

BOTTOM OF THE 9TH

JUAN GONZALEZ
1998 A.L. MVP



Bottom Of The 9th is a trademark of Konami co. Ltd. © MLBPA 1999. Officially Licensed Major League Baseball Players Association. Fordam is a registered trademark of Konami co. Ltd. © 1999

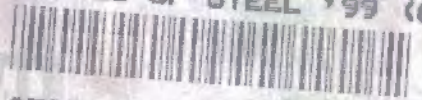
GLEN RICE
NBA ALL-STAR



IN THE ZONE

The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member team.

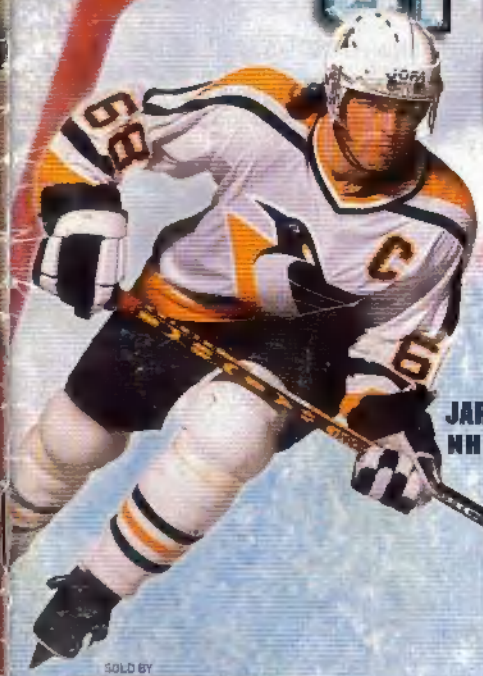
NHL BLADES OF STEEL '99 (64)



8568 Z INSTRUCTIONS



NHL BLADES OF STEEL '99



JAROMIR JAGR
NHL ALL-STAR

SOLD BY



Reel Thing Video
Uptown Bartonville
697-1751

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO.
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

CONTENTS

NHL® BLADES OF STEEL '99

Contents

Control Stick Function	2
Controller Pak & Rumble Pak	3
Game Rules	5
Mode Select	6
Game Start	8
Exhibition	9
Season	10
Playoffs	11
Stats and the Management	12
Options	15
Pausing and File Saving	17
Explanation of Penalties	18
Post-Match Screen	19
Credits	20
Warranty	21

CONTROL STICK FUNCTION

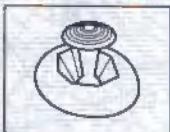
Control Stick Function

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 its 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.

Getting Started



Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the GAME TITLE Game Pak into the slot on your N64®.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin GAME TITLE.

Note: If you want to save games, insert the N64® Controller Pak into the controller before starting play.

CONTROLLER PAK & RUMBLE PAK

Controller Pak

- Using the Controller Pak (sold separately) will allow you to save and load "GAME" and "OPTIONS" data.
- Refer to the User's Guide included with the Controller Pak for Controller Pak operations.

Creating a NOTE (Saved Files)

- The Controller Pak's storage capacity is divided into 123 pages, of which 109 pages are required to save a "GAME", and 1 page for "OPTIONS". In all, 110 pages are required.
- The saved data for a "GAME" may only be in either "SEASON MODE" or "PLAYOFF MODE", not both.
 - "GAME" saved data contains data for a game in progress. "OPTIONS" saves data for various options items.
 - The SAVE screen will be displayed at (Game Over), or by selecting "Save" (Menu Screen). Highlight "YES" to create notes, and select with the A Button.
 - Selecting "NO" will result in a note not being created. Data will not be saved.
 - Saved data for "OPTIONS" will be saved when quitting the OPTIONS screen.

Controller Pak Menu

- With the Controller Pak attached to the controller, hold down Start and switch on the power to the Nintendo 64 game unit. The Controller Pak menu screen will appear.
- Highlight the Controller Pak data to be erased with the Control Pad, and select it with the A Button. Delete data with the A Button after selecting "YES" with the Controller Stick (+ Control Pad).



Error Messages for the Controller Pak

- "Please insert Controller Pak into Controller 1."

The Controller Pak has not been properly inserted. Turn the power off and re-insert the Controller Pak.

