season using 0-14 teams (in either the APOLLO or NEPTUNE league).
STATISTICS	View the stats of the league which you are playing in season mode. Note: You must have previously saved a game(s) in order to use this option.
TRADE	Take the GM's role in this mode. You can trade the players and try to assemble the team of the decade!
OPTION	You can change various settings, such as: sound; controller type.

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**GAME MODE
EXHIBITION**

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GAME MODE
EXHIBITION

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1P VS COM; 1P VS 2P; & SPECTATOR Setting up controller

Running (Auto/Semi Auto/Manual)	If Auto is selected, everything is done automatically. If Semi Auto is selected, the runners start running when the batter hits the ball. (If the batter pops up, the runner(s) will return automatically.) You must control the lead runner.
Fielding (Auto/Semi Auto/Manual)	If Auto is selected, everything is done automatically. If Semi Auto is selected, the fielder chases and catches the ball automatically. You must throw to the bases.
Batting (Auto/Manual)	If Auto is selected, batters swing automatically.
Cursor (Lock On/Manual)	If Auto is selected, the batting cursor will lock onto the ball automatically. You must swing the bat manually.
Pitching (Auto/Manual)	If Auto is selected, pitchers throw automatically.
Manager (Auto/Manual)	If Auto is selected, substitutions are done automatically.

Select team

Pick a team. If you want to customize a team with all of your favorite players, go to TRADE. There you can trade players or load customized teams from your memory card.

Select home/away and DH on/off

Select which team is home or away. The away team bats first.

Select stadium

Choose a stadium at which to play.

The conditions at each stadium such as the field dimensions, wind, and playing surface are all different.

- Red = starting pitcher
- Pink = relief pitcher
- Blue = catcher
- Yellow = infielder
- Green = outfielder
- Half yellow/green = utility fielder.

POWER icon



About fielders

The item RUN means how fast the player can run, and ARM means how far the player can throw a ball. The rating A is best and E is poor.

The icon with the mark

- [X] indicates that players batting cursor. (See: Using The Controller page)
- The rating A is largest (best) and E is smallest (poor).

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GAME MODE
EXHIBITION

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Configuration

Select the settings that you prefer: number of innings; wind on or off; errors on or off; slaughter rule on or off; and day game or night game. The difficulty levels are: minor (easiest), rookie (normal), veteran (difficult), and all-star (most difficult).

Set the Starting lineup

The away team can adjust his/her starting lineup first. Use the direction buttons to move the cursor and select items. Press the X button to proceed, press the O button to cancel or go back to the previous screen.

To change the order

Move the cursor to the name of the player you want to replace, press the X button to highlight that player (or the O button to cancel). Move the cursor to the name of the new player and press the X button again to swap them.

Player status

The POW icon indicates the physical status of a player. The more green, the greater his vitality. If it's half green and half blue, that means he's in ordinary condition. If the POW icon is solid green, he's in the best condition. If the green bar is almost empty, that means he's in a slump. The color behind a player's name indicates the position(s) he can play. (Yellow-Infielder; Green-Out fielder; Yellow/Green-Utility fielder; Blue-Catcher; Red-Starting pitcher and Pink-Relief pitcher.)

About pitchers

The item **SPEED** means the maximum speed of a pitch that the pitcher can throw. The illustration of the 5-directional gauge shows what kind of pitches that pitcher can throw, and the fullness of the arrows indicates how much the pitch will break.

Play ball!

If you are satisfied with the order, move the cursor to **OK** and press the **X** button to proceed to the next screen. You can use the **(COM)**'s lineup in 1P exhibition games if you like. Otherwise, **Player 2** can set his/her starting lineup. When both lineups are finished, move the cursor on the item **PLAY BALL** and press the **X** button to start the game.

TRAINING

There are six types of training: batting; pitching; running; fielding; total offense; and total defense. Total training is the same as a real game, except you don't change sides after 3 outs. Use the directional button to select the team and the player you want to use. In batting training, you can choose the kind of pitching you practice against by selecting the **L1** or **R1** button which selects the type of pitches: fastball only; change-up only; curve only; slider only; forkball only; sinker only; screwball only; knuckle only; random; standard (which is 4 balls of each kind of pitch, one after another) and **2P** controlled. If you select **2p**, ctrl the control pad in Port 2 must be used to throw the pitch. When you want to quit training, press the start button to return to the training select screen.

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**GAME MODE
• TRAINING •**

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BOTTOM OF THE 9TH '97

GAME MODE
•SCENARIO•

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SCENARIO

A player can start playing at the specific inning and count of the game. With the scenario mode, star players are put into dramatic and critical moments of the baseball game. For example, the score is tied, bases are loaded, two outs and a full count, with Greg Maddux pitching and Sammy Sosa at bat.

There are 20 scenarios. The difficulty Level is indicated by the amount of balls; 1 ball (Easiest)~5 ball (Most Difficult)

1. **DEADLY MARATHON**
2. **COUNTERATTACK**
3. **BOTTOM OF THE 9TH**
4. **GETAWAY**
5. **CLASH OF THE GIANTS**
6. **MIRACLE**
7. **BIRTH OF A NEW STAR**
8. **THE MENACE**
9. **THE SPARKS WILL FLY**
10. **THE WINDIEST GAME EVER**
11. **HOMERUN CARRIER**
12. **THE HEATWAVE**
13. **THE STARBURST**
14. **GOLDEN ARM**

15. **2500th GAME**
16. **THE MANAGER'S LAMENT**
(You are the manager.)
17. **THE LAST LINE OF DEFENSE**
(You are the manager.)
18. **THE PERFECT GAME**
19. **TURNING POINT**
20. **THE SAVIOR VS. THE SLUGGER**

SEASON

You can play a full season using 0-14 teams. There are no rainouts, so all games are played following the schedule. You can trade players before the beginning of the season to match the moves made by the big leagues, or create your own "dream team." If you play a season using 2 or more teams, and two of your teams face each other, you will have to play as a two-player game.

☛ **NOTE:** Once you have started a season, you can't make any more trades.

Select one of these to start:

Start new: Start from the beginning.

Remember: You cannot backup (save) the data without a memory card. Saving data from Season Mode requires at least 5 blocks of memory. (See memory card, page)

Otherwise when you turn off the power switch or reset the system, all the data will be erased.

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**GAME MODE
• SEASON •**

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BOTTOM OF THE 9TH '97

GAME MODE
• STATISTICS •

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Select the settings that you prefer and proceed. Once you have started the game, you cannot change these settings in the middle of the season.

Continue: If you have previously saved a season to a memory card, plug it into the memory card slot and press the X button to proceed to the next screen.

Delete: If you have a Memory Card with the Season Mode data which you want to delete, press the X button to proceed to the next screen.

Once you delete the data you cannot restore it, so consider carefully before executing this command!

Regular Season

"AUTO COM" will simulate all computer VS computer games without watching a whole game. (only the final score will be displayed.)

STATISTICS

The statistics in the Exhibition modes (1P, 2P VS, Spectator) are the real stats of the Major League players, but in Season mode, the stats are the ones you have accumulated during the season. Use the direction button and buttons to check the statistics. If you start playing in playoff or World Championship modes, 1996 player's season statistics are displayed.

