NUS-NBOE-USA

INSTRUCTION BOOKLET

BOTTOM OF THE 9TH ™

JUAN GONZALEZ
1998 A.L. MVP

MLB PLAYERS CHOICE®

SOLD BY

KONAMI.

EVERYONE
E
CONTENT RATED BY
ESRB

KONAMI
XXL
SPORTS SERIES™

NINTENDO⁶⁴

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.
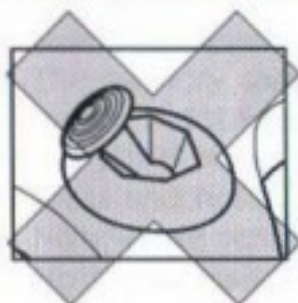
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

TABLE OF CONTENTS

Refer to the instruction manual supplied with the NINTENDO 64 for details on using the Control Stick on the Controller.

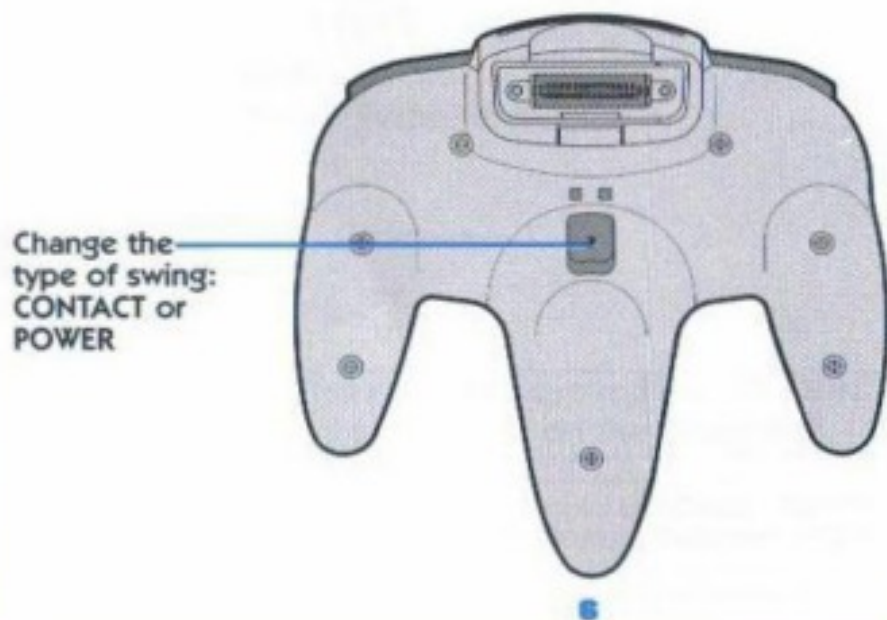Emulation64.fr

ABOUT THE CONTROLLER PAK

CONTROLLER PAK

- The use of the Controller Paks (sold separately) enables data to be saved and loaded.
- The memory capacity of each Controller Pak is divided into 123 pages. A total of 112 pages of memory is required for an Bottom of the 9th™ Note.
- Press and hold START when the game is starting up to bring up the Note erase screen. Press the Control Pad up or down to select the Note you wish to erase, and press the A Button. A confirmation message will appear. Select [Yes] and press the A Button to erase the Note.

Warning: Don't remove or insert Controller Pak during a save, load or delete operation.