- "Overwrite existing season game note."

This prompt asks you whether you want to overwrite the saved file for the "SEASON" mode. Select "YES" to overwrite.

- "Overwrite existing playoff game note."

This prompt asks you whether you want to overwrite the saved file for the "PLAYOFF" mode. Select "YES" to overwrite.

- "The note for 'BLADES OF STEEL' has been damaged. Would you like to attempt to repair it?"

CONTROLLER PAK & RUMBLE PAK

Turn off the power and re-insert the Controller Pak. If the message is still being displayed, there is a possibility that the Controller Pak is damaged. Use a different Controller Pak or refer to your Controller Pak's User's Guide.

- "This Controller Pak contains no saved files for "BLADES OF STEEL."
"You need to create a new note. Do you want to create a new note?"

There is no game data on the Controller Pak. Please create a new saved file.

- "There are not enough free pages in the Controller Pak."
"Continue without saving?"

There is no more available storage in the Controller Pak. Select "YES" to continue the game without saving.

- "There are not enough free notes in the Controller Pak."
"Continue without saving?"

No more data can be saved because there are 16 saved notes in the Controller Pak. Select "YES" to continue the game without saving.

- "Rumble Pak is inserted."
"Please insert Controller Pak into Controller 1."

Data cannot be saved because the Rumble Pak is currently inserted. Exchange it for a Controller Pak with enough storage room and a note already constructed.

- "Are you sure that you want to delete this game note?"

This is a confirmation prompt that appears when you delete a file in the Controller Pak Menu Screen. Select "YES" to delete.

RUMBLE PAK

- This game is compatible with the Rumble Pak (sold separately). If a Rumble Pak is connected to your controller, the controller will vibrate during the game in concert with the action on-screen.
- When playing with the Rumble Pak, begin the game with the Controller Pak attached to the controller and exchange the Controller Pak for the Rumble Pak according to screen instructions.
- When loading and saving data, switch from the Rumble Pak to the Controller Pak according to on-screen instructions.
- Do not detach the Rumble Pak during a game until instructed to do so.

GAME RULES

GAME RULES

- Period lengths can be changed in the [PERIOD LENGTH] setting in [OPTIONS]. See p.15.
- Overtime is set at 5 minutes for [SEASON]. In [PLAYOFFS], the game will be played until there is a winner. Adjust the overtime mode in the [OVER TIME] setting of [OPTIONS], under [EXHIBITION].

Penalties and infractions

If an infraction has occurred, there will be a faceoff from the closest faceoff circle. In case of a penalty, the player will leave the rink for a specified period of time.

Infractions

- Offside: An offside occurs when a player from the attacking team crosses the blue line and enters the other team's defensive zone before the puck crosses the blue line towards the goal. If the puck is intercepted by the defending team, the offside is ignored and the game continues.
- Icing: When a player shoots or passes the puck from behind the red line and that puck crosses the other team's goal line, icing has taken place and stoppage of play occurs. The game will resume with a face-off in the defensive zone of the offending team. The referee will call an icing the moment any player, except the goalkeeper, from the defending team touches the puck after the puck has been iced. However, if an attacking team player comes into contact with the puck, or a defensive player comes into contact with the puck before it reaches the goalkeeper, icing will not be called and the game will continue. In addition, short-handed teams are not subject to the icing rule.
- Two line pass: When a player passes the puck from the defensive zone to a player beyond the red line, a two-line pass has taken place, and the game will resume with a face-off from that team's, and of the rink.

Penalties

Minor penalty: Minor penalties in this game are limited to slashing, elbowing, holding, boarding, hooking, tripping, cross checking, charging, roughing, and high sticks. When a minor penalty is called, the player responsible must leave the ice for a specific amount of time. If a player on the team that does not have possession of the puck commits a minor or major penalty, the referee waits to blow the whistle until the team with the puck finishes its play. Play is assumed finished when the team with possession of the puck changes, when a goal is scored, or the team with the puck commits an infraction.

