



NTSC U/C

PlayStation



BOTTOM OF THE 9TH '99

BRADY ANDERSON



SLUS-00678



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:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.


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 '99



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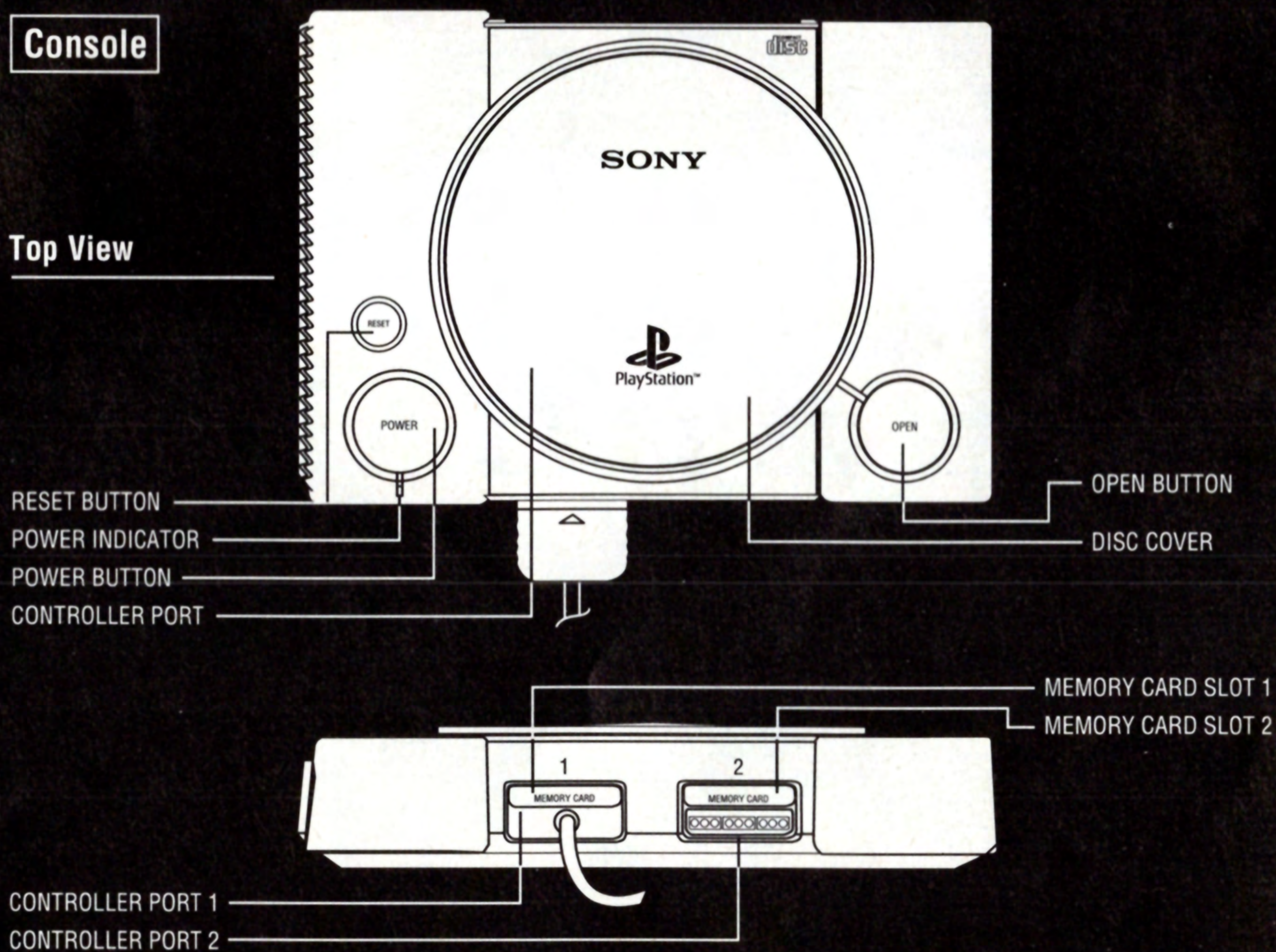
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CONSOLE

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™ '99** 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™ '99**. Before playing, please read this manual carefully to ensure correct use.

Console

Top View



CONTROLLER

Directional buttons: Move the cursor.

X button: Set your choice and proceed; change the selected item to another.

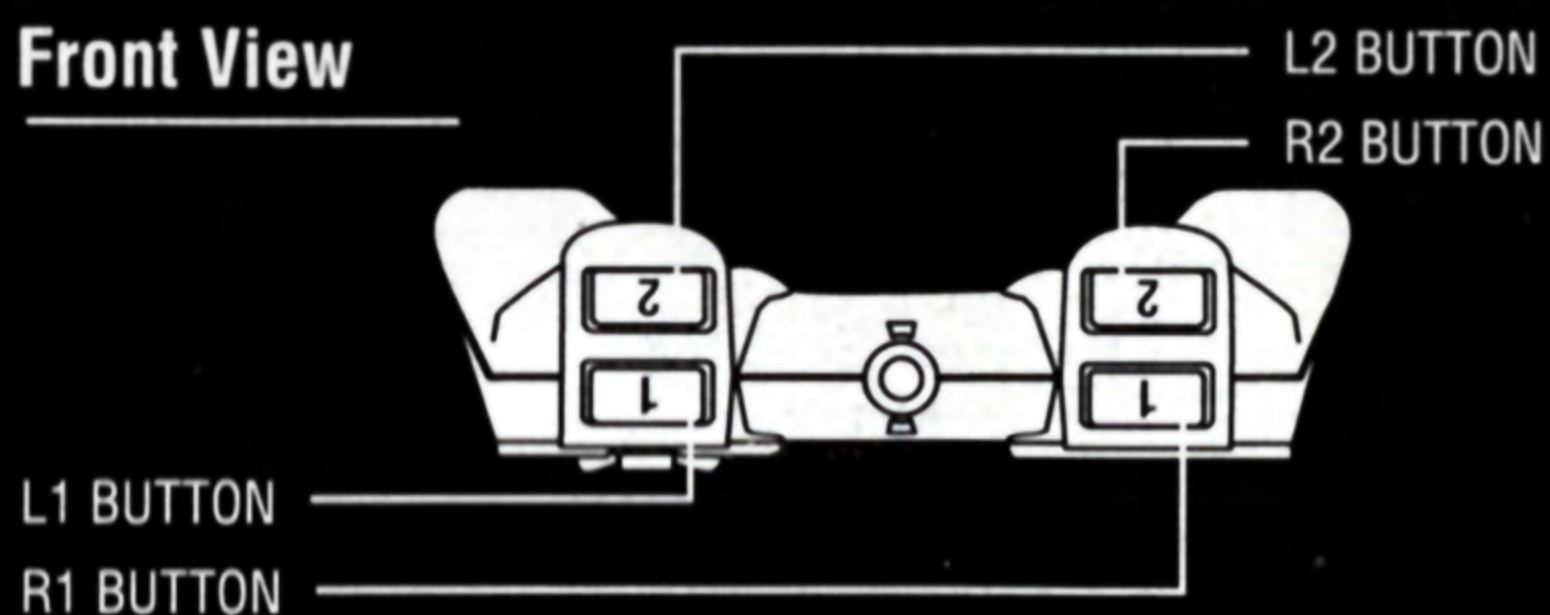
O button: To cancel a selection and return to the previous procedure. (Once you have started playing the actual ball game, you can't return to the previous selection screens.)

△ button: To cancel a selection and return to the previous screen.

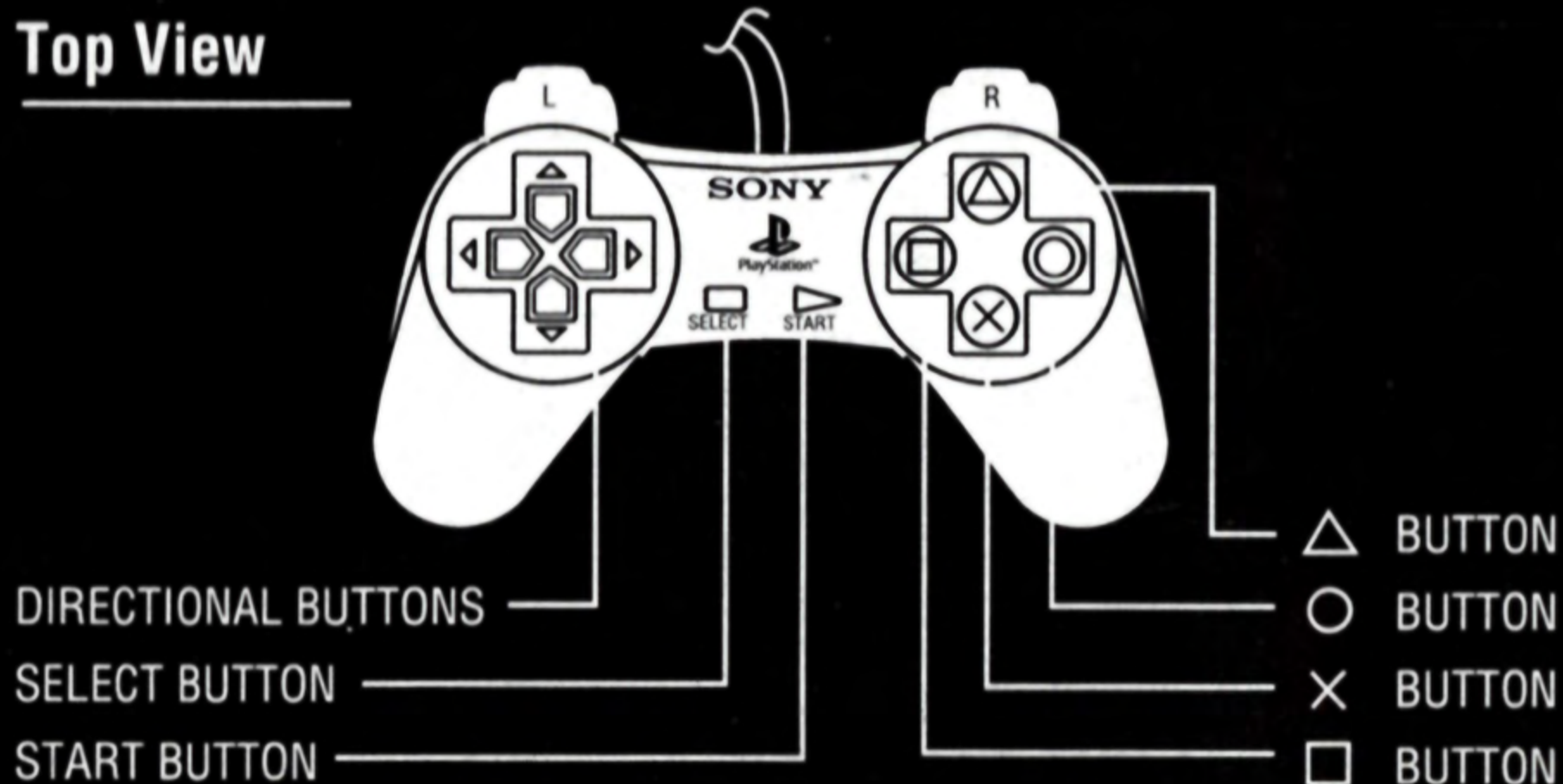
For gameplay controller information, see pages 4-9.

