
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00827
UBS
EA SPORTS
TRIPLE PLAY 2000

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BASIC GAME CONTROLS

BATTING/BASERUNNING	CONTROL
Normal Swing	✖
Power Swing	■
Bunt	●
Steal	▲ + D-Button

PITCHING/FIELDING	CONTROL
Select Pitch	✖, ●, ■, or ▲
Throw Pitch	✖
Move Fielder	D-Button
Throw	✖+ D-Button

◆ At bat, use the D-Button to control where you want to hit the ball. To hit a fly ball or grounder, D-Button ↕ when you swing. On defense, the D-Button corresponds to the baseball diamond. For example, if you D-Button → on a throw, the ball goes to first base.

COMPLETE GAME CONTROLS

This section contains *Triple Play 2000's* default gameplay controls.

ACTION	CONTROL
Pause/Resume game	**START**
Cycle through **batting views**	**SELECT**

ON THE MOUND

Select pitch (view screen for specific choices)	✖, ●, ▲, or ■
Cancel pitch (after selection)	●
Pitch in the **strike** zone (after selection)	✖ + D-Button to select location
Pitch **out of strike zone** (after selection)	● + D-Button to select location
Pitchout	■ + D-Button ↓
Pickoff Attempt	■ + D-Button to select base
Activate **fielder positioning** menus	**L2** (outfield), **R2** (infield)

IN THE FIELD

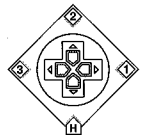
FIELDING THE BALL

Move at normal speed	D-Button
Speed burst	Rapidly tap ✖
Switch to fielder nearest ball	▲
Jump	■
Dive	■ + D-Button toward ball
Climb the wall	■ + D-Button ↑ at the wall

AFTER THE CATCH

Throw to pitcher/cut-off man	✖ or ■
Conservative throw	✖ + D-Button to select base
Aggressive throw	■ + D-Button to select base
Run to base with ball	● + D-Button to select base

◆ When throwing the ball or running to a specific base, remember that the D-Button corresponds to the diamond. For example, to make an aggressive throw to first base, press ■ + D-Button →.



At the Plate

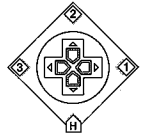
Position batter	**R2** + D-Button
Take pitch	No button
Normal **swing**	✖
Aggressive **power swing**	■
Bunt	●
Activate **baserunning** menu (Automatic Baserunning only)	**L2**
Turn batter to open/closed stance	**L1/R1**

◆ At bat, the D-Button controls where you hit the ball. To hit a fly ball, D-Button ↑ when you swing. To hit a ground ball, D-Button ↓ when you swing. To hit to left field, D-Button ← when you swing. To hit to right field, D-Button → when you swing.

On the Basepaths

Steal (before windup)	▲ + D-Button to select base
Speed burst	Rapidly tap ✖
Advance/Return all baserunners (Manual Baserunning only)	**L1/R1**
Slide **feet-first/head-first** (Manual Baserunning only)	●/■
Increase a baserunner's **lead** (Manual Baserunning only)	D-Button toward the next base
Decrease a baserunner's **lead** (Manual Baserunning only)	D-Button toward the current base
Advance a baserunner after a hit (Manual Baserunning only)	D-Button toward the next base
Return to previous base after a hit (Manual Baserunning only)	▲ + D-Button toward the current base

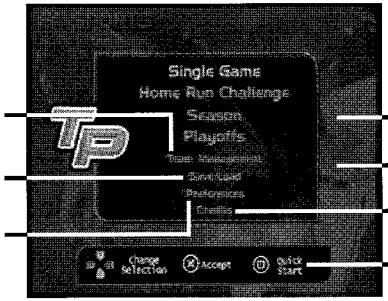
◆ Remember that the D-Button corresponds to the diamond. For example, if you want to steal second, press ▲ + D-Button ↑.



SETTING UP THE GAME

It's time to go deep with Triple Play 2000. Just like in the big leagues, you can throw blazing fastballs, lay down perfect bunts, make spectacular defensive plays, and drive towering moonshots out of the park. Only the greatest ballplayers become legends, so step up to the plate and power your way into hardball history.