OPTIONS

Sound	Stereo/Mono
Voice	Play-by-play/Umpire/Both (Play by play and Umpire)
Volume (Auto/Manual)	You can change the volume of the sound effects and BGM (background music) automatically.
Controller Type A/Type B/Type C	Type A is recommended for this game.

TRADE

You are the general manager in this mode. You can control the blockbuster trades! You can only trade fielders with fielders, and pitchers with pitchers.

Trade (using default roster)	Trade players using the default roster.
Trade (using current roster)	Trade players using the current roster.

Remember — You cannot backup (save) the data without a memory card. Saving data from the General Manager mode Requires at least 5 blocks of memory. (See memory card, page 11).

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**GAME MODE
• OPTIONS •
• TRADE •**

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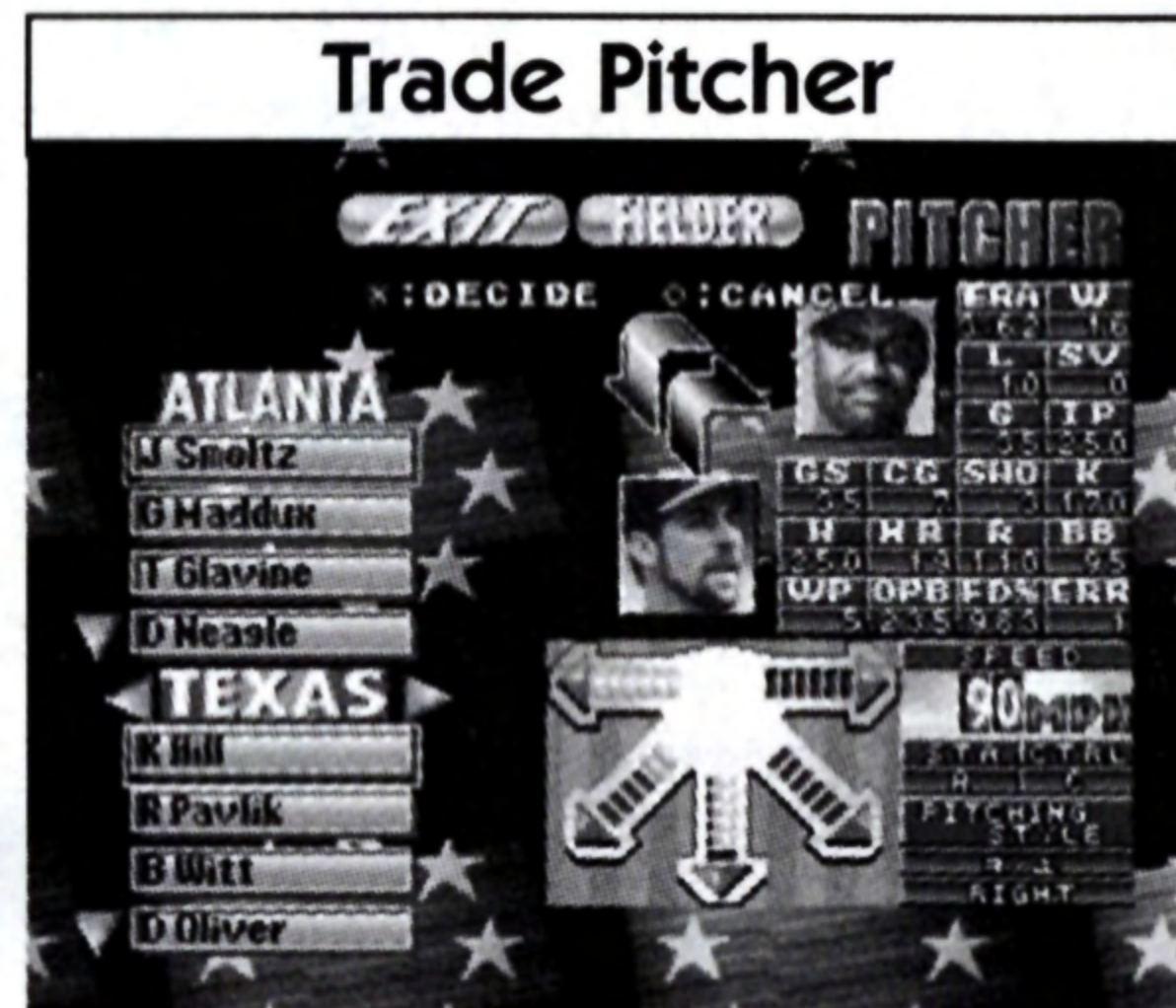
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VIEWPOINT