Controller

Front View



Top View



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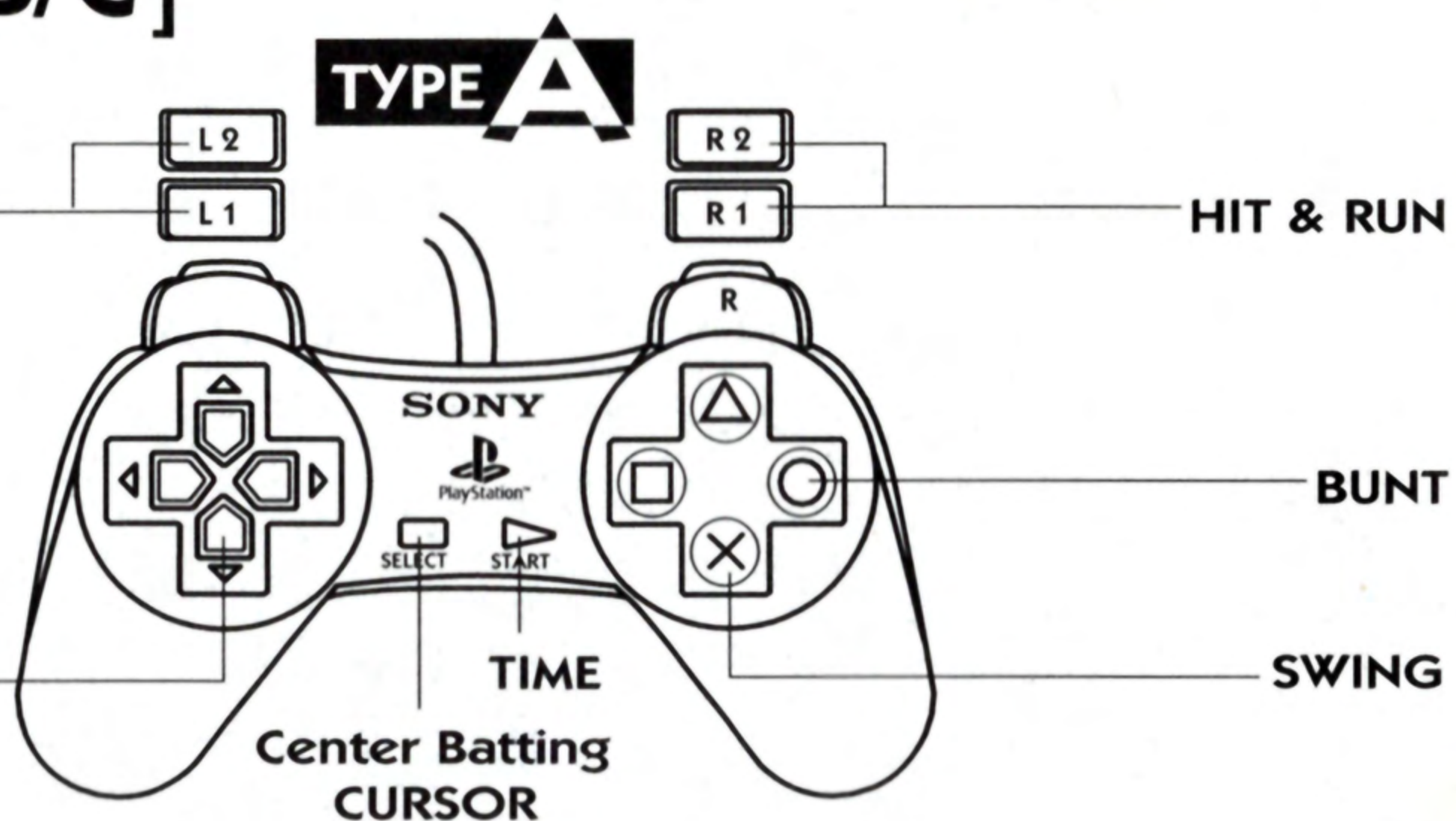
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BATTING[A/B/C]