CONTROLLING THE PLAYERS TYPE A

BATTING

Power/Contact

Hit & run

Bunt

Time

1 Move the batting cursor

2 Swing

Change the type of swing: CONTACT or POWER

5
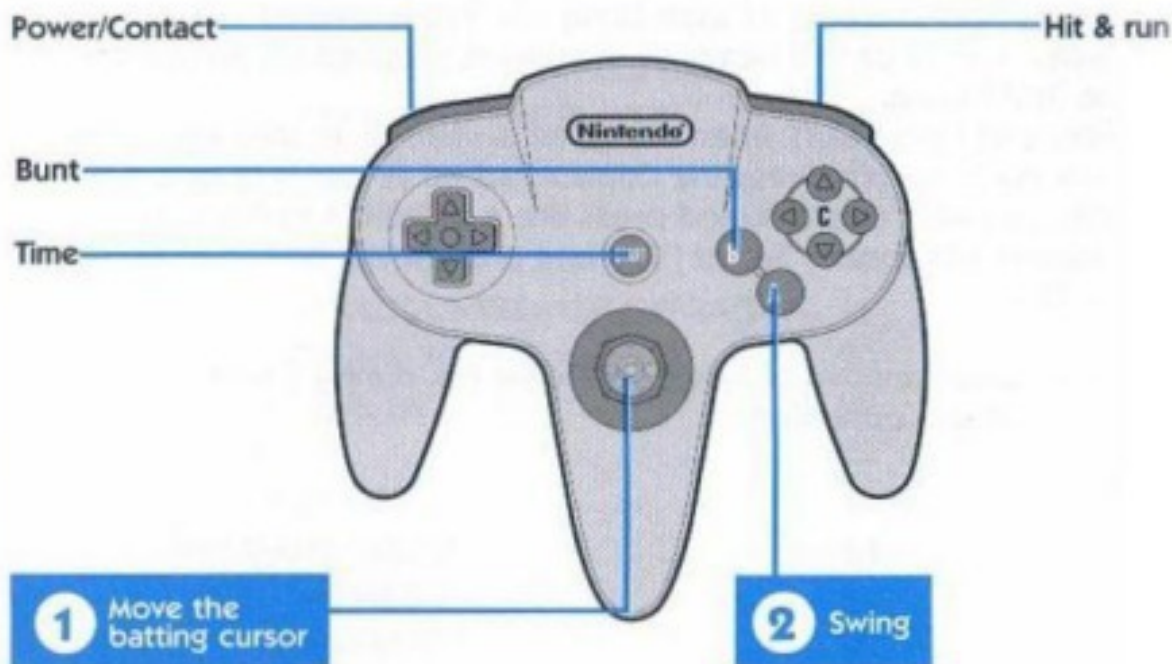
CONTROLLING THE PLAYERS TYPE A

RUNNING

All runners stop press C⇧ + C⇨

Press repeatedly to run faster

All runners advance 1 base

One runner advances to the selected base

One runner returns to the selected base

Select the base

2nd

3rd — 1st

home

All runners return to the previous base
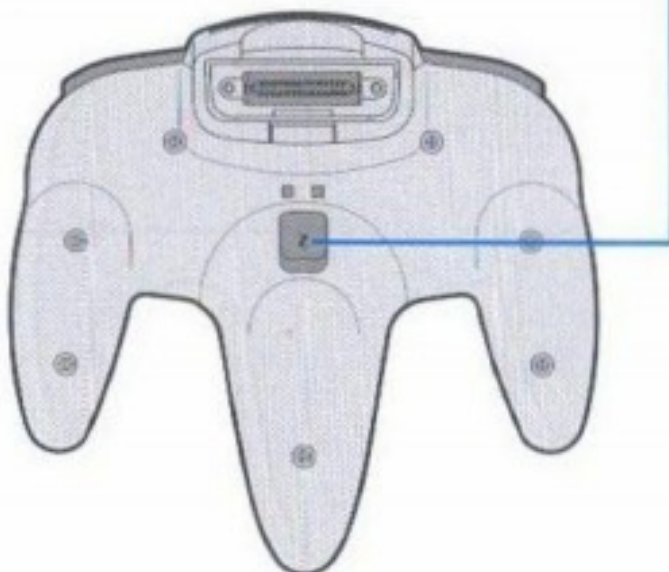
CONTROLLING THE PLAYERS TYPE A

PITCHING

1 Select the type of pitch

Fast ball
Slider — Sinker
Curve
Fork

Time

Hide the catcher's mitt

(Nintendo)