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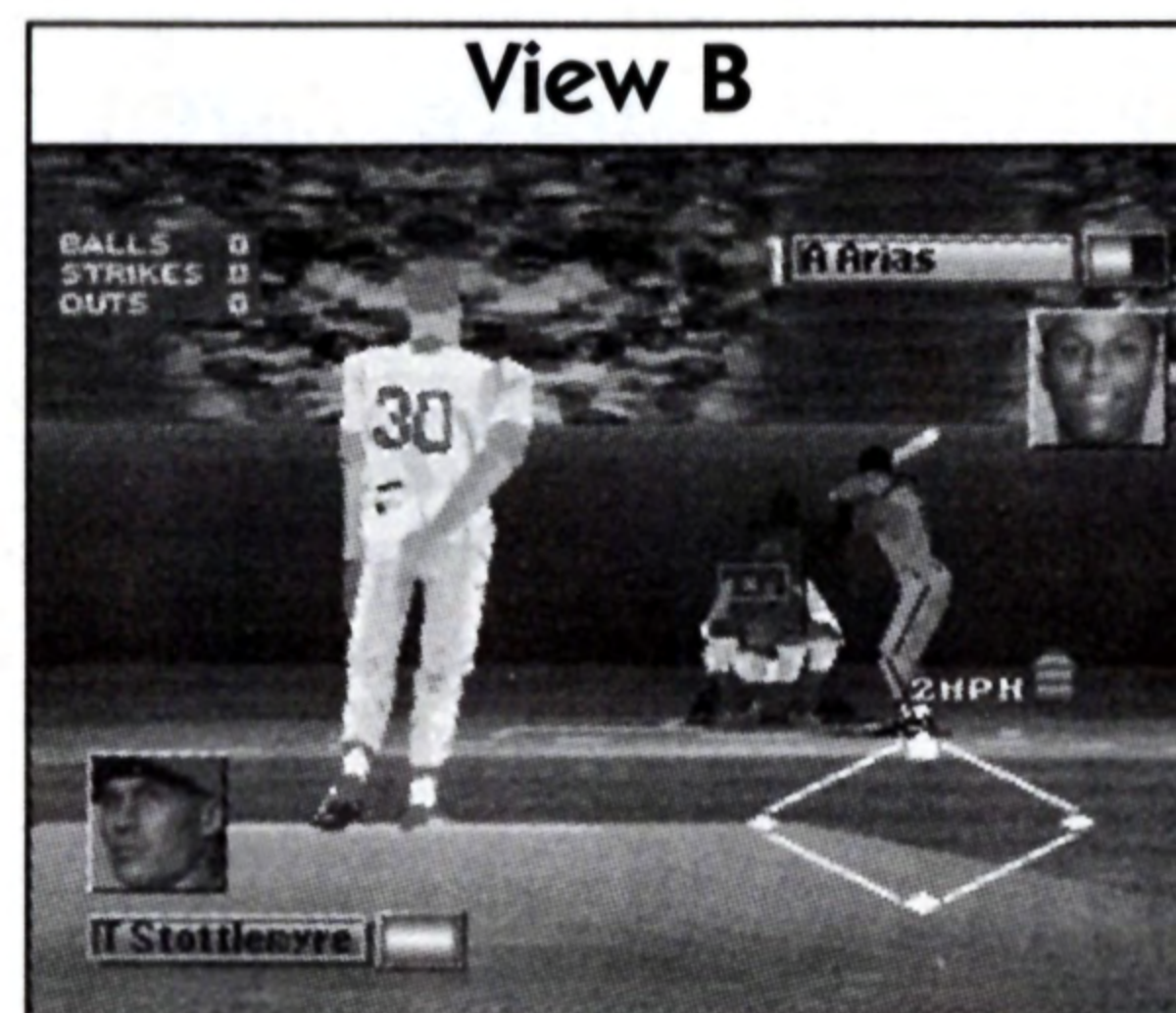
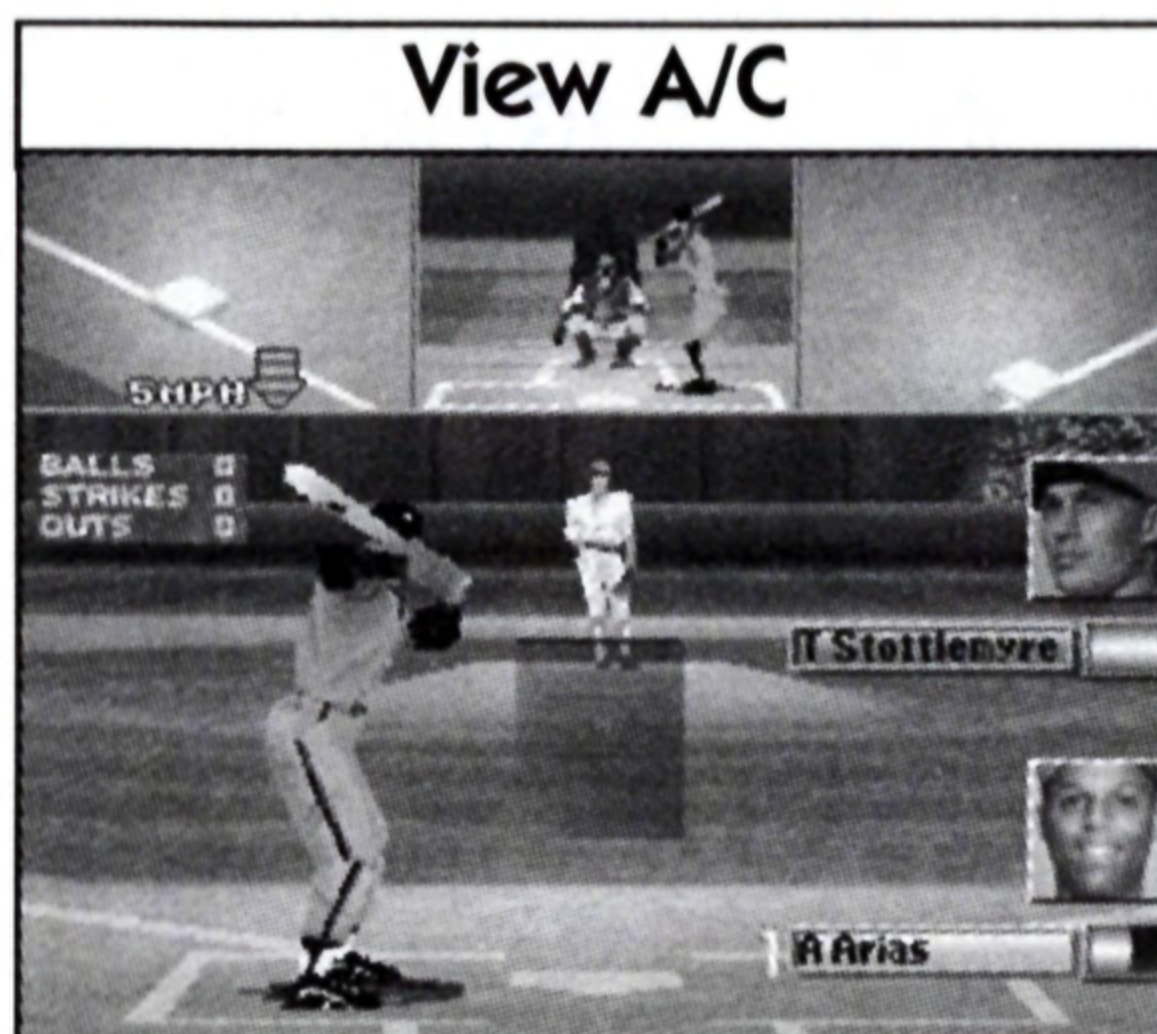


Delete data	If you want to delete data from a memory card, enter this mode. Once you delete the data you cannot restore it.
Load data	If you have a memory card with trade data which you want to use, enter this mode.