MODE SELECT

MODE SELECT

Basic Controls

- Control Stick (+ Control Pad): Highlights an item
 - A Button: Select, Proceed to the next screen
 - B Button: Cancel, Return to the previous screen
1. Insert the Game Pak into the NINTENDO® 64 unit, and make sure that the controller(s) are connected and the Controller Pak(s) are attached correctly. Controller jacks 1-4 correspond to the controllers for players 1-4 respectively.
 2. Turn on the power: The (MODE SELECT SCREEN) will be displayed after the opening demo.
 3. Please do not touch the Control Stick while turning on the unit.
 4. The (MODE SELECT SCREEN) should list (EXHIBITION), (SEASON), (PLAYOFFS), and (OPTIONS).
 5. Please read (Creating Notes (Saved Files)) when creating a new note.
 6. After selecting (SEASON) or (PLAYOFFS), select (NEW) to start a new game, or (CONTINUE) to load saved data.

(The Mode Select Screen)

(EXHIBITION): 1-4 people

Select a team to play, and play one exhibition game.

(SEASON): 1-4 people

Play a whole season in pursuit of an NHL Championship.

(PLAYOFFS): 1-4 people

Compete only in the Stanley Cup Playoffs.

(OPTIONS):

Make changes to game settings, rules, and other options.

1. Period/Time remaining
2. Score
3. Time remaining for a power play
4. Player cursor



MODE SELECT

CONTROLS

Offense

- A Button: Pass
- B Button: Shoot
 - Press and Hold to wind up for a Slapshot
- R Button: Switch Player
- Z Button: Press and Hold to bring up the Line change window.
 - Press the corresponding button to change lines.
- C Button DOWN: Drop Pass
- C Button LEFT: Flip Pass
- C Button RIGHT: Wrist Shot

Defense

- A Button: Steal
- B Button: Check
- C Button UP: Shot Block
- C Button DOWN: Holding

Goalie Controls

Move the Control Stick (+ Control Pad) in the direction of the shot, and make a save with the A or B Button.

Face-off Controls

When the referee drops the puck, try to take possession of it by pressing the A or B Button.

Replays

Whenever a goal is scored the Instant Replay is automatic.

- The user can pause the game at any point and select the (INSTANT REPLAY) command from the (PAUSE) screen.

Replay Controls

- Control Stick: Play and Rewind at variable speeds
- R Button: Change focus to different players or objects
- A Button: Play
- B Button: Pause
- C Button UP: Zoom In
- C Button DOWN: Zoom Out
- C Button LEFT / RIGHT: Cycle through different camera angles



GAME START

Line Changes

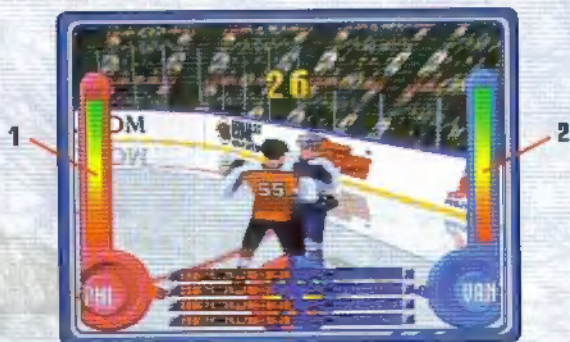
The lines are divided into offensive and defensive groups. It is possible to switch the offensive line and the defensive line independently during a line change.

1. Press the Z Button to display the power gauge for the line.
2. The total strength for the five players registered will be displayed. Select the line to use in the game.
 - Make changes to the settings in the (EDIT LINE SCREEN) under (MANAGEMENT).
 - Make changes to the settings in the (CHANGE LINE) under (OPTIONS).
 - Make changes to the settings in the (EDIT LINE SCREEN) in the Pause screen.

Fight Controls

- Fight Rules
- Reducing the opponent's power gauge to "0" constitutes a victory.
- Select a player with the Control Stick (+ Control Pad) and repeatedly press the Buttons to increase the punch strength.
- The player who instigates a fight between the two teams will be penalized.
- Fights can be stopped by repeatedly pressing the B Button before all the players gather together.

- 1 Away Team Power Gauge
- 2 Home Team Power Gauge



EXHIBITION

EXHIBITION

The number of controllers plugged in (1P-4P) determines the number of individuals playing.