TYPE A

Change the type of swing CONTACT or POWER

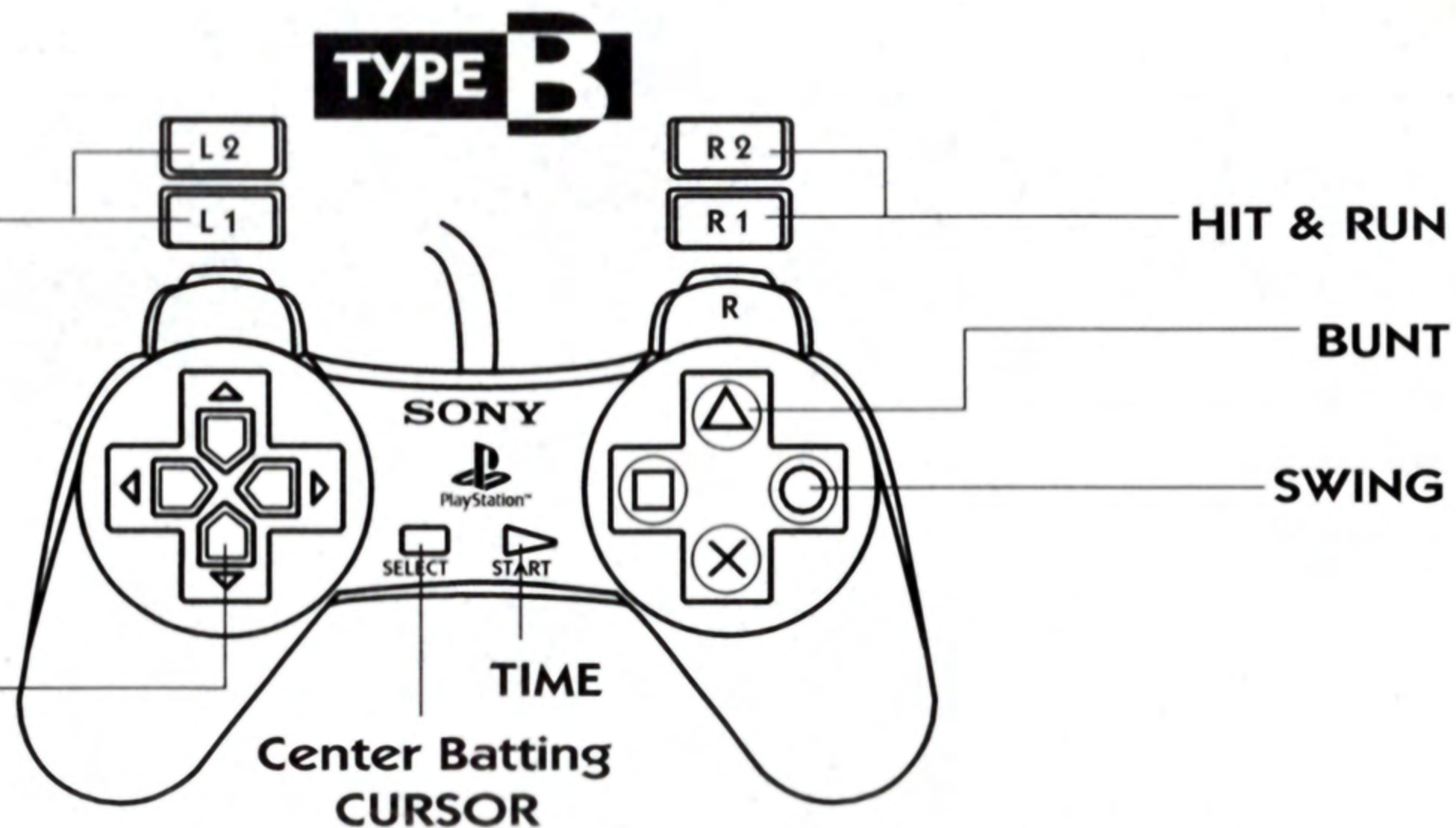
Move the Batting CURSOR



TYPE B

Change the type of swing CONTACT or POWER

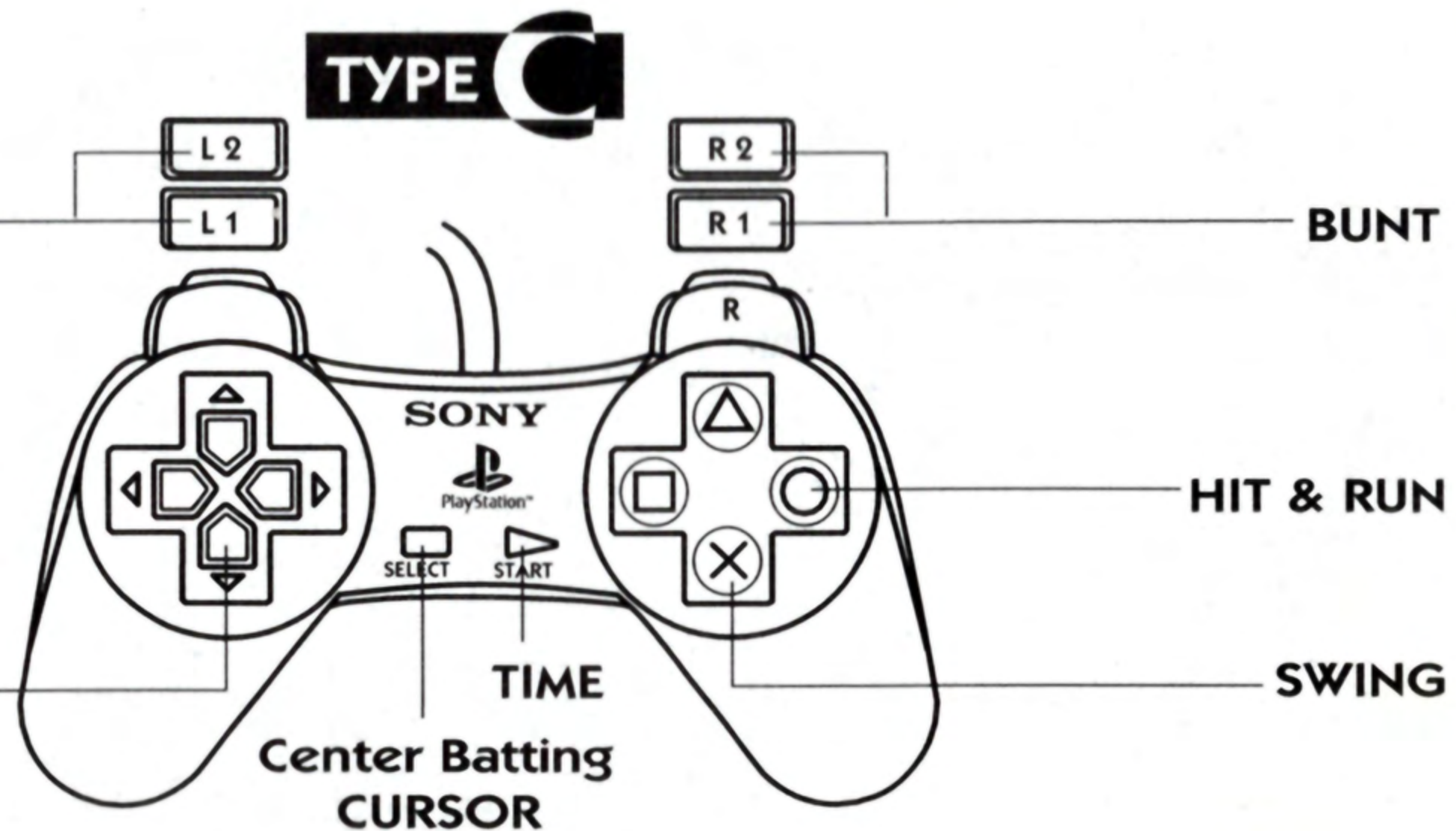
Move the Batting CURSOR



TYPE C

Change the type of swing CONTACT or POWER

Move the Batting CURSOR



RUNNING [A/B/C]

Press repeatedly to
RUN FASTER

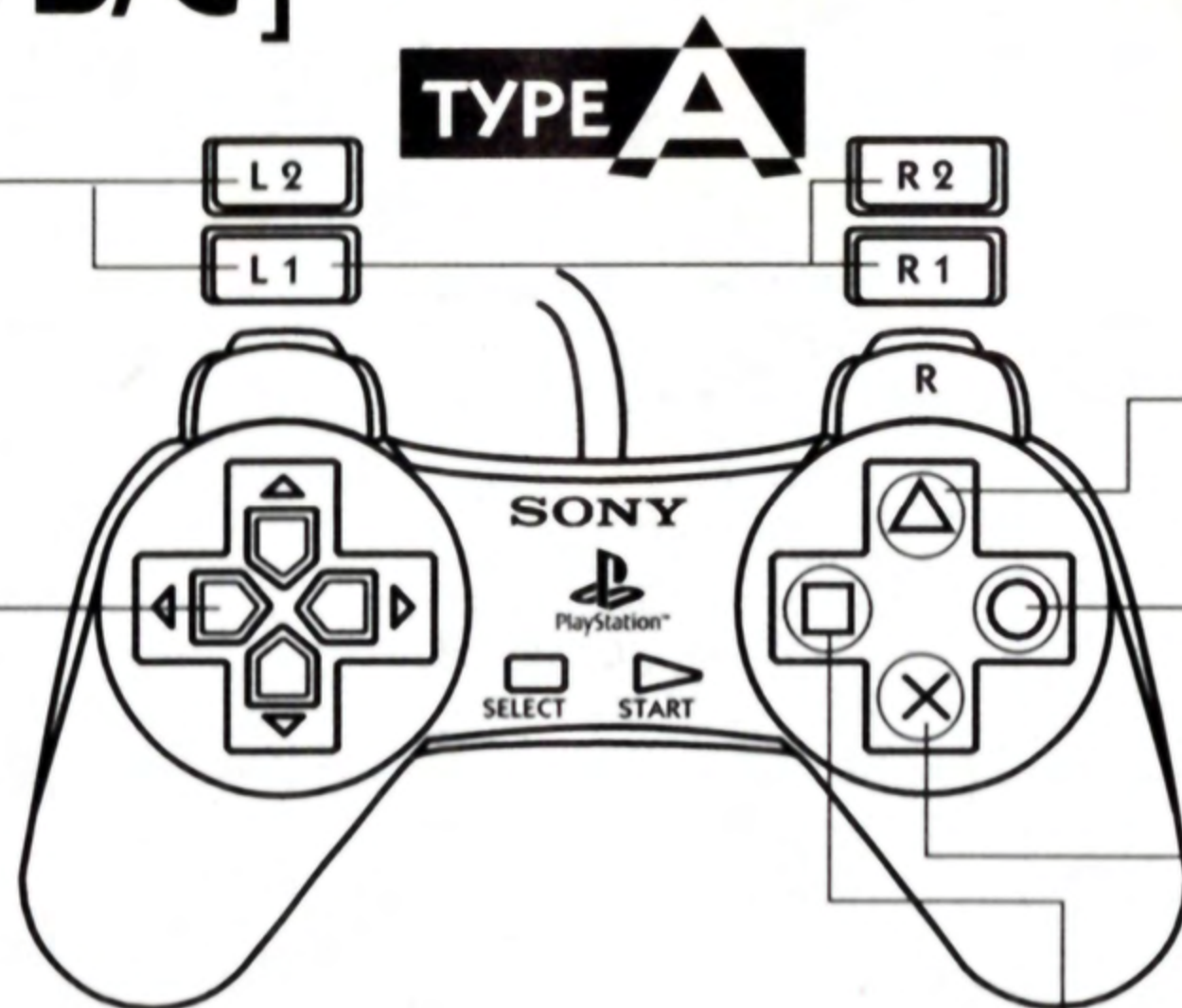
Select the base
(Batter's View)



Select the base
(Pitcher's View)