2 Pitch

Pick-off

2nd
3rd ⬦ 1st

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

Change the defensive formation

8

CONTROLLING THE PLAYERS
TYPE A

FIELDING

1 Move the selected fielder

Throw to cut-off man

2 Throw to the selected base

```
        2nd
3rd  ( C )  1st
       home
```

9

CONTROLLING THE PLAYERS TYPE B

BATTING

Hit & run

Bunt

Time

1 Move the batting cursor

2 Swing

Change the type of swing: CONTACT or POWER
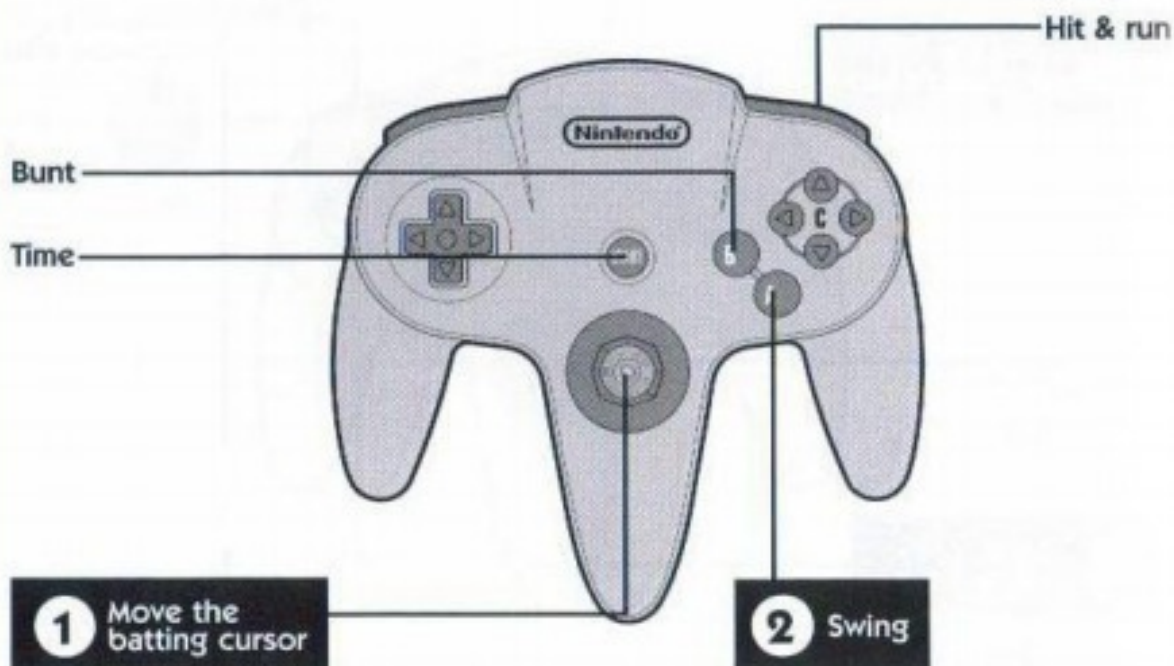
CONTROLLING THE PLAYERS TYPE B

RUNNING

All runners stop press C⇦ + C⇩

Press repeatedly to run faster
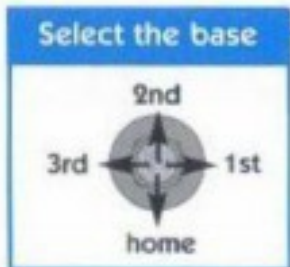
All runners advance 1 base