- Control Stick (+ Control Pad): Quick Search
- Control Stick (+ Control Pad): Toggle between lists
- R Button: Toggle between Home and Away
- Controller patterns will not be displayed if the controller is not plugged in.

Team Selection

Select the home and away teams from the 27 NHL teams and 2 All-Star Teams.



Arena Selection

Select from among 27 arenas using Control Stick (+ Control Pad).

- Rinks are serviced after each period, and ice conditions will deteriorate as the game progresses.



SEASON

SEASON

You can choose to start a **NEW** Season or **CONTINUE** a previously saved Season.

Select from among 27 teams using Control Stick (+ Control Pad).

The overall team rating will consist of average performance values of all players on that team.

Adjust the settings for the **season** mode using the Control Stick (+ Control Pad).

- **SEASON LENGTH**
- '98-'99 Compete in 82 games from the NHL's '98-'99 season.
- **RANDOM** Play 82 games regardless of divisions or conferences. 26 opponents are randomly selected; play one game per opponent.
- 26 Opponents are randomly selected; play one game per opponent.
- **PLAYOFFS LENGTH** Adjust the number of games in each round of the playoffs.
- **PERIOD LENGTH** Select the length of a period (5, 10, 20 minutes) in the upcoming match.

Schedule

Move the cursor using the Control Stick (+ Control Pad). Change the "Month" with the C Button. Toggle between the scheduled date and match results using the R Button.

Open the simulation window with the A Button. A message is displayed once the window is open; select "YES" to run a simulation of the matches from the current date to the highlighted date.

Standings

This screen allows you to view the standings of each league. Scroll through the teams with Control Stick (+ Control Pad), and select items using Control Stick (+ Control Pad). Toggle "Division" and "Conference" with the C Button. Sort with the A Button. Toggle between **SEASON** and **PLAYOFFS** with the R Button during the playoffs.

PLAYOFFS

PLAYOFFS

You can choose to start a **NEW** Playoff round or **CONTINUE** a previously saved Playoff round.

- When starting (**PLAYOFFS**) without finishing the (**SEASON**), the '97-'98 **SEASON STATS** will apply.

Select from among 27 teams using Control Stick (+ Control Pad).

The overall team ratings will consist of average performance values of all players on that team.

It is possible to make changes to required data settings. Select with Control Stick (+ Control Pad).

You can adjust several settings before making a run in the Stanley Cup:

- '97-'98: Play using the '97-'98 pairings
- **CUSTOM**: Select teams to enter in the playoffs.
- **NOTE**: It is not possible to register a team twice in one tree.
- **PLAYOFF LENGTH**: Adjust the number of games in each round of the playoffs.
- **GAME LEVEL**: Adjust the difficulty level
- **PERIOD LENGTH**: Select the length of a period (5, 10, 20 minutes) in the upcoming match.

Playoff Tree

Move the Playoff Tree using the Control Stick (+ Control Pad). Open the simulation window with the A Button. Press the A Button once the window is open to run a simulation. There are two types of simulations available; "Gamma" consists of a single match, while "Series" simulates every match in the tournament.

STATS AND MANAGEMENT

STATS

Press the C Button Up to display on screen controls. Confirm team records and player data from the Stats screen in the (SEASON) and (PLAYOFFS) mode.

TEAM STATS: Displays the record for the current season.

PLAYER STATS: Displays the player records for the current season.

HUSTLE STATS: Displays player records for each team.

LEAGUE LEADERS: Displays individual player records by category.

MANAGEMENT

Edit Line Screen

Highlight the lineup to change with the Control Stick (+ Control Pad), highlight "PLAYER" with Control Stick (+ Control Pad). Make a selection with the A Button, then select the "Replacement Player" and press the A Button.

- Press the R Button and use Control Stick (+ Control Pad) to limit "Replacement Players" to players registered on the currently selected lineup. Press the R Button again to make all players available for replacement.
- When the lineup player to be changed is the goalie, select "EXTRA SKATER" for a six-man offensive. The sixth player will be automatically selected. Save data after making changes to the lineup.
- Changes to the lineup

Formation Screen

Allows you to make changes to the formation. Move the cursor using Control Stick (+ Control Pad).



STATS AND MANAGEMENT

Slot Penetration

Send one of the forwards to the front of the goal to receive a pass from another player, and then make a shot.