TYPE A



All runners STOP

Press $\triangle + \bigcirc$

Press $\square + \times$

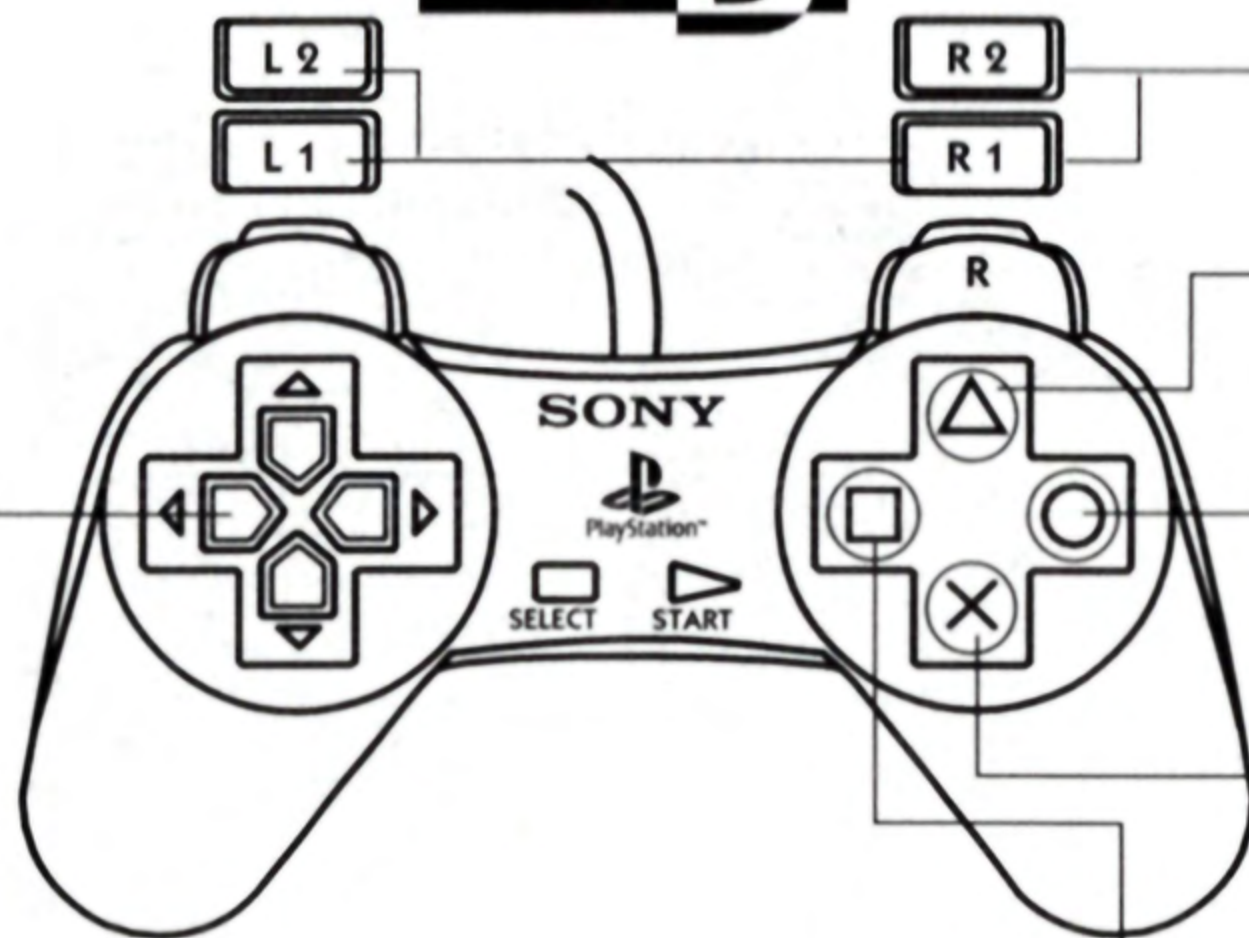
All runners
ADVANCE 1 base

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

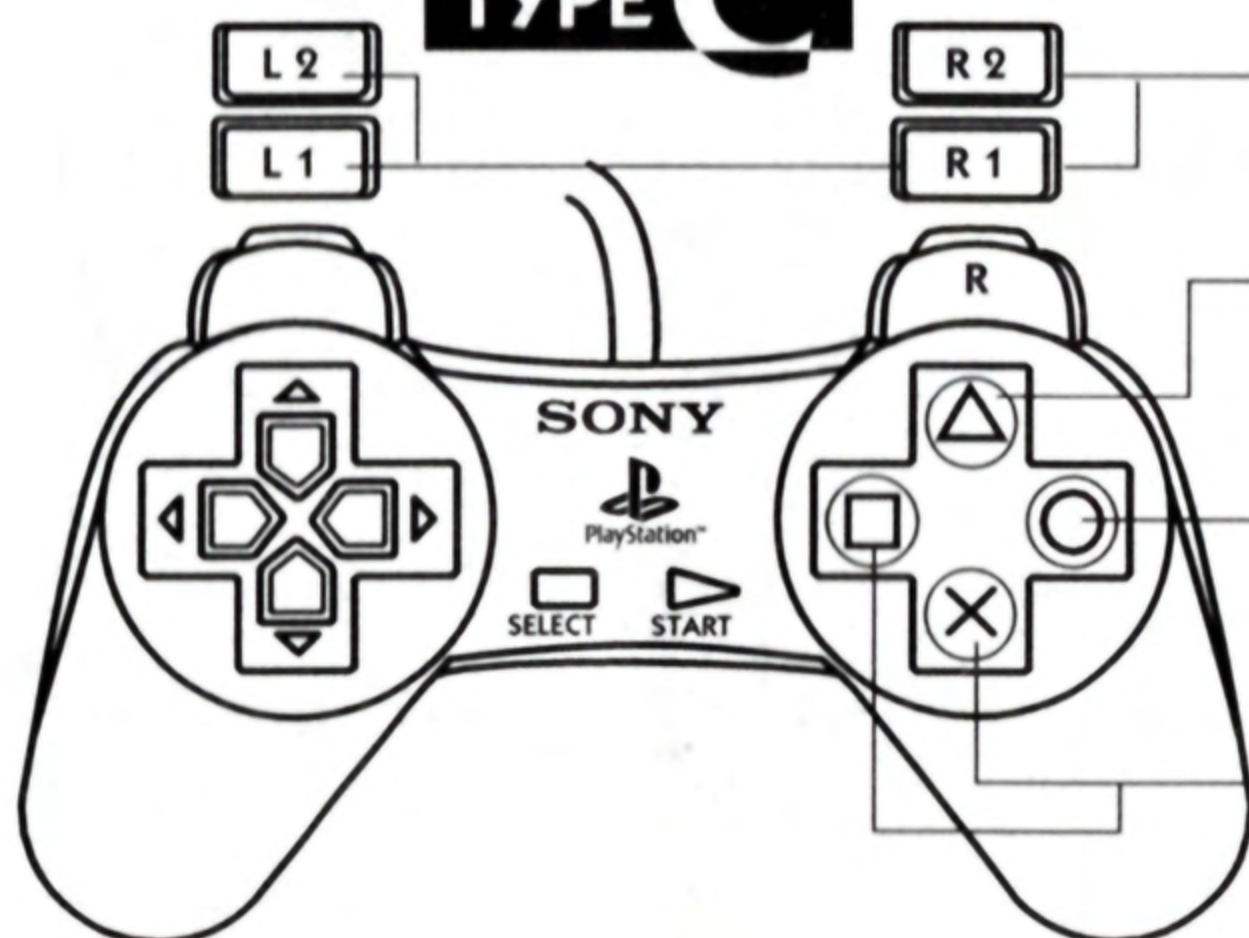
All runners RETURN
to the previous base

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



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PITCHING [A/B/C]

TYPE A

Change the defensive formation

DEFENSE OUT

DEFENSE IN

L2

L1

Defensive formation

Back to default

R2

R1

CORNERS IN

Hide the catcher's mitt

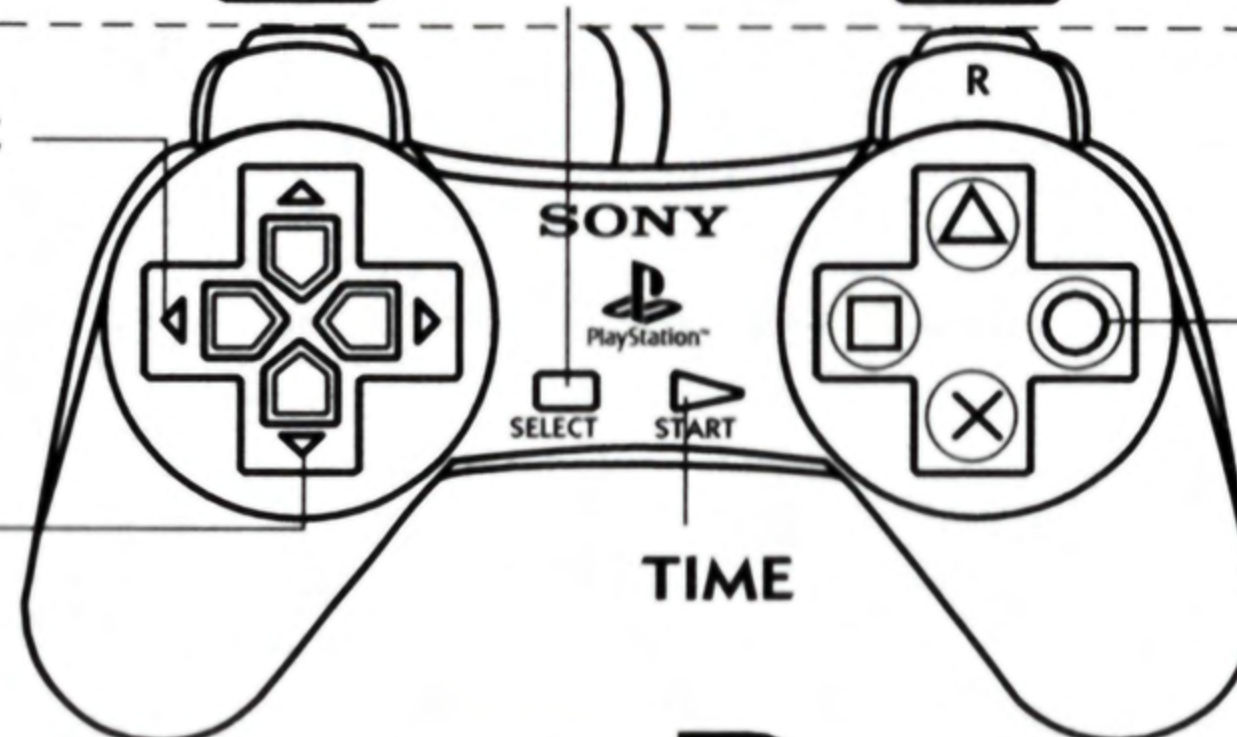
Move to the catcher's mitt for the location of the