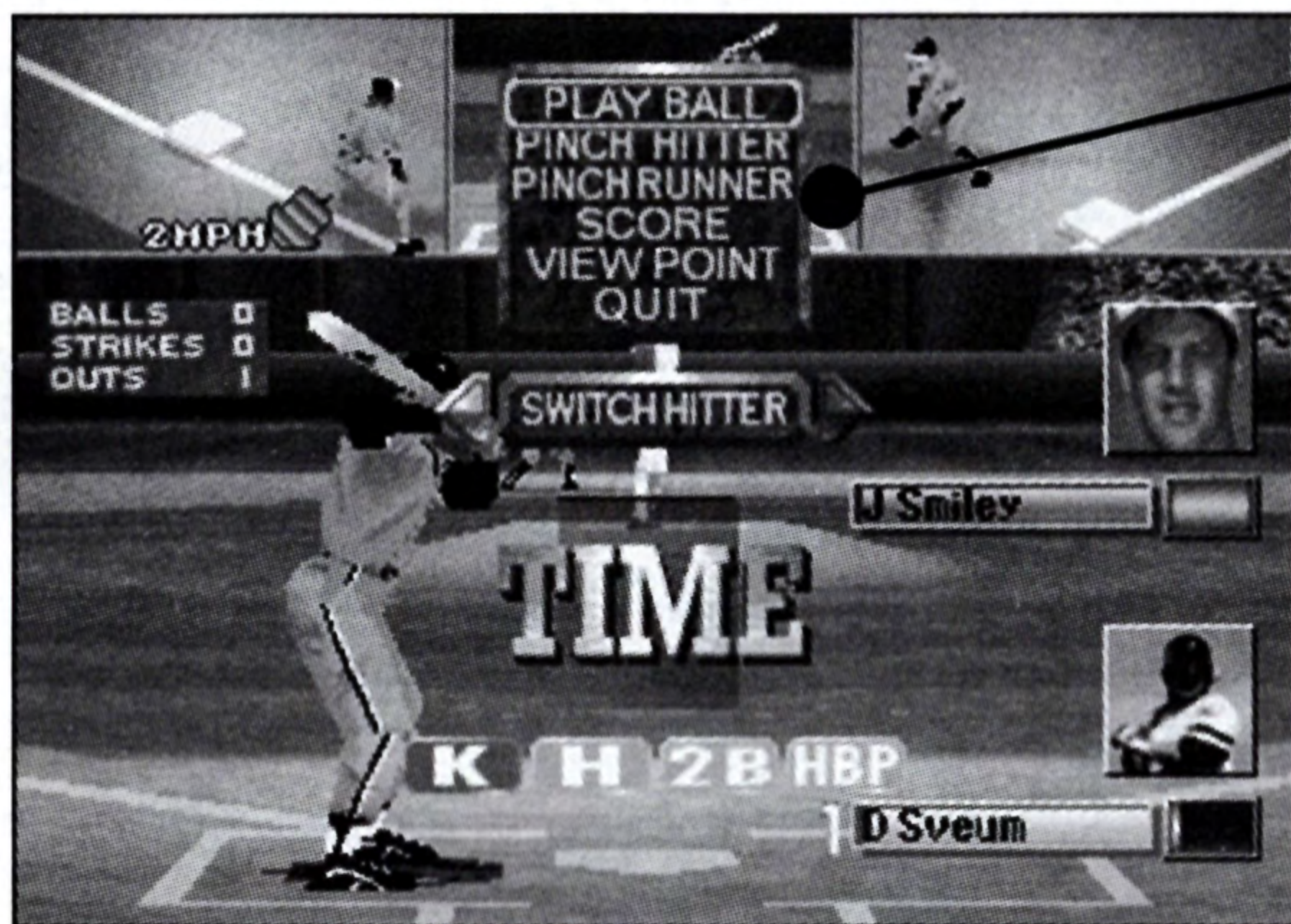
VIEWPOINT

You can change the type of view during a time out. Viewpoint A is "Impact" Batter's view, Viewpoint B is Pitcher's view and Viewpoint C is Normal Batter's view. (Controller layout, see page 7)



CALLING TIME OUT

When you are at the batting screen during an Exhibition, Season, or Scenario game, and if the pitcher is not in his pitching motion, you can call Time Out by pressing the start button. A new window comes up, and you can substitute the current batter, pitcher, fielder and runner with a pinch-hitter, a relief pitcher and so on. If you change your mind and want to keep going on with the current player(s), select play ball to resume the previous play. If a batter is a switch hitter, you can switch sides. You can also check out the current box score and lineups. Select quit to exit a game and return to the mode select screen.



When time is called during a game, these icons appear. They represent the batter's previous batting record:

K: strike out
H: single
2B: double
3B: triple
HR: home run
SAC: sacrifice bunt, fly (out)

E: on base by an error
GO: ground out
PO: pop out
BB: base on balls
HBP: hit by pitch

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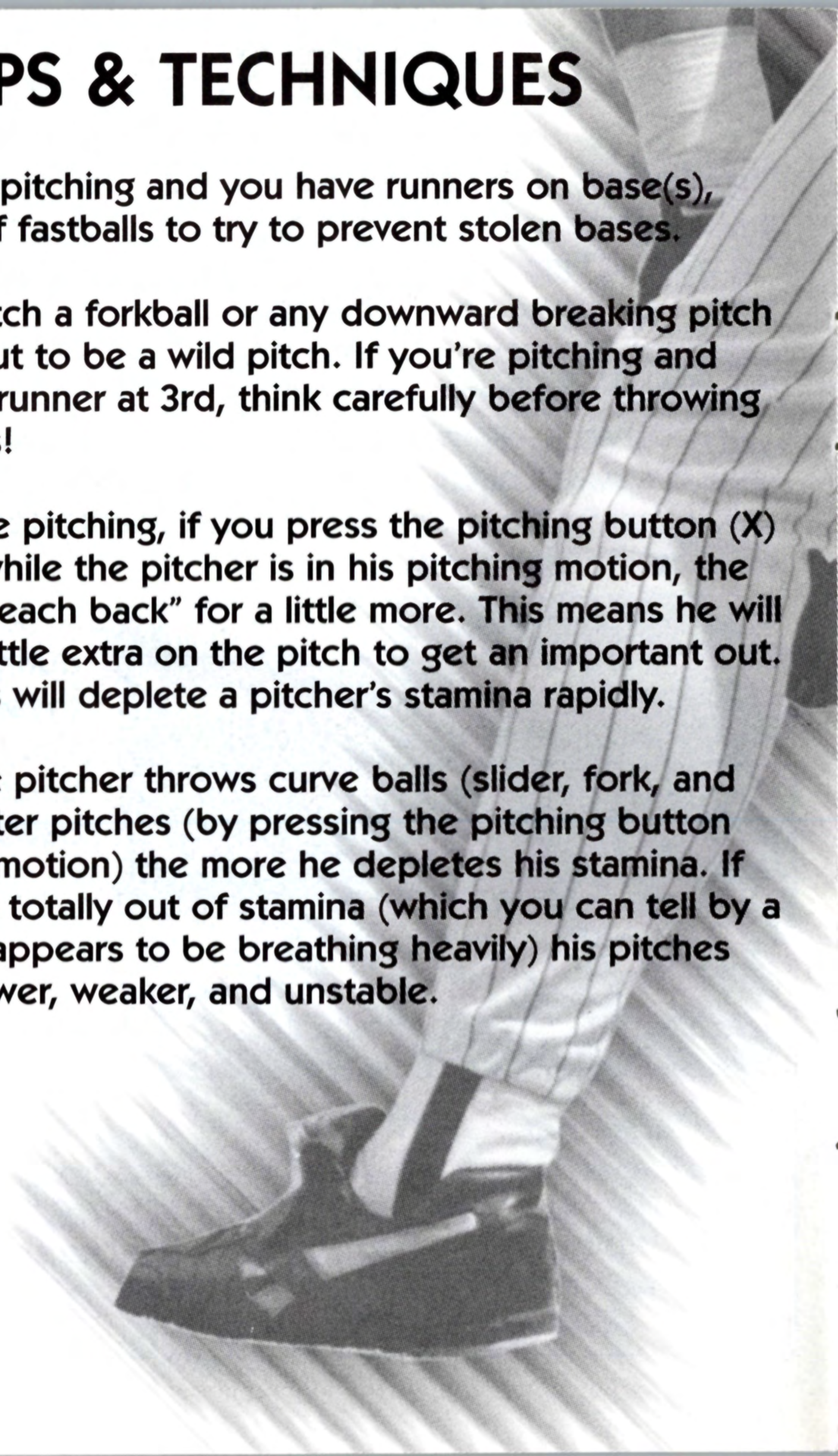
CALLING TIME OUT

KONAMI
XXE
SPORTS SERIES



TIPS & TECHNIQUES

- ◆ When you're pitching and you have runners on base(s), throw a lot of fastballs to try to prevent stolen bases.
- ◆ When you pitch a forkball or any downward breaking pitch it may turn out to be a wild pitch. If you're pitching and you've got a runner at 3rd, think carefully before throwing these pitches!
- ◆ When you are pitching, if you press the pitching button (X) many times while the pitcher is in his pitching motion, the pitcher will "reach back" for a little more. This means he will try to put a little extra on the pitch to get an important out. However, this will deplete a pitcher's stamina rapidly.
- ◆ The more the pitcher throws curve balls (slider, fork, and so on) or faster pitches (by pressing the pitching button while he's in motion) the more he depletes his stamina. If the pitcher is totally out of stamina (which you can tell by a pitcher who appears to be breathing heavily) his pitches becomes slower, weaker, and unstable.