Game Setup Screen



ACCESS THE TEAM MANAGEMENT SCREEN TO MAKE ROSTER MOVES, TRADE OR CREATE PLAYERS, AND SIGN FREE AGENTS. (➤ P. 15)

LOAD/SAVE GAME (➤ P. 18)

ACCESS THE PREFERENCES SCREEN TO SET MUSIC, ANNOUNCER, CROWD, AND SOUND EFFECTS VOLUME LEVELS

D-BUTTON ↕ TO CYCLE THROUGH GAME MODE ICONS

PRESS ✖ TO SELECT THE HIGHLIGHTED GAME MODE ICON

HIGHLIGHT AND PRESS ✖ TO ACCESS GAME CREDITS

PRESS ■ TO QUICK START A GAME (ROOKIE LEVEL) BETWEEN RANDOMLY SELECTED TEAMS

GAME MODE

SINGLE GAME	Play a single game between any two Major League Baseball or All-Star™ teams. ➤ below.
HOME RUN CHALLENGE	Blast as many balls out of the park as possible in a head-to-head battle for power-hitting supremacy. ➤ p. 14.
SEASON	Take your team through a complete baseball season. ➤ p. 11.
PLAYOFFS	Take part in the drama of the postseason without playing a season. ➤ p. 13.

STARTING A SINGLE GAME

Set up a single game between any two Major League Baseball clubs or All-Star teams.

•• To begin a game, select SINGLE GAME from the Game Setup screen and press ✖. The Select Difficulty screen appears.

SELECT DIFFICULTY SCREEN

Choose the skill level and length of your game.

NOTE: Default options are listed in bold in this manual.

ROOKIE	The best place for beginners to learn the game. Hitting is much easier in this mode, plus the CPU plays loose defense.
PRO	A moderate challenge in which the CPU takes more chances and plays a tighter overall defense.
ALL-STAR	A true test. The CPU plays a very aggressive offensive game and reacts much quicker defensively.
CUSTOM	A combination of skill levels where you set the overall difficulty of batting, fielding, and pitching.

•• To set the game length, D-Button ↔ to select the number of innings, then press ✖ to accept. The Controllers screen appears.

CONTROLLERS SCREEN

Select the user-controls options for your game.

1 PLAYER HOME	Play as the home team against the CPU.
1 PLAYER AWAY	Play as the visiting team against the CPU.
2 PLAYERS	Challenge a friend in a head-to-head match-up.
CPU VS. CPU	Watch a CPU-controlled game.

PICK TEAMS SCREEN

The Pick Team screen lets you choose teams to play with.

OPTIONS MENU

The Options menu lets you adjust options, view rosters and statistics, and much more.

PLAY BALL:	Press ✖ to start your game.
GAME OPTIONS:	Customize your gameplay options.
SELECT STADIUM:	Select any Major League Baseball park.
TEAM MANAGEMENT:	Adjust the lineup, set the defense, or make a trade. ➤ *Team Management* on p. 15.
STATISTICS:	View the stats of any player in the league.
DRAFT:	Conduct your own version of the draft. ➤ *The Draft* on p. 12.

NOTE: The Draft option does not appear if you choose to play with an All-Star team.

PLAY BALL

Network baseball announcers Buck Martinez and Jim Hughson introduce the teams and provide pre-game analysis.

•• Press ✖ at any time to bypass the commentary and get to the first pitch.

NOTE: For a complete command summary, ➤ *Complete Game Controls* on p. 5.

PAUSE MENU

The Pause menu lets you check pitcher and batter stats, monitor the pitcher's fatigue, view instant replays, make substitutions, check the wind indicator, or access various options menus. Many of the options are self-explanatory; those that aren't are discussed in the sections below.

↔ Press **START** at any time to pause the game.

INSTANT REPLAY: Access the Instant Replay screen to view the previous play in greater depth.

SELECT CONTROLLERS: Adjust the user-control options. (➤ *Controllers Screen* on p. 9.)

FIELDING VIEW: Cycle through available fielding views.

BATTING VIEW: Cycle through available batting views.

DIFFICULTY SETTINGS: Customize your game difficulty settings. Note that most of the defaults in the options listed below change automatically based on the difficulty level that you select.

OPTIONS: Customize play settings, change volume, and alter other options.

RADAR GUN	Toggle **ON**/OFF. Displays the speed of the pitch.
BALL CURSOR	When ON, the ball cursor helps you track the pitch location.
BATTING MODE	Toggle **EASY**/HARD. Choose HARD to activate the Zone Cursor which forces you to guess which zone the ball will be pitched to.
WIDESCREEN	Choose ON if you have a widescreen television.
VOLUME	Use the slider to set the SFX, Announcer, and Crowd Volumes.

ROSTER: Go to the Current Lineup screen to check stats and substitute players.

To make a substitution:

1. D-Button ↕ to cycle through the roster in the Current Lineup screen, then press ✖ to select a player. The Bench menu appears.
2. Highlight a bench player, then press ✖ to insert that player into the lineup (SELECT to cancel).

↔ To access more stats on both teams, press **L2**, **R1**, or **R2**.