One runner advances to the selected base

One runner returns to the selected base

Select the base

2nd

3rd — 1st
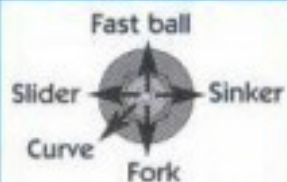
home

All runners return to the previous base

11
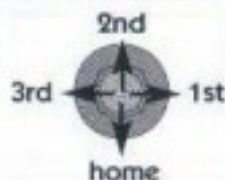
CONTROLLING THE PLAYERS TYPE B

PITCHING

① Select the type of pitch

Fast ball
Slider — Sinker
Curve
Fork

Time

Hide the catcher's mitt

② Pitch

③ Move the catcher's mitt to the location of pitch

Pick-off

Press C⇩ +

2nd
3rd — 1st

Change the defensive formation

12

CONTROLLING THE PLAYERS TYPE B

FIELDING

1 Move the selected fielder

Throw to cut-off man

2 Throw to the selected base

press **A**

2nd

3rd —— 1st

home

CONTROLLING THE PLAYERS TYPE C

BATTING

Change the type of swing: CONTACT or POWER

Time

Bunt

Hit & run

1 Move the batting cursor

2 Swing

14

CONTROLLING THE PLAYERS TYPE C

RUNNING

Press repeatedly to run faster

All runners advance 1 base

All runners stop

All runners return to the previous base
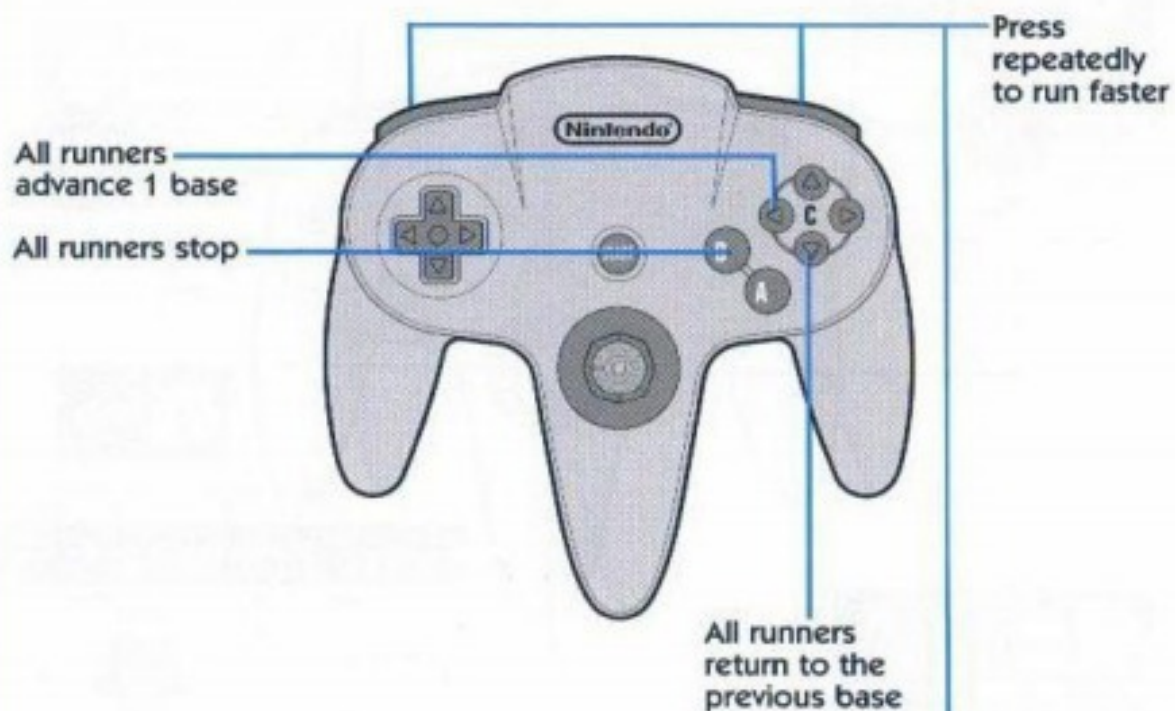
CONTROLLING THE PLAYERS TYPE C

PITCHING

① Select the type of pitch

Fast ball
Slider — Sinker
Curve
Fork
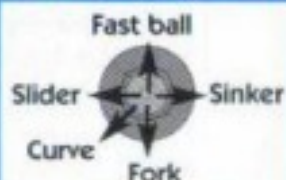
Time

Hide the catcher's mitt

Change the defensive formation

② Pitch

③ Move the catcher's mitt to the location of pitch

Pick-off

Press C⇩ +

2nd
3rd — 1st
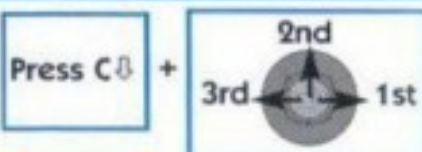
CONTROLLING THE PLAYERS
TYPE C

FIELDING

1 Move the selected fielder

Throw to cut-off man

2 Throw to the selected base

press **A**

2nd
3rd ←→ 1st
home

Z

17
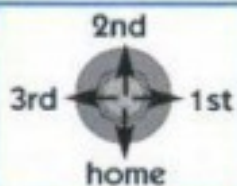
GENERAL CONTROLLER OPERATION

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 L or Z 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 Control Pad 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 A 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.

GENERAL CONTROLLER OPERATION

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 L button. Choose from three 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.

PAUSE & QUIT

Press START to call a time out. Select "QUIT" and press A button, then select Yes and press A button to execute.