- ◆ A pitcher gets frustrated when he gives up a home run; when his opponent scores and ties or takes the lead; when an error occurs by one of his own teammates; etc. When your pitcher is getting "rocked" like this, his status bar flashes. As a result, his maximum pitching speed drops down and he is at greater risk of throwing a wild pitch. The amount of stamina that he uses doubles. In order to get out of this situation, the defense needs to get an out or end the inning. A double play is very effective for giving your pitcher more confidence. On the other hand, if the pitcher has pitched a lot already, you might think about a substitution. Each pitcher reacts differently to pressure. Some pitchers can take a lot more pounding before the status bar flashes. Practice your pitching in the Training Mode. It will take you a long way during the season.
- ◆ Some fielders can play at many positions, but if they aren't playing their regular position their fielding ability decreases.
- ◆ Diving catches and vertical leaps are effective ways to catch a ball, but they do increase the risk of bobbling a ball.
- ◆ The chance of a runner stealing a base increases when the pitcher throws a change-up or a slow curve.

**BOTTOM
OF THE
9TH
'97**

TIPS & TECHNIQUES

**KONAMI
XXL
SPORTS SERIES**

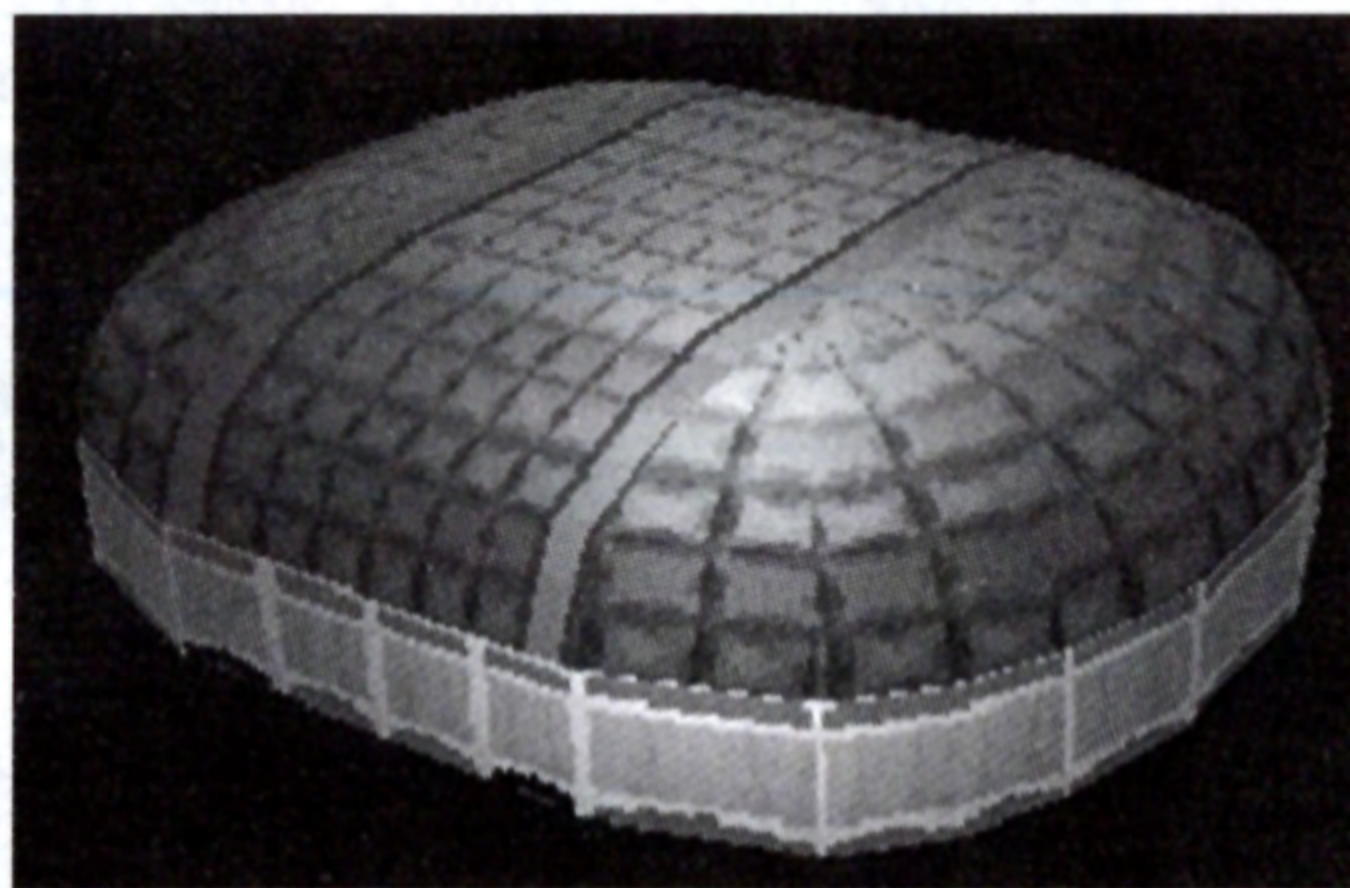


STADIUM DATA

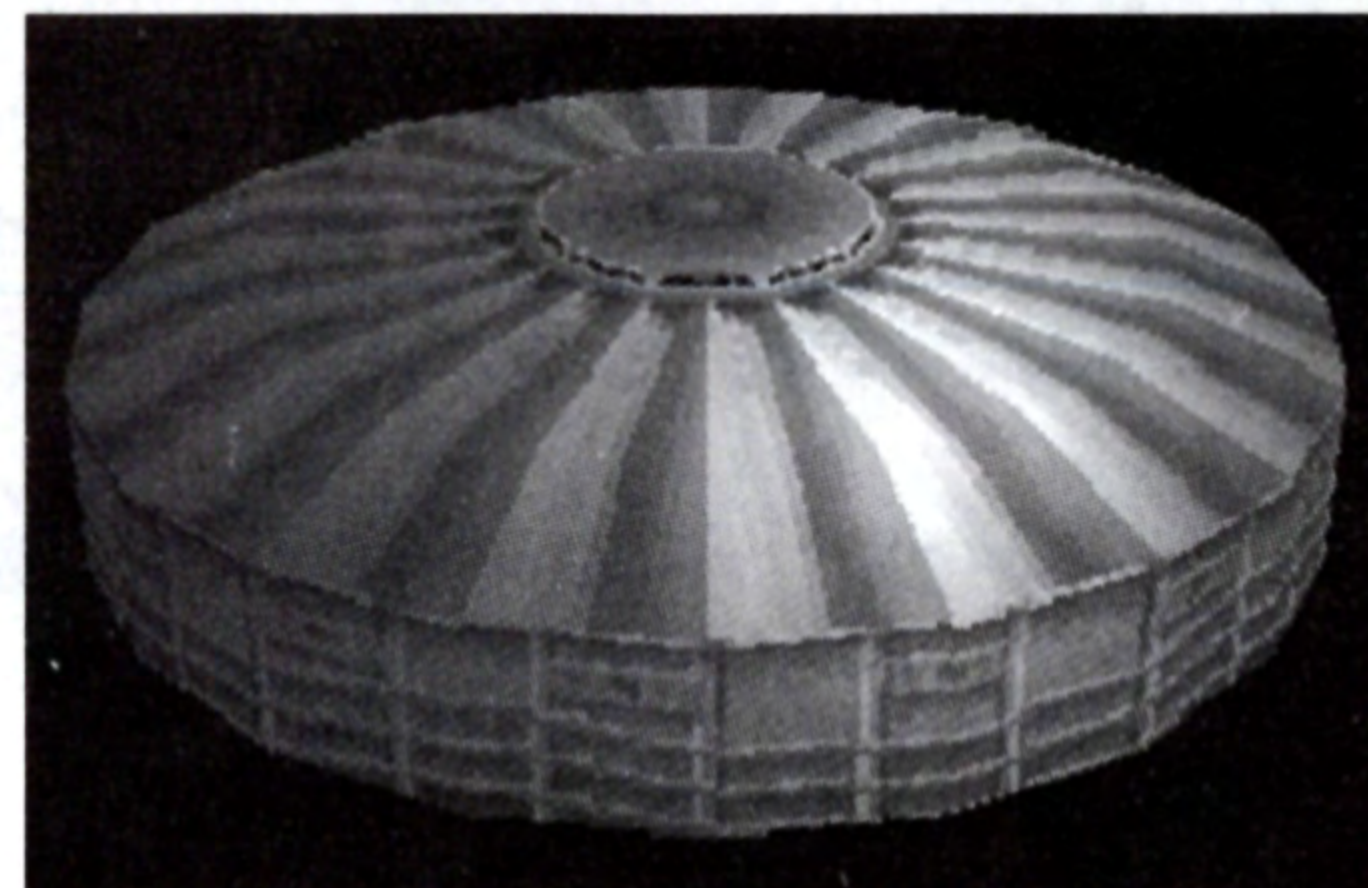
There are 15 stadiums. Conditions at each stadium are different: the length of the power alley; the capacity, direction and strength of the wind; and the turf (a ball bounces higher and faster on artificial turf).



BALTIMORE YARDS (medium)
Seating capacity: 48,202
Right: 316 ft.
Center: 400 ft.
Left: 334 ft.
Power alley (right): 372 ft.
Power alley (left): 410 ft.
Surface: Grass



COMETDOME (dome)
Seating capacity: 56,000
Right: 340 ft.
Center: 402 ft.
Left: 338 ft.
Power alley (right): 372 ft.
Power alley (left): 372 ft.
Surface: Artificial turf



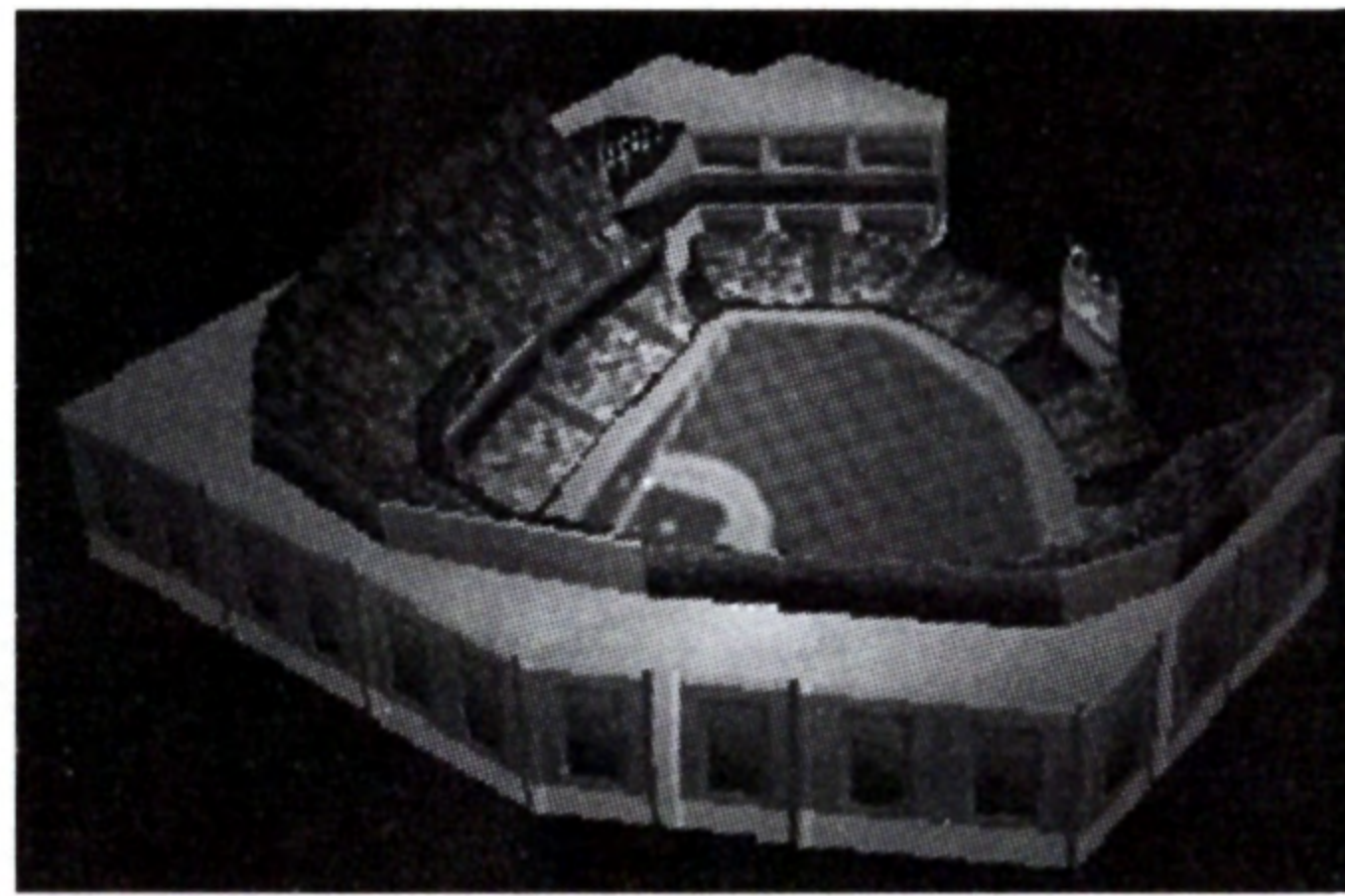
MONSTERDOME (dome)
Seating capacity: 59,165
Right: 355 ft.
Center: 420 ft.
Left: 354 ft.
Power alley (right): 378 ft.
Power alley (left): 377 ft.
Surface: Artificial turf

**KONAMI
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PANTHER FIELD (medium)
Seating capacity: 52,120
Right: 335 ft.
Center: 410 ft.
Left: 338 ft.
Power alley (right): 374 ft.
Power alley (left): 376 ft.
Surface: Grass



ATLANTA STADIUM (medium)
Seating capacity: 52,610
Right: 327 ft.
Center: 404 ft.
Left: 332 ft.
Power alley (right): 395 ft.
Power alley (left): 385 ft.
Surface: Grass