To warm up a relief pitcher:

1. Highlight the current pitcher and press ✖. The list of pitchers appears.
2. Highlight a pitcher to warm up and press ●. His status changes.
3. When you're ready to bring in the reliever, substitute him like you would any other player.

◆ Two pitchers can warm up at the same time. If a pitcher warms up for too long, he gets tired. Use him when he's warm, or sit him down so you can use him later.

QUIT: Quit the game.

GAME MODES

Each of *Triple Play 2000's* game modes feature a variety of setup and gameplay options.

SEASON MODE

Select your favorite team and lead them through a complete season (including an All-Star Game™), culminating in the Playoffs and World Series.

SEASON SETUP SCREEN

After you select SEASON from the Game Setup screen, the Season Setup screen appears.

POINTS CAP PLAY	When ON, each team must carry out the draft within the limits of its Points Cap, the number of points that each team can use during the draft.
SMART TRADES	When ON, the CPU offers trades during the season and makes deals with other CPU-controlled teams.
DRAFT	When ON, you participate in a draft (or you can have the CPU conduct the draft). When **OFF**, you play the season with Major League™ rosters.

NOTE: Team rosters in *Triple Play 2000* are determined by actual Major League Baseball rosters as of January 15, 1999.

↔ To advance to the Season Team Select screen, highlight START SEASON and press ✖.

SEASON TEAM SELECT SCREEN

Choose the team(s) that you control during a season.

- To select the team(s) you control, D-Button ↕, then press ✖. The selected team(s) appears in the User Owned Teams box.
- To begin your season, press **START**.

THE DRAFT

In *Triple Play 2000* the draft consists of 2 stages. First, use the Draft Order screen to choose the order that teams draft, then use the Draft screen to conduct the draft.

Draft Order Screen

Choose your own draft order, select the 1998 Major League Baseball draft order, or have the CPU randomly order the draft.

- To create your own draft order, select TEAMS and press ✖ to highlight the Select Teams box. Then D-Button ↕ and press ✖ to add teams to the list on the right side of the screen.
- To have the CPU finish a draft order that you started, select CPU FINISH from the Options Bar.
- After completing the draft order, press **START**. A box pops up asking if you would like to draft manually. If you select NO, the CPU conducts the draft. If you select YES, you conduct the draft.

The Draft in Points Cap Play

Each player in *Triple Play 2000* is assigned a points value based on his performance during the 1998 season. With Points Cap Play ON, you have a limited number of points to use during the draft. Leftover points can be used to offset the cost of unfair trades. (➤ *Trades Screen* on p. 16.)

Draft Screen

Conduct the draft yourself, or have the computer conduct the draft.

SEASON SCHEDULE SCREEN

The Season Schedule screen displays the full calendar of games for the day, plus season options.

To play a game:

1. D-Button to highlight the appropriate game, then press ■ to toggle USER/**CPU** control for highlighted matchup.
2. Press ✖ to begin your game.
   - For user-controlled games, proceed through the pre-game screens as you would for any other game. (➤ *Controllers Screen* on p. 9.)
   - At the end of each game, the Player of the Game screen appears. Press **START** to continue to the Season Schedule screen. Following the season, press **START** to view post-season award winners, then press **START** again to begin the Playoffs.

Season Options

Many of the options found here are self-explanatory or appear in all modes. Those that do not are discussed below.

STANDINGS: View the current records of each team in the league.

M.L.B.™ NEWS: Read about league current events.

LEAGUE LEADERS: View the best players in each statistical category.

- At the conclusion of a season, you have the option to begin a new season with players' point values changed based upon stats from the previous season.

PLAYOFFS MODE

At the start of a season, every team dreams of a shot at post-season play. However, out of 30 teams, only eight make the playoffs—three division winners plus a wild card team from both the American League™ and National League™. These teams then battle to win their league championships and ultimately play in the World Series.

- To start the Playoffs without going through an entire season, select PLAYOFFS from the Game Setup screen. The Playoffs Setup screen appears, followed by the Playoffs Pick Teams screen.

PLAYOFFS SETUP SCREEN

Set the playoff length, the number of innings per game, and other options.

PLAYOFFS PICK TEAMS SCREEN

Choose playoff teams. The American League playoff bracket appears on the left side of the screen; the National League on the right.

To change teams in the playoff bracket:

1. D-Button ↕ to highlight a matchup box.
2. D-Button ↔ to cycle through available teams.
3. Press ■ to toggle CPU/USER control.
4. Press ✖ to advance to the Today's Games screen.

PLAYOFFS TODAY'S GAMES SCREEN

The Today's Games screen displays the full calendar of games for the day, plus playoff options.