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.
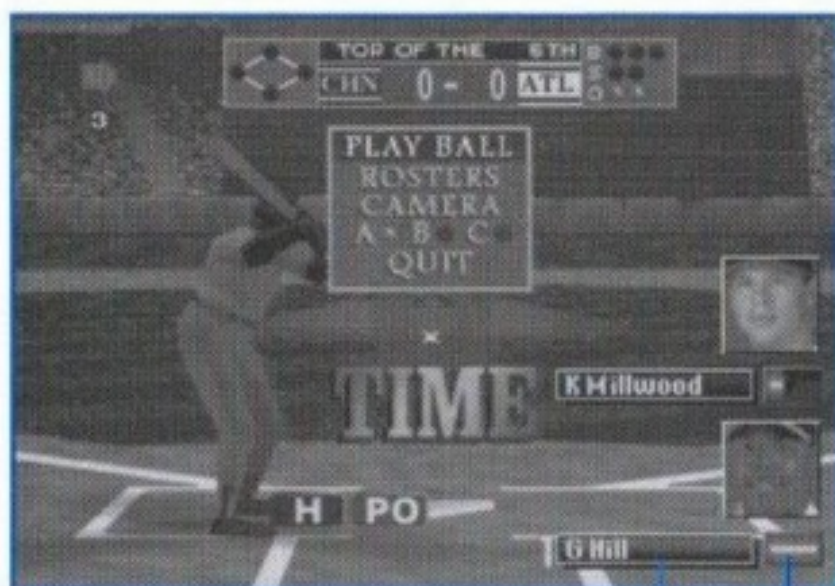
Players are color coded for easier recognition.

BIORHYTHM

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

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).

KNOWING YOUR TEAM

- BIO 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 A button to highlight that player (or the B button to cancel).
- Move the cursor to the name of the new player and press the A button again to swap them.

FATIGUE FACTORS / RULES / OPTIONS

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.

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.

OPTIONS

Voice	(Play-by-play/Umpire/Both) This changes the voices you hear during a game
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 6 - 17.

GAME MODES

EXHIBITION	There are three modes in Exhibition: •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	There are three modes in Season: • 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	Use this mode to polish your skills. This training camp includes batting, pitching, fielding.
TRADE	Take the GM's role in this mode. You can trade the players and try to assemble the team of the decade!
SCENARIO	In scenario mode the player is immersed, midgame, in a variety of interesting situations.
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	You can change the various settings for the controllers and the sound.

GAME MODES: 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 6-17.

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. For more on Rosters see page 33.
Stadiums	Select the stadium to play in.

GAME MODES:
EXHIBITION / STATISTICS

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. (1 to 9 innings)
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)

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 by pressing the L or R button. 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 1998 player's season statistics.

GAME MODES: 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

GAME MODES: SEASON

SEASON PLAY

Choose the teams you wish to play by scrolling to the team name with the Control Stick and pressing the A Button. This allows you to set up the options you want for that team.

Moving to the "Next" sign and pressing the A Button allows you to move to the schedule screen. Teams that are controlled by the CPU have a "C" next to them. Teams controlled by the user have an "M" next to them. If you wish, you can play your game first by finding your team name in the list and entering the game as usual. If a game contains two teams that are controlled by the CPU the game will be simulated. You have the option of watching this game as a spectator. If you choose not to watch the game then you are asked if you want to simulate all non-user games. If you have not played the user controlled game you must do so to proceed to the next day on the schedule. After all games on the schedule have been either played or simulated, you move to the next set of games by pressing the "Next" sign.

You can save from this screen.

For a schedule press the date.

To view stats press the "Stats" sign.

GAME MODES: 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 using Control Stick 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 Controller Socket must be used to throw the pitch.
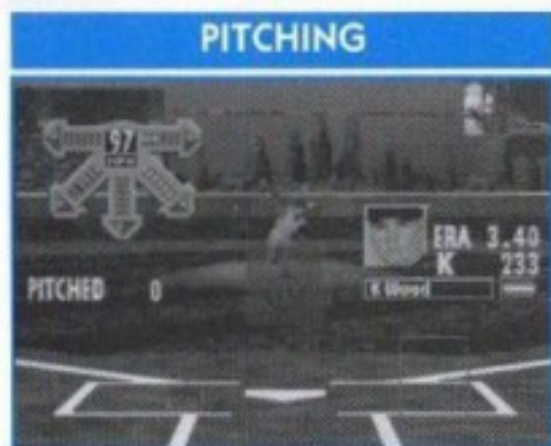
PITCHING

Sharpen your pitching skills with any pitcher.
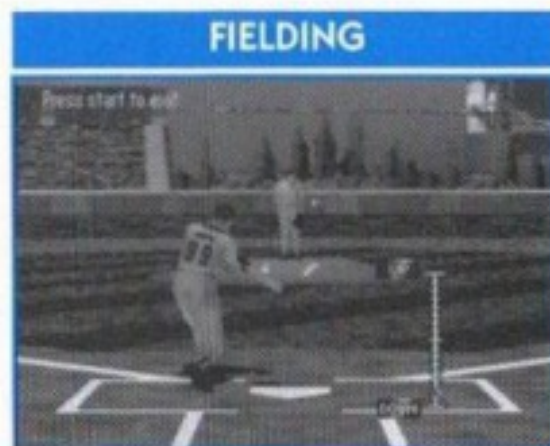
FIELDING

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.