Select the type of Pitch

Fastball

slide Sinker

Curve Fork



Batter's View

1st	○
2nd	△
3rd	□
PITCH	×

Pitcher's View

1st	□
2nd	×
3rd	○
PITCH	△

TYPE B

Change the defensive formation

DEFENSE OUT

DEFENSE IN

L2

L1

Defensive formation

Back to default

R2

R1

CORNERS IN

Hide the catcher's mitt

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

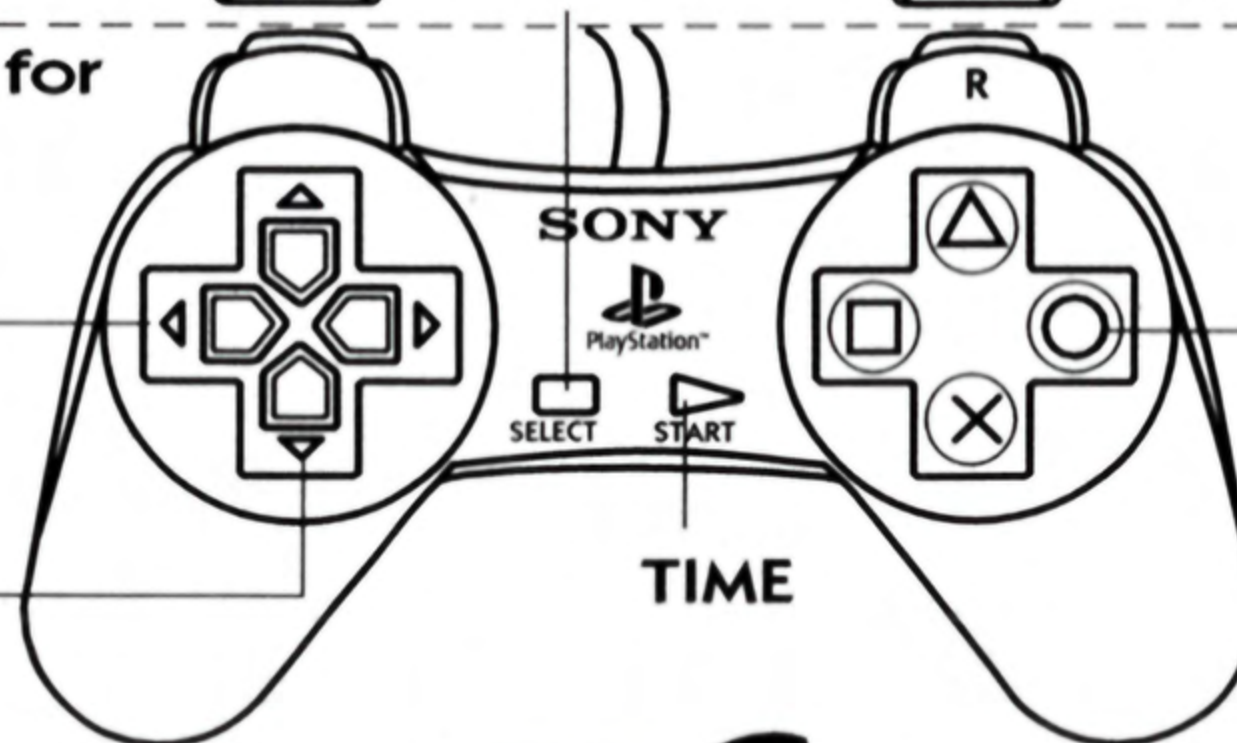
2nd

Select the type of Pitch

Fastball

Slider Sinker

Curve Fork



THROW to the selected base

TYPE C

Change the defensive formation

L2

L1

Defensive formation

Back to default

R2

R1

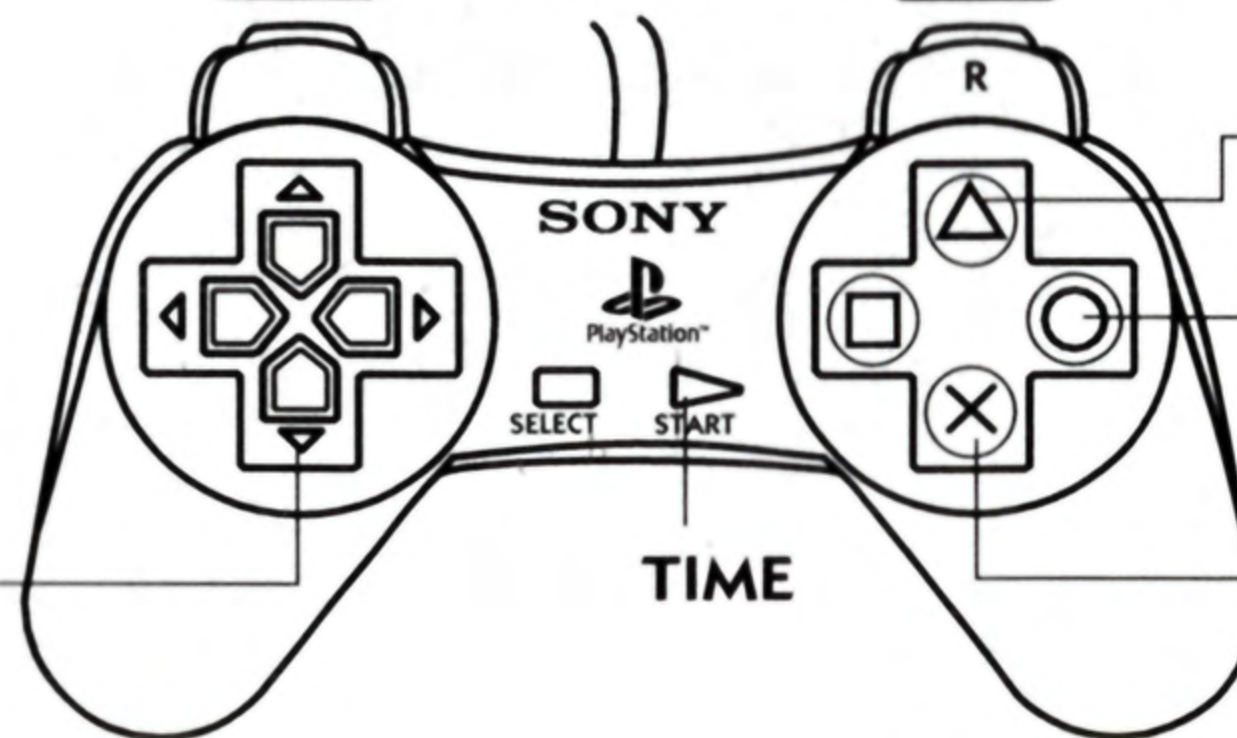
CORNERS IN

Hide the catcher's mitt

CORNERS IN

THROW to the selected base

PITCH



FIELDING [A/B/C]