To choose a game:

1. D-Button in any direction to highlight the game you wish to play.
2. Press ✖ and select PLAY to begin your game.
   - ◆ For user-controlled games, proceed through the pre-game screens as you would for any other game. (➤ *Controllers Screen* on p. 9.)

HOME RUN CHALLENGE MODE

New to *Triple Play 2000*, the Home Run Challenge is the ultimate test of power-hitting. In this mode, two batters face off in a contest to determine who's got the power. Each hitter is allowed three outs per inning. Any swing that does not result in a home run is counted as an out. At the end of the game, the player with the most homers wins, so make every swing count!

- ↔ To start a Home Run Challenge, select HOME RUN CHALLENGE from the Game Setup screen. The Select Difficulty and Controllers screens appear, followed by the Player Select screen.

PLAYER SELECT SCREEN

Choose competitors, set game options, and select a stadium.

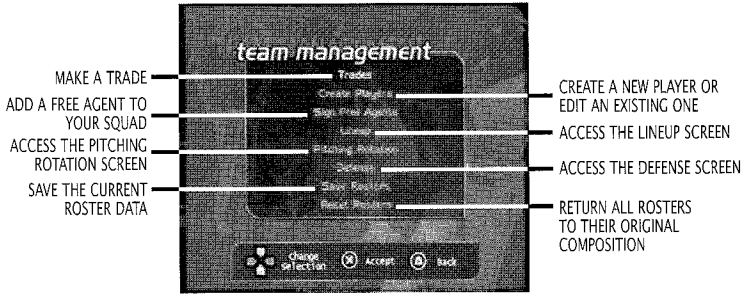
To select a batter:

1. D-Button ↔ to cycle through teams.
2. D-Button ↕ to cycle through players, then press ✖. After two batters are selected, the Options menu appears.
3. On the Options menu, highlight PLAY BALL and press ✖ to begin your game.
   - ◆ After the game ends, the Home Run Challenge Results screen appears. If you have slammed enough homers to qualify for immortality, press ✖ to enter the Home Run Challenge Top 10 screen. Here you can enter your initials and save the results of your greatest victories.

TEAM MANAGEMENT

Play the part of General Manager by making trades, signing free agents, or reshaping your roster.

- ↔ To access the Team Management screen, select TEAM MANAGEMENT from the Game Setup screen or an Options menu.



TRADES SCREEN

Trade players between any teams.

To trade players:

1. Press **L1/R1** to cycle through the highlighted teams.
2. D-Button ↕ to cycle through the players.
3. D-Button ↔ to cycle between team boxes.
4. Highlight the players you want to trade and press ✖. The highlighted players appear in their respective Trading Blocks.
5. Press ■ to complete the deal.

- ◆ If you try to trade players with an unequal Points value, a box pops up asking whether or not you want to proceed with the trade.
- ◆ With Points Cap Play ON, trades deemed unfair cost you points from your Trading Bank.
- •• To view a player's statistics, highlight the player and press ●.

CREATE PLAYER SCREEN

Create and name a custom player.

- •• Once you have finished customizing a player, press ✖ to save the player.
- •• To add a created player to a team, you must pick up the player from the free agent pool.

EDIT/DELETE PLAYER

Select these options to edit or delete a created player. These options aren't available until you create a player.

- ◆ You cannot edit a created player's name, position, or jersey number.

SIGN FREE AGENTS SCREEN

Sign a free agent to your team.

NOTE: To add a free agent to your team, you must first select a player to waive from your roster.

To sign a free agent:

1. Press **L1/R1** to cycle through the highlighted teams.
2. D-Button ↕ to highlight a player, then press ✖ to remove the player from the team. The player appears in the left Free Agent Block.
3. D-Button ↔ to highlight the Free Agent box, then select the player you want to sign. The player appears in the right Free Agent Block.
4. Press ■ to complete the deal.

LINEUP SCREEN

View and change your batting lineup.

To change the batting order or insert a bench player into the starting lineup:

1. D-Button ↕ and press ✖ to select a starter. The starter's name is highlighted.
2. D-Button → to highlight the Bench column.
3. D-Button ↕ again to choose another starter or bench player, then press ✖. The players trade places.

PITCHING ROTATION SCREEN

Set the pitching rotation for your squad.

- •• To make changes to the pitching rotation, follow the same process for changing your lineup. (➤ *Lineup Screen* above.)

DEFENSE SCREEN

Adjust your team's defensive alignment.

- •• To change players' positions, D-Button ↔ and press ✖ to select a player, then D-Button ↔ and press ✖ to select another player. The players switch positions.
- ◆ You can only change the position of your starters on this screen.
- ◆ Pitchers cannot be switched for position players and vice versa.