Emulation64.fr

GAME MODES: 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

ANA-BOS. The score is 5-5 in the top of the 8th, no outs, 0-0 count, runners on 1st and 2nd. Mo Vaughn is eager to show the Boston crowd what they let get away as he steps up to the plate. This is his chance!

CALM BEFORE THE STORM

TEX-TB. The score is 0-0 in the bottom of the 7th, no outs, 0-0 count, and a runner on 1st. It's been a tight game so far, but Tampa Bay is ready to breakloose. Wade Boggs is batting and Fred McGriff on deck.

COUNTDOWN TO IMPACT

DET-SEA. The score is 5-3 in the bottom of the 9th, 2 outs, 0-0 count, bases loaded. Seattle has only one more chance to make a come-back, and as Ken Griffey steps up,that chance is getting better!

GOLDEN ARM

MIN-NYA. The score is 0-4 in the top of the 8th, no outs, 0-0 count, and no one on. David Wells only needs 6 more outs for a perfect game! Can he become only the second player to accomplish this in this stadium?

REINFORCEMENT

CIN-ATL. The score is 2-0 in the bottom of the 8th, no outs, 0-0 count, bases loaded. Time is running out for Atlanta and they need a new slugger. Brian Jordan was brought here specifically for this purpose, can he lead the team to victory?

HANG IN THERE

SF-LA. The score is 5-4 in the bottom of the 9th, no outs, 0-0 count and the bases are loaded. San Francisco is hanging on to a slim lead, but Raul Mondesi wants to change that. For Robb Nen, one mistake is the end!

GAME MODES: SCENARIO

SAVIOR

SF-CHN. The score is 3-5 in the top of the 9th, one out, 0-0 count, and runners on 2nd and 3rd. San Francisco is mounting a comeback and Chicago is doing everything they can to stop it. Can the exhausted Rod Beck save the game for the fans in the windy city?

NO SURRENDER

HOU-MIL. The score is 0-4 in the top of the 9th, two outs, 0-2 count, and the bases empty. Some people just can't say die. Jeff Bagwell is one of them and he's not about to lose this game!

PLAYING WITH FIRE

OAK-BAL. The score is 0-5 in the bottom of the 8th, no outs, 3-0 count, and runners on 1st and 2nd. Baltimore thinks that they have this game locked up, but that's playing with fire. Are they going to get burned by Oakland?

BATTLE OF THE TITANS

STL-CHN. The score is 6-2 in the bottom of the 9th, one out, 0-0 count, bases loaded. Its a batting duel between two of the league's best. Mark McGwire just got his 62nd and now it's Sammy Sosa's turn!

BATTLE OF THE BIG APPLE

NYN-NYA. The score is 2-2 in the top of the 8th, no outs, 0-0 count, bases empty. Its the final game of Interleague play between the two New York teams. Hideo Nomo is facing Hideki Irabu, both of them know that bragging rights are on the line.

WINTER WONDERLAND

ATL-PHI. The score is 0-0 in the top of the 7th, no outs, 3-1 count, and a runner on 2nd. An early winter storm has brought a record low of 25 degrees to Philadelphia. Can Atlanta record its 100th win in such cold?

GAME MODES: SCENARIO

HIGH AND DRY

COL-ARI. The score is 0-0 in the bottom of the 5th, no outs, 0-0 count, and runners on 1st and 2nd. Though they are from two very different locations, they both have the same goal. In a scoreless game, the tension is starting to mount...

DESPERATION

KC-MIN. The score is 0-4 in the bottom of the 8th, no outs, 0-0 count, runners on 1st and 2nd. Can Kansas City break out of its losing streak? It's going to be tough. Down late in the game, Pat Rapp struggles to get his team to back him up...