TYPE A

Throw to CUT-OFF man

Hold down the button to make the selected fielder fixed

Move to the selected fielder

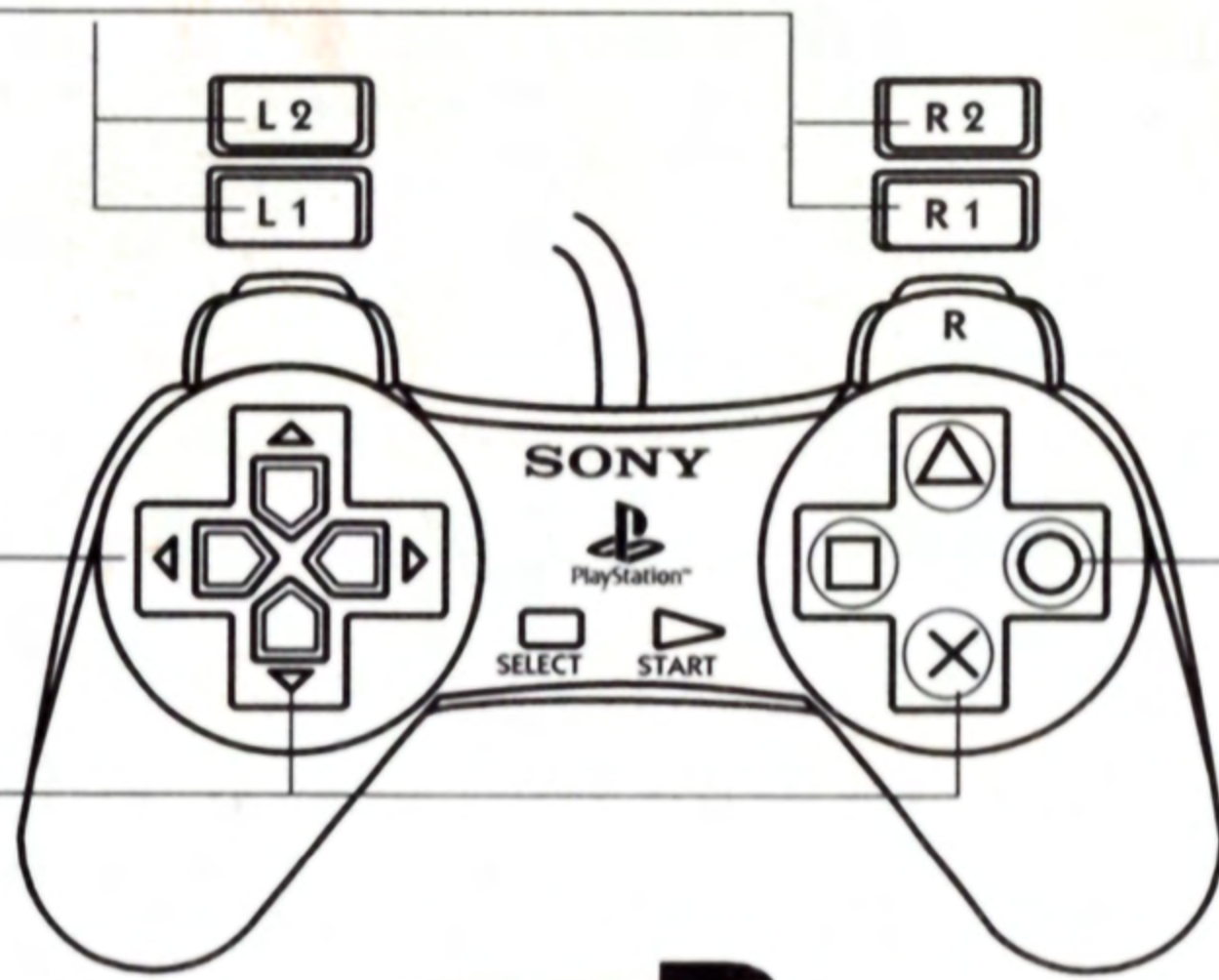
Vertical Leap

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

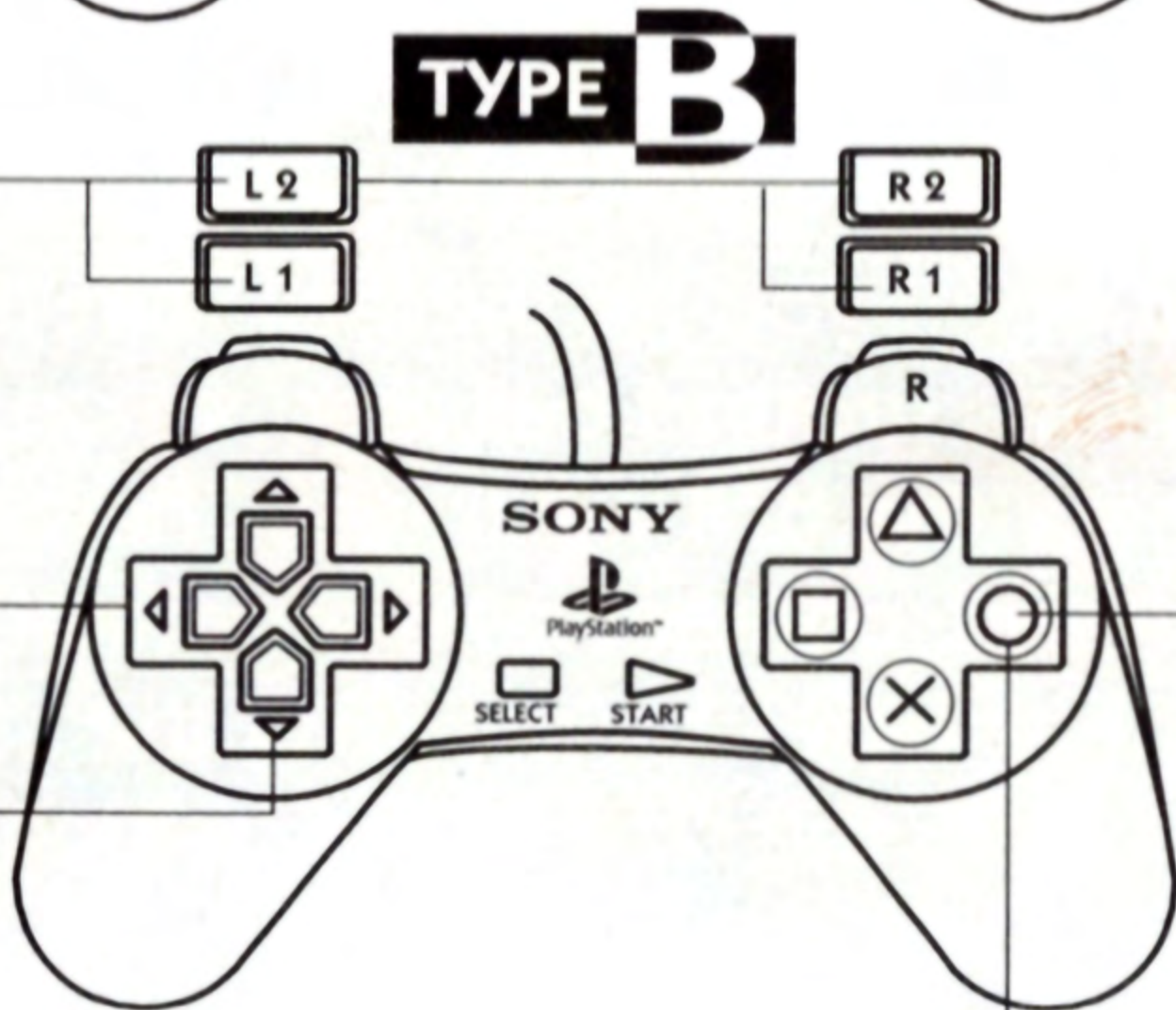
3rd | O

PITCH | △

Throw to CUT-OFF man

Hold down the button to make the selected fielder fixed

Move to the selected fielder



THROW to the selected base

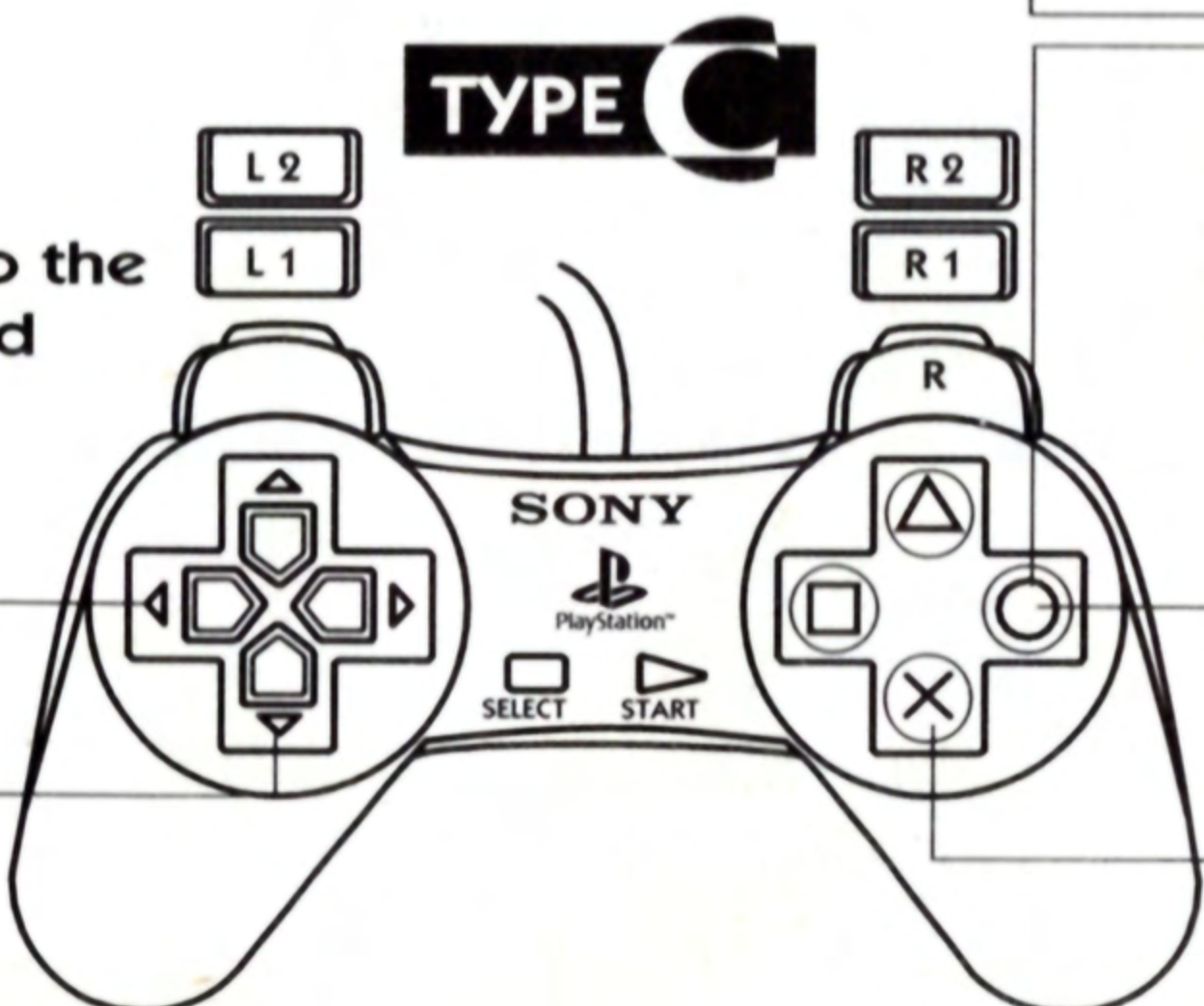
Select the base (Batter's View)



Select the base (Pitcher's View)



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

Hold down the button to make the selected fielder fixed

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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 an indicator (O) comes up to show the location of the ball. In order to hit the ball on the sweet spot, you need to line up the cursor's "X" and the ball's "O" 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 "O" above the cursor, the ball is popped up. If you hit the ball with the "O" 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. Any outfielder who is off screen is marked at the edge of the screen with the letter R (right fielder), C (center fielder) or L (left fielder).

Defense

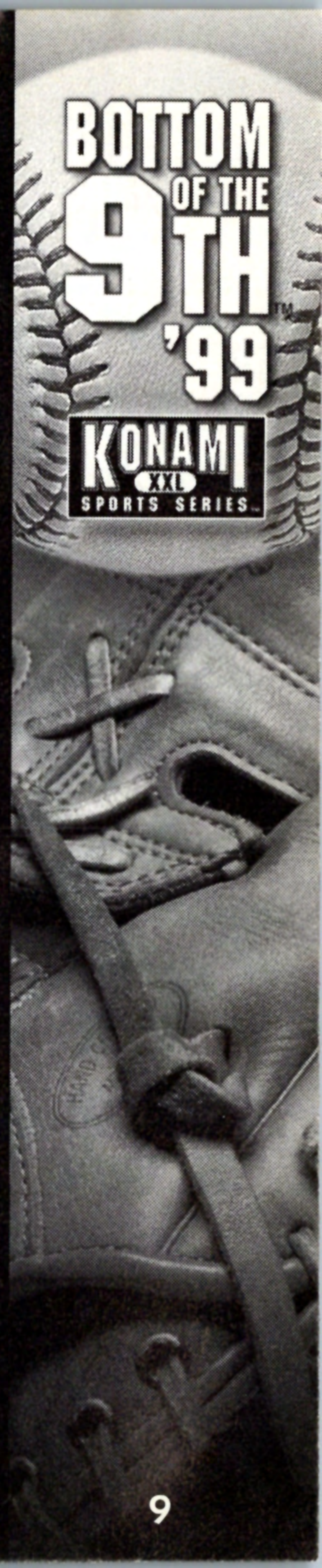
While pitching, you can adjust your defense by pressing the L1, L2, or R2 button.

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.

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.

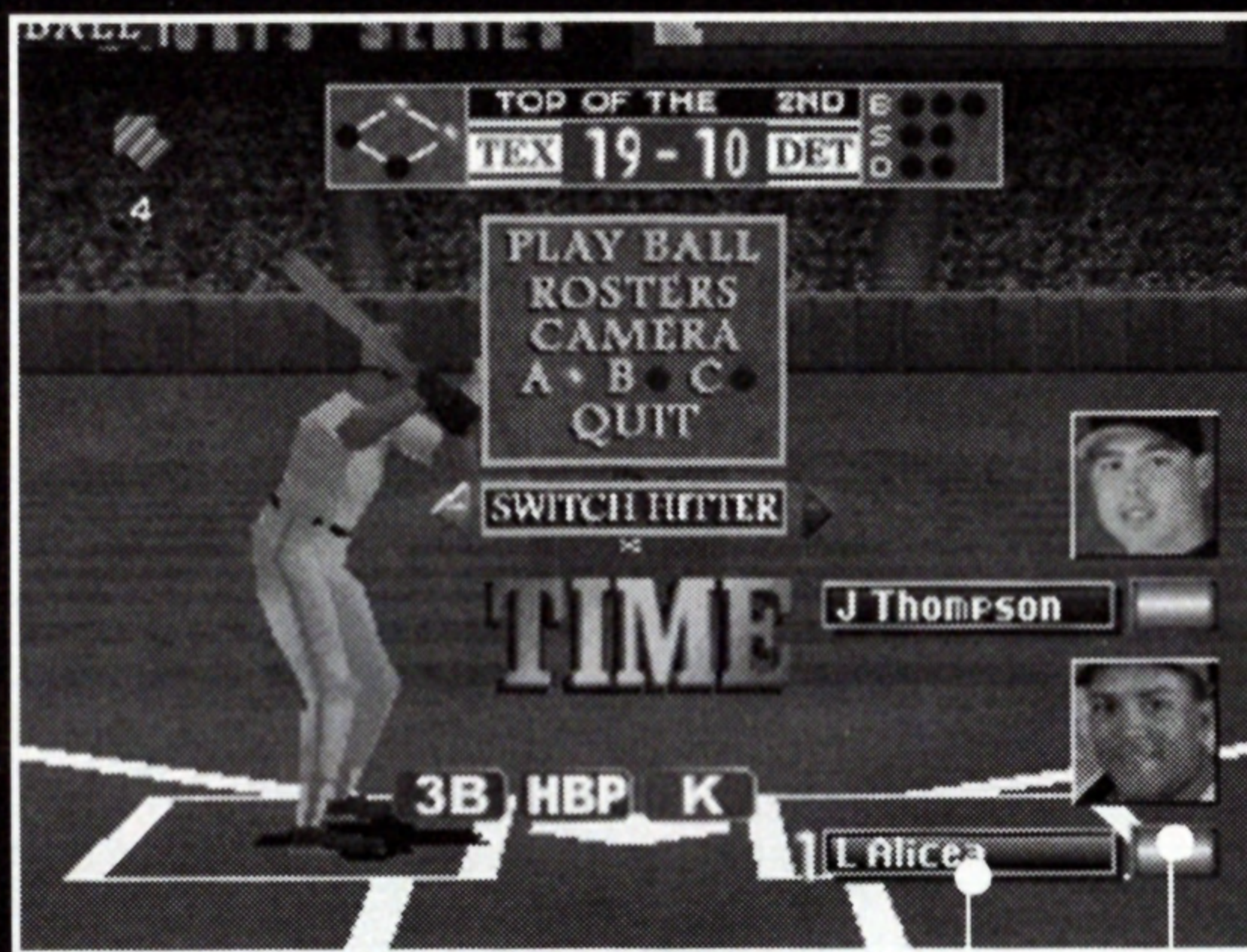


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KNOWING YOUR TEAM

Through out the game you will be dealing with the players on one or more teams. This section will help you get to know your team.