LA STADIUM (huge)
Seating capacity: 57,000
Right: 335 ft.
Center: 411 ft.
Left: 335 ft.
Power alley (right): 388 ft.
Power alley (left): 388 ft.
Surface: Grass



BRONX FIELD (huge)
Seating capacity: 57,454
Right: 316 ft.
Center: 412 ft.
Left: 320 ft.
Power alley (right): 387 ft.
Power alley (left): 399 ft.
Surface: Grass

**BOTTOM
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9TH
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STADIUM DATA

**KONAMI
XXL
SPORTS SERIES**



**BOTTOM
OF THE
9TH
'97**

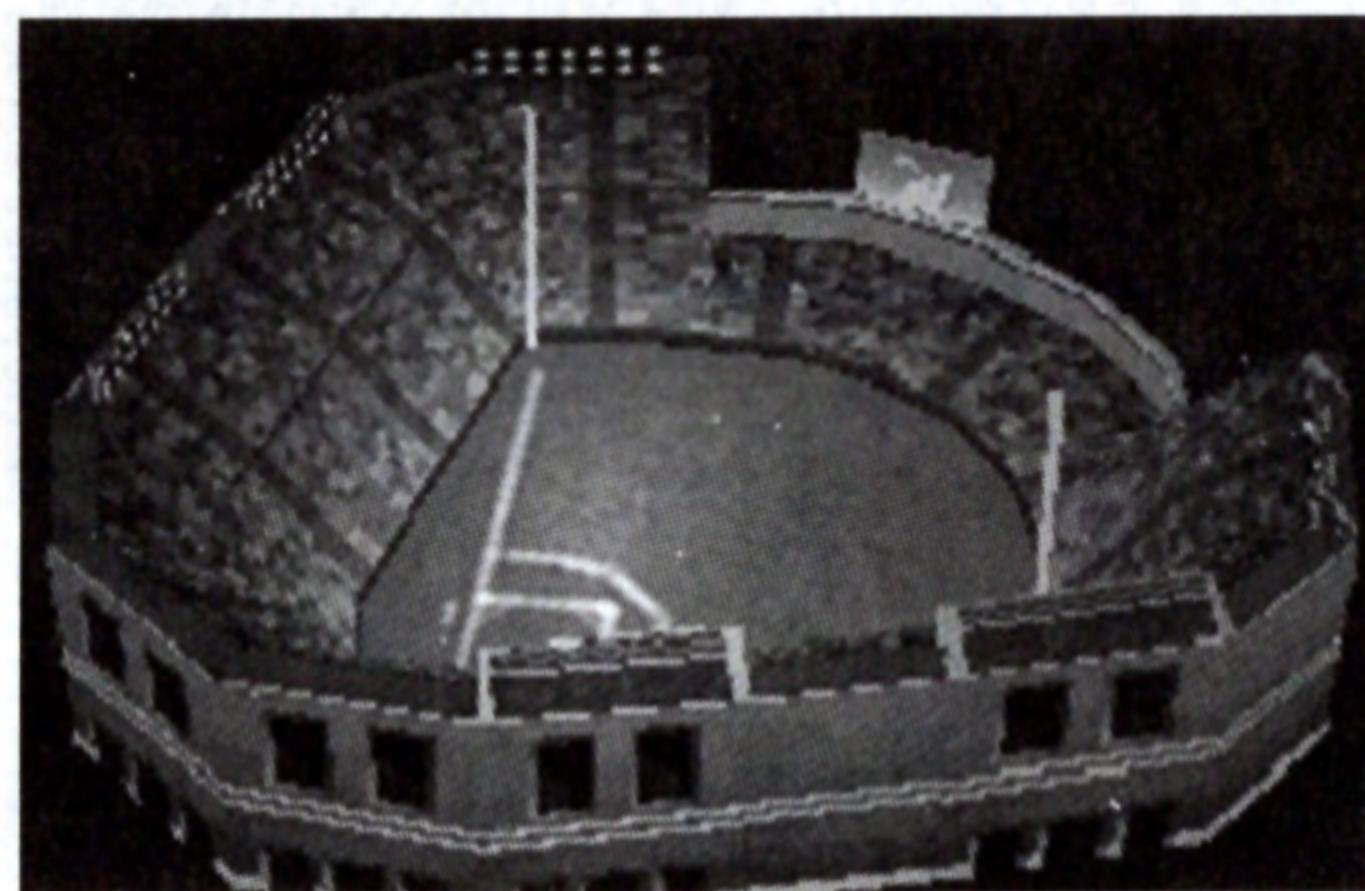
STADIUM DATA



DEERFIELD YARD (small)
Seating capacity: 38,520
Right: 343 ft.
Center: 398 ft.
Left: 345 ft.
Power alley (right): 369 ft.
Power alley (left): 369 ft.
Surface: Grass



ADDISON PARK (small)
Seating capacity: 39,700
Right: 352 ft.
Center: 399 ft.
Left: 356 ft.
Power alley (right): 367 ft.
Power alley (left): 367 ft.
Surface: Grass



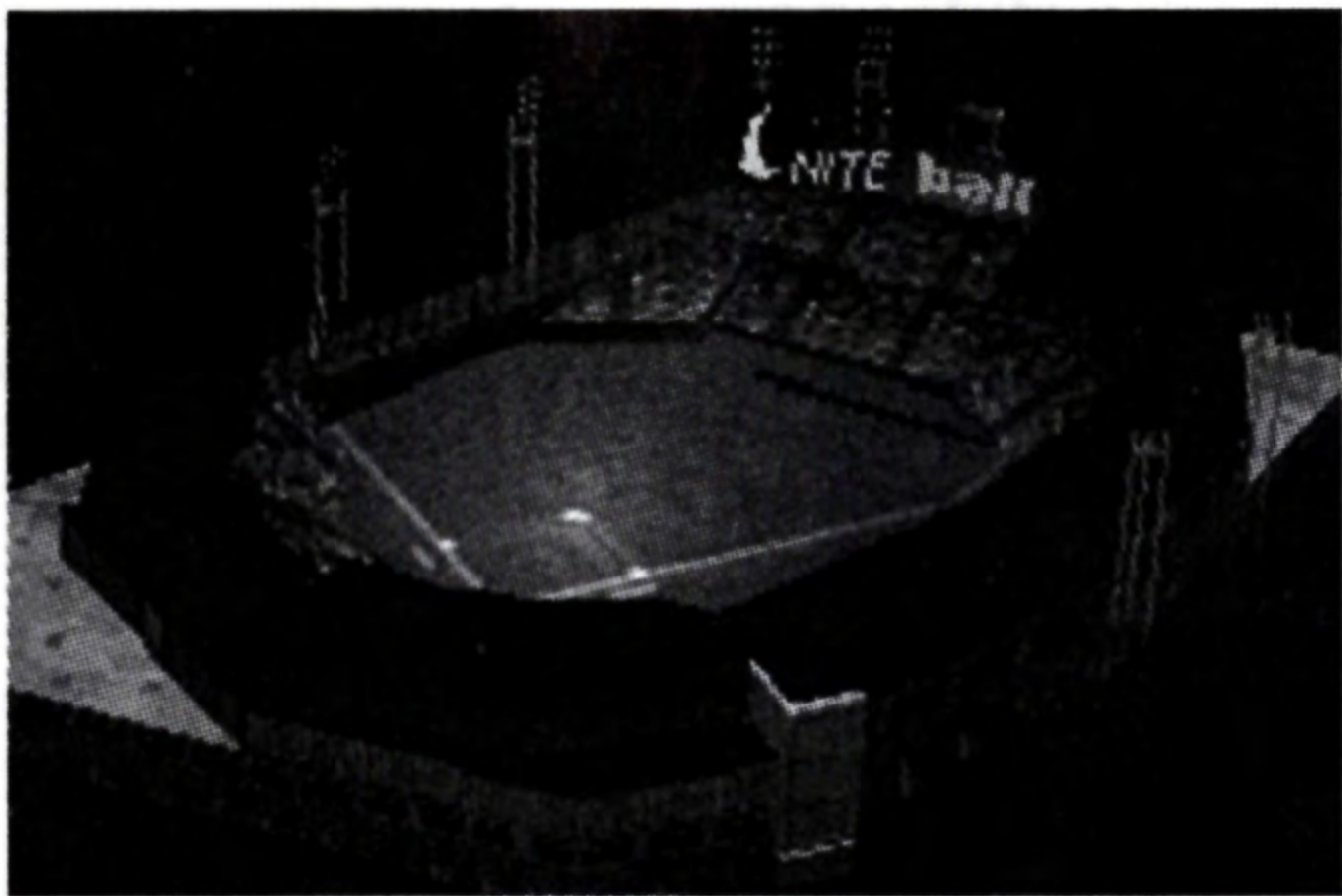
TITAN STADIUM (huge)
Seating capacity: 75,100
Right: 370 ft.
Center: 440 ft.
Left: 365 ft.
Power alley (right): 410 ft.
Power alley (left): 410 ft.
Surface: Artificial turf