UNEXPECTED

ATL-SD. The score is 2-4 in the top of the 8th, 0 outs, 0-0 count, runners on 1st and 2nd . The Braves didn't expect to be down in this series 3-1. Can Michael Tucker be the unexpected hero? All they need is one hit!

THE BIG BANG

N-A. The score is 1-2 in the top of the 7th, no outs, 0-0 count, and the bases are loaded. It's All-Star time again, and it's another close one. Pedro Martinez is pitching and Mark McGwire is about to bat. The best is still to come!

KAMIKAZE

NYA-TOR. The score is 0-0 in the bottom of the 7th, no outs, 0-2 count, and no one on base. Is Hideki Irabu superhuman? So far, he's pitched a perfect game, but can he keep it up?

THE GALE

CLE-CHA. The score is 1-0 in the top of the 5th, no outs, 3-0 count, and a runner on 2nd. The wind has been wreaking havoc today, reaching as high as 55MPH! Chicago is hoping to stop Cleveland from increasing their lead, but is the wind going to help them?

GAME MODES: SCENARIO / TRADE

CELLAR DWELLING

MTL-PIT. The score is 0-4 in the bottom of the 8th, no outs, 3-0 count, and runners on 2nd and 3rd. These two teams are fighting to stay out of last place. Can Montreal ride Vladimir Guerrero out of the cellar?

ROAD TO VICTORY

ARZ-ATL. The score is 2-2 in the bottom of the 9th, no outs, 0-2 count, and no one on base. Randy Johnson is tiring. Can Arizona pull it out to win against the best team in baseball?
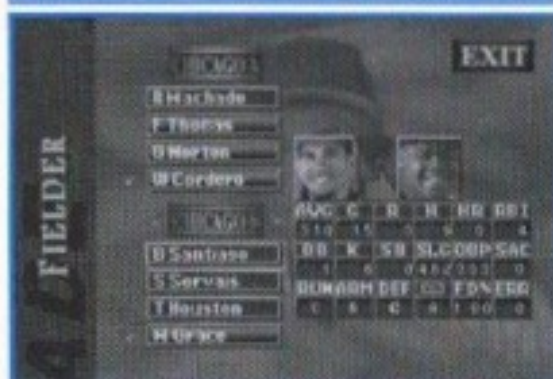
GAME MODES: TRADE

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
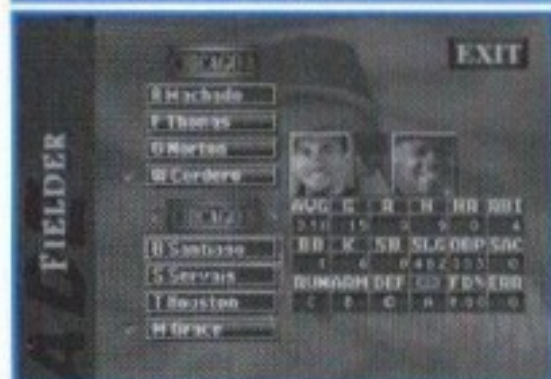
TRADE PITCHER

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 START. A new window will come up with your choices.

Play ball	Continue playing
Rosters	Switch players or see the score so far. Who you can switch depends on whether you are playing offense or defense. • Offense: Pinch Hitter/ Pinch Runner • Defense: Relief Pitcher/ Relief Fielder
Cameras	Change the view of the game. • 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

ROSTER SCREEN

On the Roster screen you can review the lineup the CPU has selected for you. If you wish to change a position player use the Control Stick to move to the dugout. If you wish to change your pitcher go to the bullpen. Pressing the A Button moves you inside the dugout or bullpen. Once in there, simply choose the player you wish to replace and move to the bench area and choose the player you want to sub in. If you do not like the change, the B Button will back out of the screen. You can change the batting order by highlighting two players in the lineup. You can also change fielding positions by using the Control Stick to move the position tag and then highlight the position and exchange it with another in the lineup.

When you are finished, use the Control Stick to move to the top of the lineup and then up to the "Next" sign.

TIME OUT

VIEW A	VIEW B	VIEW C

K	Strike out	GO	Ground out
H	Single	PO	Pop out
2B	Double	BB	Base on balls
3B	Triple	HBP	Hit by pitch
HR	Home run	SAC	Sacrifice bunt, fly (out)
E	On base by an error		These icons represent the batter's previous at bat.

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 A 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.

TIPS & TECHNIQUES

◆ 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.