Players are color coded for easier recognition.

- Red = Starting pitcher
- Purple = Relief pitcher
- Blue = Catcher
- Yellow = Infielder
- Green = Outfielder
- Half yellow/green = Utility fielder

BIORHYTHM

About fielders

RUN means how fast the player can run.

ARM means how far the player can throw a ball.

The rating A is best and E is poor.

- [X] indicates that player's batting cursor.
- The rating A is largest (best) and E is smallest (poor).

- BLO indicates the physical status of a player. The more green, the greater his vitality.

Solid green means he's at the top of his game and empty means he's in a slump.

- Pitchers gauge shows the pitchers' pitching ability.
- The five directional arrows show what kind of pitches that pitcher can throw, and the fullness of the arrows indicates how much the pitch will break.
- In the center of the gauge is the maximum speed that the pitcher can throw.
- 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.





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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. **BOTTOM OF THE 9TH™ '99** requires:

- 4 Blocks: to save ONE season data (MAX. 3 season data)
- 1 Block: to save an option data, 3 trade data, AND 3 scenario data

☞ 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.

GAME MODES

EXHIBITION	<p>There are three modes in Exhibition:</p> <ul style="list-style-type: none">•1P vs Com: Play against the computer•1P vs 2P: A two player game (two controllers are needed)•Spectator: Watch a computer played game
SEASON	<p>There are three modes in Season:</p> <ul style="list-style-type: none">•Regular Season: Choose any one team and play a season of 15, 30, 69, 112, or 162 games.•Playoffs: Choose any one team and play the post-season.•World Championship: Choose one or two teams and play the finals.
TRAINING	<p>Use this mode to polish your skills. This training camp includes batting, pitching, fielding.</p>
TRADE	<p>Take the GM's role in this mode. You can trade the players and try to assemble the team of the decade!</p>
SCENARIO	<p>In scenario mode the player is immersed, midgame, in a variety of interesting situations.</p>
STATISTICS	<p>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</p>
OPTION	<p>You can change the various settings for the controllers and the sound</p>

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EXHIBITION

Game Controls	1P VS COM/1P VS 2P Each option has a choice of manual or auto and a few have semi-auto.
Fielding	(Auto/Semi Auto/Manual) If Semi Auto is selected, the fielder chases and catches the ball automatically. You must throw to the bases.
Batting	(Auto/Manual)
Cursor	(Lock On/Manual) Lock On locks the cursor onto the ball automatically
Pitching	(Auto/Manual)
Manager	(Auto/Manual)
Controller	(Type A, B, C) This allows you to choose a different controller than the one selected in OPTIONS. For more on controllers see page 4-9.
Choose Team	1P VS COM / 1P VS 2P / Spectator Here you get to choose the teams to be played and who is home or away.

Play screen	1P VS COM / 1P VS 2P / Spectator
Play	Play the game
Rosters	Change the starting rosters for each team
Stadiums	Select the stadium to play in.
Configure	You can change some of the game settings
Com	Select difficulty level. (Minor(easy)/Rookie (normal)/Veteran(hard)/All Star(very hard))
Innings	Select amount of innings to play. (1to9innings)
Slaughter	(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. (Off/ 1-10 runs)
Error	(On/Off)
Wind	(On/Off)
Game	Select time of day to play (Day/Night)
DH	Designated hitter (On/Off)





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SEASON

You can play a full season or playoffs using any one team, or play the World Championship with one or two teams. There are no rainouts, so all games are played following the schedule. If you want to create your "dream team" or match the moves made by the big leagues, you have to do so before the start of the season. Once the season has started you can't make any more trades. (For more information on trades see the TRADE section)

Configure	Select the game settings (see EXHIBITION)
Choose Team	Choose your team and set up your controller (see EXHIBITION)
Today's Games	This shows the days games. To play a game, choose the game with your team. You can watch any of the other games by choosing the game you want to see. If you don't want to watch a game, select the game and answer NO to watching that particular game, it then will ask you if you want to simulate all the rest of the COM VS COM games, answer yes or no. To see the schedule select the date.
Schedule	Shows you what games are played each day of the season.
Play	Play the game
Rosters	Change the starting rosters for your team

TRAINING

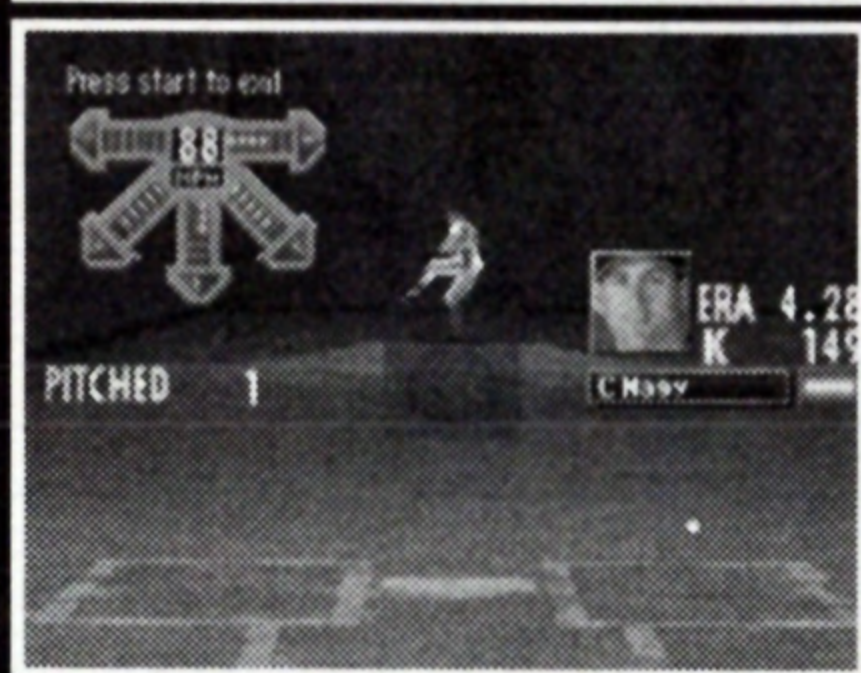
There are three types of training: batting/ pitching/ fielding.

BATTING



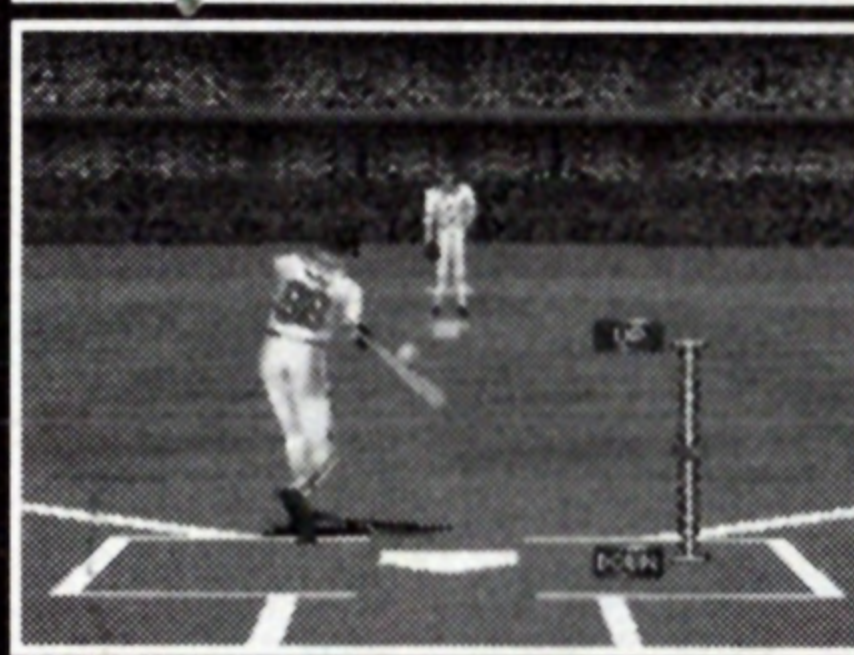
Practice your batting skills with any player. You can choose the kind of pitching you practice against by pressing the L1 or R1 button to change the type of pitches: fastball only/ change-up only/ curve only/ slider only/ forkball only/ sinker only/ screwball only/ knuckle only/ random/ standard (which is 4 balls of each kind of pitch, one after another) and 2P controlled. If you select 2P controlled the control pad in Port 2 must be used to throw the pitch.

PITCHING



Sharpen your pitching skills with any pitcher.

FIELDING



Polish your fielding skills using any team in the league.

When you want to quit training, press the start button to return to the training select screen.

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SCENARIO

Here you get the chance to jump right into the critical moments of a game in progress. There are 20 scenarios to choose from with various difficulty levels from 1 ball(easy) to 5 balls(very difficult)

HE'S BACK



GOLDEN ARM



ROAD TO VICTORY



SAVIOR



UNEXPECTED



DESPERATION



HIGH AND DRY



NO SURRENDER



REINFORCEMENT



**CALM BEFORE
THE STORM**



**COUNTDOWN
TO IMPACT**



**BATTLE OF THE
BIG APPLE**



**CELLAR
DWELLING**



**WINTER
WONDERLAND**



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TRADE

This is where you can make your very own dream team. In Trade mode you can trade from the default rosters, your current rosters or a roster saved from a previous session. It's a one-for-one trade and you can only trade fielders for fielders and pitchers for pitchers.