WATERFRONT STADIUM (medium)
Seating capacity: 52,063
Right: 333 ft.
Center: 404 ft.
Left: 334 ft.
Power alley (right): 378 ft.
Power alley (left): 379 ft.
Surface: Artificial turf

**KONAMI
XXL
SPORTS SERIES**





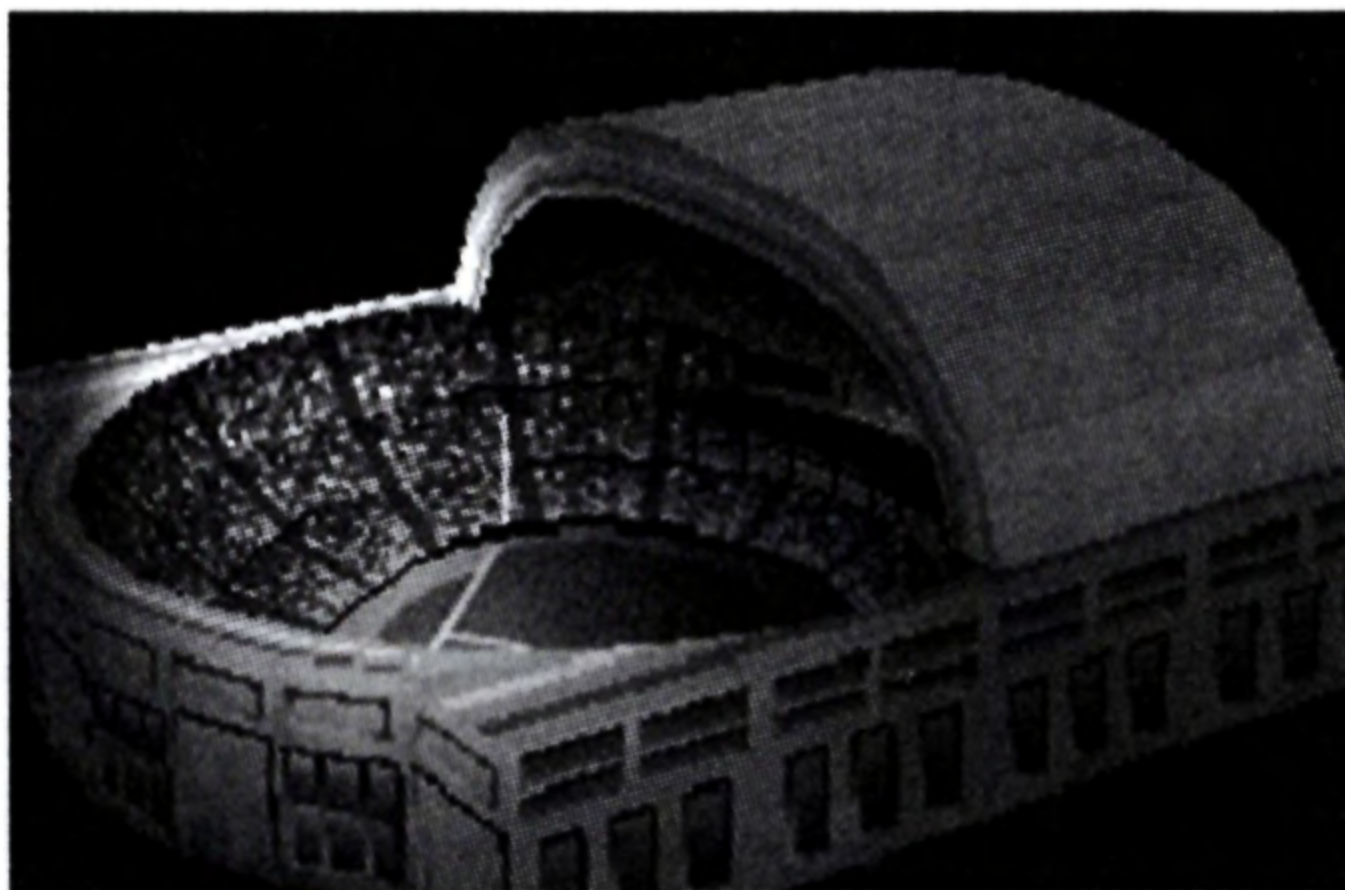
GREENWAY PARK (small)
Seating capacity: 33,700
Right: 300 ft.
Center: 390 ft.
Left: 316 ft.
Power alley (right): 381 ft.
Power alley (left): 378 ft.
Surface: Grass



ROOSEVELT COLISEUM (small)
Seating capacity: 34,976
Right: 304 ft.
Center: 391 ft.
Left: 310 ft.
Power alley (right): 363 ft.
Power alley (left): 365 ft.
Surface: Artificial turf



THE BALLPARK AT AMARILLO (huge)
Seating capacity: 67,582
Right: 369 ft.
Center: 425 ft.
Left: 370 ft.
Power alley (right): 402 ft.
Power alley (left): 402 ft.
Surface: Grass



MAPLE LEAF DOME (dome)
Seating capacity: 50,520
Right: 324 ft.
Center: 400 ft.
Left: 324 ft.
Power alley (right): 374 ft.
Power alley (left): 374 ft.
Surface: Artificial turf

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Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line

1-900-896-HINT (4468)

- ▣ 85¢ per minute charge
- ▣ \$1.15 per minute support from a game counselor
- ▣ Touch tone phone required
- ▣ Minors must have parental permission before dialing

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COMING SOON



IN THE ZONE '98

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