Set Play

Each player attacks from their respective positions.

Triangle

The forwards attack in a triangular formation with respect to the opponent's goal.

Combination

Each skater mans his position.

Shooting

Always goes for a shot.

Umbrella

Gets as close to the goal as possible and then makes a shot.

Overload

Moves the forward close to the opponent's goal, then makes a shot.

Combination

Each skater mans his position.

Positional

Each skater mans his position.

Zone

Players other than the center form the defense.

Man to man

Each player marks one opposing player.

Box plus one

Non-Center players form a box in front of the goal and the center makes his defense inside the box.

Passive box

Focuses on defending the goal rather than trying to take possession of the puck.

Aggressive box

Focuses on trying to take possession of the puck.

Diamond

Four players create a defensive diamond in front of the goal.

Positional

Each skater mans his position.



STATS AND MANAGEMENT

Player Trade Screen

Allows you to trade players. Select a team with Control Stick (+ Control Pad), select a player to trade using Control Stick (+ Control Pad). Use the R Button to switch back and forth between the left and right hand selection window. When a player on your team has the same jersey number as the newly acquired player, a new jersey number needs to be assigned. Cycle through the numbers with the Control Stick (+ Control Pad).

- The "All-Star Teams" cannot be selected.

Roster Screen

Displays data on players' abilities. Cycle through the players and teams with the Control Stick (+ Control Pad). Change the parameters displayed with the R Button.

Free Agent Screen

Displays players in your team, and free-agent players. Toggle teams with the C Button LEFT / RIGHT, or the R Button, and manually register jersey numbers with the C Button Right.

- Notes on trading and the free agent status
- The maximum number of players that can be registered on one team is 24.
- The maximum number of goalies that can be registered on one team is 3.
- The minimum number of players that can be registered on one team is 18.
- The minimum number of goalies that can be registered on one team is 2.

Awards

Displays the various awards given out after the Playoffs. Scroll through the "Awards" using the Control Stick (+ Control Pad).

OPTIONS

OPTIONS

Make changes to settings for each match. Select with the Control Stick (+ Control Pad)

- Some items cannot be selected depending on the match being played.

CAMERA VIEW

Make changes to camera angles during match coverage.

- Television 1: View from the ground-tier seating.
- Television 2: View from second-tier seating.
- Home Side 1: View from the home team's goal.
- Home Side 2: A slightly high view from the home team's goal.
- Away Side 1: View from the away team's goal.
- Away Side 2: A slightly high view from the away team's goal.
- Player: View from the player's eye-level.

CHANGE LINE (HOME and AWAY)

Configures the Edit Line in the home team.

- OFF: Strength remains constant; no changes to the Edit Line.
- MANUAL: Make changes to the setting during game through the Edit Line menu item in the Pause Screen.
- AUTO: The CPU will make automatic modifications.

SHOT ZOOM

Turn the zoom function during a shot "ON" or "OFF".

CHANGE CURSOR (HOME and AWAY)

Configures the method of switching to a different on-screen player in the home team.

- MANUAL: Manually changes the player cursor.
- SEMI AUTO: When attacking, cursor is on the player closest to the puck; manual switching becomes available during defense.
- AUTO: Cursor automatically shifts to the player closest to the puck.

CHANGE GOALIE (HOME and AWAY)

Configures the method of switching to a different goalie in the home team.

- OFF: Don't change the player being controlled.
- MANUAL: Change the player being controlled.
- AUTO: The CPU automatically makes the switch.

PLAY PERSON

Set the number of players in the match to a number between 4 and 6.

SELECT CONTROLLER

Returns to the controller select screen.

- Settings cannot be modified in "EXHIBITION"



OPTIONS

AUDIO

Set the game sound to "STEREO" or "MONO".

ANNOUNCEMENT

Set the game commentary to "OFF", "MID", or "MAX".

ARENA PA

Set the in-game sound effects to "OFF", "MID", or "MAX".

PENALTY

Turn penalty and infractions "ON" or "OFF".

FIGHTING

Turn the fighting option "ON" or "OFF".

OFF SIDE

Turn the offside option "ON" or "OFF".

ICING

Turn the icing option "ON" or "OFF".