TRADE FIELDER



ANAHEIM **EXIT**

FIELDER

T Salmon
J Edmonds
G Anderson
G DiSarcina

DETROIT

B Higginson
J Randa
BL Hunter
T Clark

					
AUG	G	R	H	HR	RBI
.298	146	94	163	27	101
BB	K	SB	SLG	OBP	SAC
70	85	12	.520	.378	4
RUN	ARM	DEF	FD%	ERR	
B	A	RF	B	.971	9

⊕ SELECT × DECIDE ⊖ CANCEL △ BACK

TRADE PITCHER


ANAHEIM **EXIT**


PITCHER

C Finley
K Hill
A Watson
J Dickson

ATLANTA

G Maddux
J Smoltz
T Glavine
D Neagle





96
MPH

STA	CTL	3/4			
A	A	RIGHT			
ERA	W	L	SV	G	IP
3.02	15	12	0	35	256
GS	CG	SHO	K	H	HR
35	7	2	24	123	4
R	BB	WP	OPB	FD%	ERR
97	63	9	.224	.967	2

⊕ SELECT × DECIDE ⊖ CANCEL △ BACK

STATISTICS

In order to use statistics you must have previously saved at least one game in regular season mode. All the stats are separated into the two leagues (Neptune and Apollo) but you can switch between the two leagues at almost any time. You can also see the players stats for each team and the top batters and pitchers of each league. All of these stats are the ones accumulated throughout your season. Note: Other than Regular Season mode the stats displayed are the 1997 player's season statistics.

OPTIONS

Voice	(Play-by-play/Umpire/Both) This changes the voices you hear during a game
Speakers	(Stereo/Mono)
Music	You can change the volume of the background music in the select screens
Effects	You can change the volume of the sound effects in the game
Controller	(Type A/Type B/Type C) You can choose between three types of controllers to play with. Type A is recommended for this game. For more info see the controls on page 4-9.





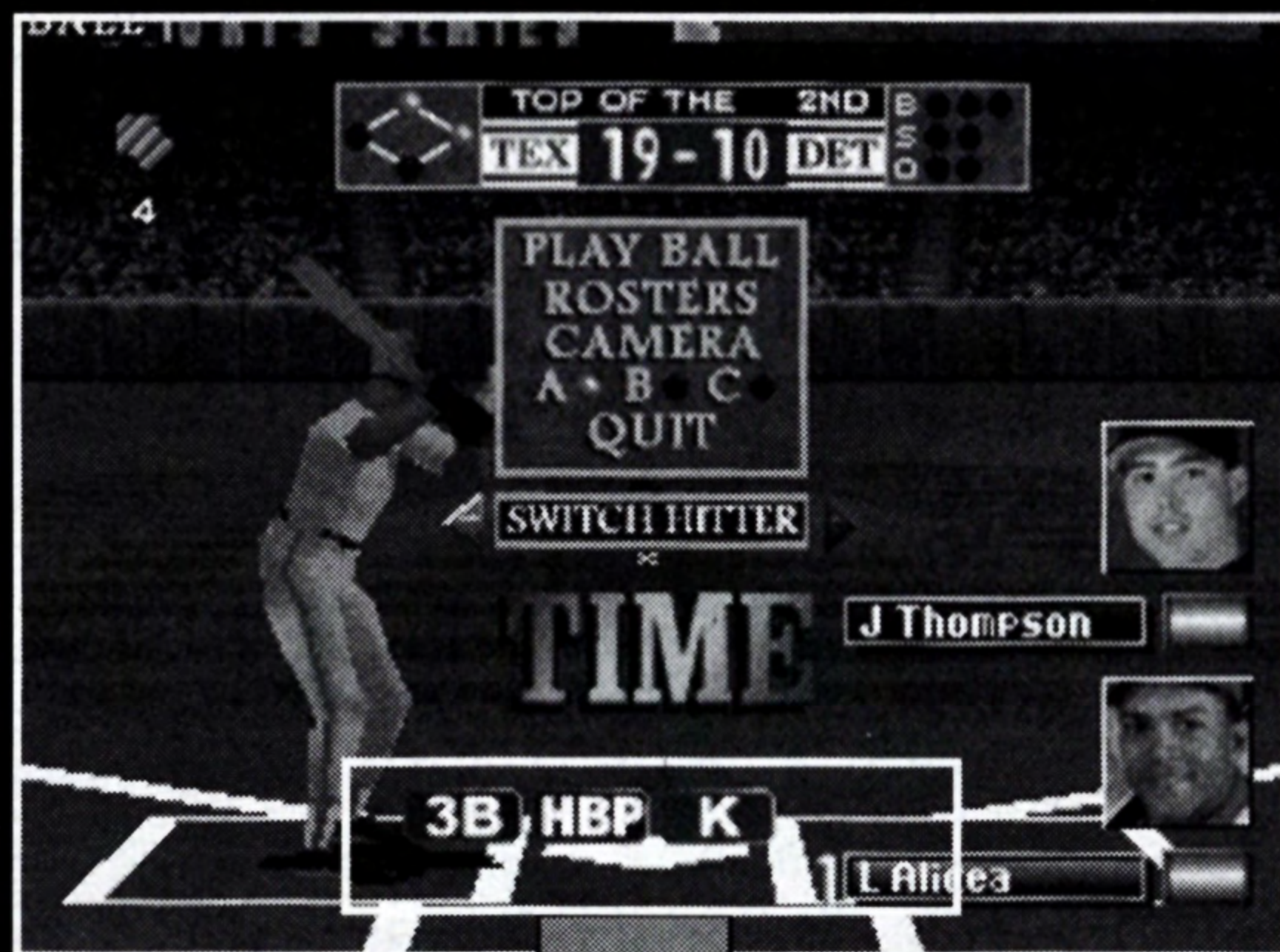
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TIME OUT

Just like real baseball, you can only call a time out when the ball is not in play (before the pitcher is in his pitching motion only). To call a time out, press the START button. A new window will come up with your choices.

Play ball	Continue playing
Rosters	<p>Switch players or see the score so far. Who you can switch depends on whether you are playing offense or defense.</p> <ul style="list-style-type: none">• Offense: Pinch Hitter/ Pinch Runner• Defense: Relief Pitcher/ Relief Fielder
Cameras	<p>Change the view of the game.</p> <ul style="list-style-type: none">• View A: Normal Batter's view• View B: Pitcher's view• View C: Angled Batter's view
Quit	Quit the game
Switch Hitter	Certain players can bat lefty or righty

VIEW A**VIEW B****VIEW C****K** Strike out**H** Single**2B** Double**3B** Triple**HR** Home run**E** On base by an error**GO** Ground out**PO** Pop out**BB** Base on balls**HBP** Hit by pitch**SAC** Sacrifice bunt, fly (out)

These icons represent the batter's previous at bat..

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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.

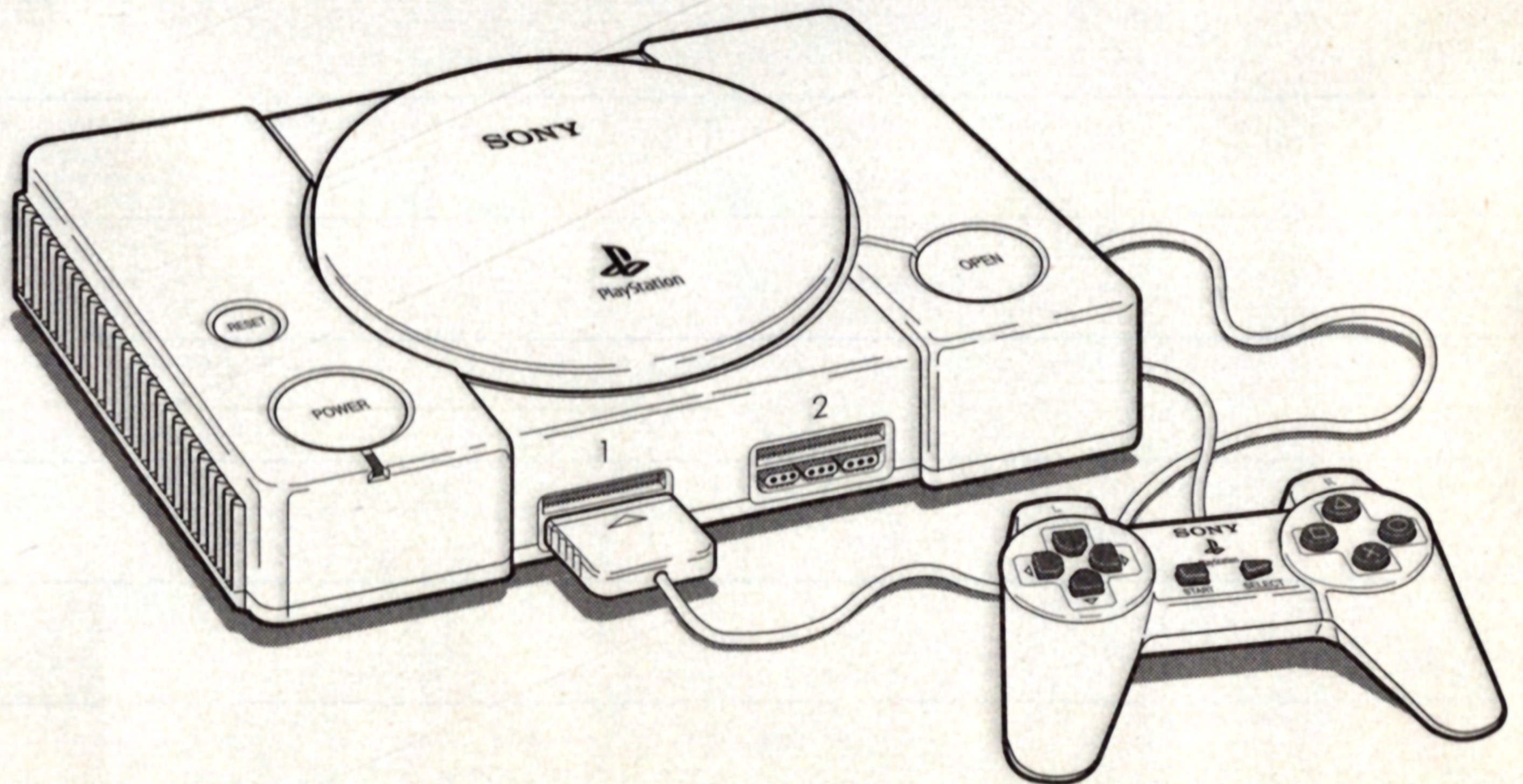
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SPORTS SERIES**

- ◆ 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.



Notes



**BOTTOM
OF THE
9TH
'99**

**KONAMI
XXL
SPORTS SERIES**

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If you feel stuck in the game, or just need a boost, don't worry!

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KONAMI GAME HINT & TIP LINE: 1-900-896-HINT (4468)

▣ 95¢ per minute charge

▣ \$1.25 per minute support from a game counselor

▣ Touch tone phone required

▣ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time.

Prices and availability are subject to change. U.S. accessibility only.

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