TWO LINE PASS

Turn the two-line pass option "ON" or "OFF".

OVER TIME

Configure overtime options.

- NOTHING: No overtime.
- EXTEND TIME: Extend the match according to overtime rules.
- SUDDEN DEATH: Extend the match according to sudden death rules.

PLAYER IDENTIFICATION

- NO MARKING: Nothing is displayed.
- NO. AND POS.: Displays the player number and position.
- PLAYER NAME: Displays the name of the player.

ADJUSTABLE GAME PLAY SPEED

Adjusts the game speed from SLOWEST to FASTEST.

PUCK STREAK

- OFF: Displays only the puck itself.
- ON: Displays after-image of the moving puck and a directional arrow.

PAUSING AND FILE SAVING

PAUSING AND FILE SAVING

Pressing START during a match will display the PAUSE screen. Select items with the Control Stick (+ Control Pad), and make changes to desired settings. Press the START Button to return to the match screen after changing settings.

Edit Line Screen: Substitute new players for current ones.

Formation Screen: Make changes to player formation.

STATS: Look at player data and team records.

• [STATS]

OPTIONS: Make changes to settings for each match.

File Saving

File saving prompts are displayed after the [OPTIONS] screen, [MENU SCREEN] and [MATCH OVER] screen for [SEASON] or [PLAYOFFS]; it is possible to save data for just one of these modes.

- Only one of either [SEASON] or [PLAYOFFS] can be saved in a single controller pack.
1. After highlighting the item with Control Stick (+ Control Pad), a confirmation prompt will be displayed. Place the cursor on "YES" and select.
 2. Saved data for either mode can be loaded by choosing [CONTINUE] after selecting the appropriate mode.

EXPLANATION OF PENALTIES

EXPLANATION OF PENALTIES

- **Slashing:** Using the stick to obstruct your opponent's play.
- **Elbowing:** Using your elbow to obstruct your opponent.
- **Holding:** Using your hands or your stick to grab your opponent or his stick and obstruct him.
- **Boarding:** Shoving your opponent into the rink side board.
- **Hooking:** Hooking your opponent with your stick.
- **Tripping:** Using your stick to trip your opponent.
- **Cross checking:** Raising your stick across your body and pushing it into your opponent.
- **Charging:** Speeding up and charging into your opponent.
- **Roughing:** Punching your opponent or other violent behavior.
- **High sticks:** Raising your stick above your shoulders and obstructing your opponent.

POST-MATCH SCREEN

POST-MATCH SCREEN

Three Stars

The CPU will select the best players.

Run Scores

Displays the points scored.

Visitor Stats / Home Stats

Displays the game results for each team member. Scroll through the items with Control Stick (+ Control Pad), and through player data with Control Stick (+ Control Pad). Toggle between Season and Playoffs with the R Button. Toggle between "Goalie" and "Player" with the C Button.

Team Stats

Displays the match results for the team as a whole. Scroll through players with Control Stick (+ Control Pad).
SHOTS: number of shots.
SHOOTING %: success rate of shots.
PENALTY TIME: penalty time incurred.
POWER PLAYS: number of power plays.
POWER PLAY GOALS: Number of goals scored in a power play.
SHORTHANDED GOALS: number of goals while penalty killing.
BREAKAWAYS: number of attacks into the offensive zone without being marked.
BREAKAWAY GOALS: number of goals scored while making attacks into the offensive zone without being marked.
ONE-TIMERS ATTEMPTED: number of times a one-timer shot was attempted.
ONE-TIMERS COMPLETED: number of one-timer shots completed.
ONE-TIMERS GOALS: number of one-timer shots that resulted in a goal.
FACEOFFS WON: number of puck possessions won in a faceoff.
BODY CHECKS: number of body checks.
ATTACK ZONE MINUTES: time played in the attack zone.
PASSING %: success rate of passes.

Menu

Return to the menu screen.

Rematch

Play again under the same conditions.

Exit

Return to [Mode Select].

CREDITS

NHL, the National Hockey League, the NHL Shield, and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 1999 NHL. All Rights Reserved.

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game pak, please call our Warranty Services number (850) 654-5687.

Konami of America Inc.,
1400 Bridge Parkway
Redwood City, CA 94065