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PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
SLUS-01682
EA SPORTS
TRIPLE PLAY 2001

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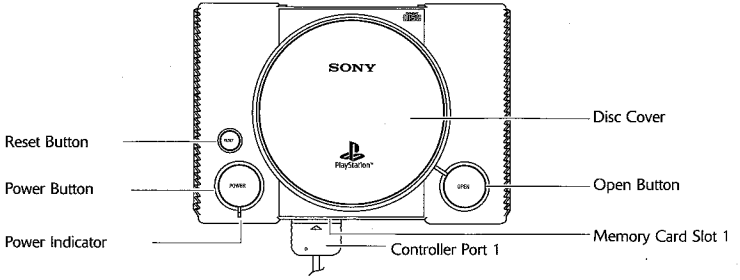
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STARTING THE GAME

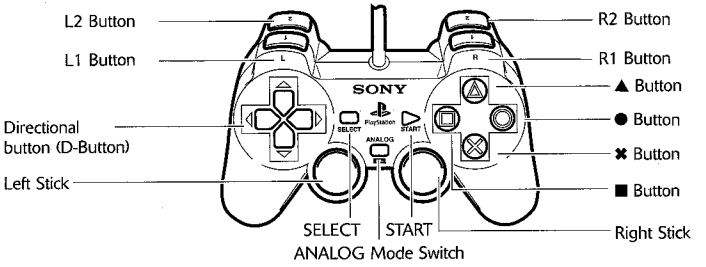


1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Triple Play 2001* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
4. Press ✖ or **START** during or after the opening movie to access the Main menu (➢ *Main Menu* on p. 7).

For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

Also check out **www.majorleaguebaseball.com**, the official web site of Major League Baseball®, and **www.bigleaguers.com**, the official site of the Major League Baseball Players Association.

BASIC CONTROLS



COMMAND SUMMARY

BASIC COMMANDS

BATTING/BASERUNNING	CONTROL
Normal Swing	✖
Power Swing	■
Bunt	●
Steal	▲ + D-Button
PITCHING/FIELDING	**CONTROL**
Select Pitch	✖, ●, ■, or ▲
Throw Strike	✖
Throw Ball	● + D-Button
Reset Pitch	●
Move Fielder	D-Button
Throw	✖ + D-Button

❑ *Triple Play 2001* includes many other moves you control. For more information about complete gameplay controls, ➢ *Complete Commands* on p. 4.

COMPLETE COMMANDS

The following are the default controls for *Triple Play 2001*.

ACTION	CONTROL
Pause/Resume game	**START**
Access **Smart Help Overlay**	**SELECT**

ON THE MOUND

Select pitch (pitch choices vary from pitcher to pitcher)	✖, ●, ▲, 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)
Call up **Pitching Chart**	**L2** + **R2**

IN THE FIELD

Fielding the ball	
Move at normal speed	D-Button
Speed burst	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 ■ for aggressive throw)
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 using the Offensive Point Of View (➢ *Fielding View Screen* on p. 8), remember that the D-Button corresponds to the diamond. For example, to make an aggressive throw to first base, press ■ + D-Button →.



❑ When using Defensive Point Of View (➢ *Fielding View Screen* on p. 8), the throwing controls are reversed if using the Relative controller configuration. For example, to make an aggressive throw to first base, press ■ + D-Button ←.

AT THE PLATE

Position batter	**R2** + D-Button
Normal **swing**	✖
Aggressive **power swing**	■
Bunt	●
Activate baserunning menu (Automatic Baserunning only)	**L2**
Turn batter to open/closed stance	**L1/R1**
Call up Pitching Chart	**L2** + **R2**

➥ At bat, use the D-Button to hit a fly ball, line drive, or grounder. To hit a fly ball, D-Button ↑ when you swing. To hit a ground ball, D-Button ↓ when you swing. To hit a line drive, do not press the D-Button. D-Button ↔ has no effect when you swing. Rather, the timing of your swing determines to which area of the field you hit. Swing earlier to pull the ball (left field for right-handed batters) or later to hit to the opposite field (right field for right-handed batters).



NOTE: D-Button ↕ to hit a fly ball or grounder only works in EASY batting mode. For more information, ➢ *Batting Mode* on p. 10.

ON THE BASEPATHS

Steal (before windup)	▲ + D-Button to select base
Speed burst	Tap ✖
Advance/Return all baserunners	**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	D-Button toward the next base
Return to previous base after a hit	▲ + D-Button toward the current base



❑ When running, the D-Button corresponds to the diamond. For example, if you want to steal second, press ▲ + D-Button ↑.



❑ If you are using the Defensive Point Of View (≥ *Fielding View Screen* on p. 8), the baserunning controls are reversed. For example, to advance a runner to second base, D-Button ↓.



NOTE: The controls for stealing a base remain the same regardless of point of view.

SETTING UP THE GAME

Time to lace up your cleats, adjust your cap, and swing for the fences. This isn't your friendly neighborhood sandlot game. In *Triple Play 2001,* you'll have to slam, stretch, slide and steal your way to each victory. If you're ready for power baseball, pick up your bat and get ready to face the chin music.



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

MAIN MENU

Use the Main menu to select your game mode and set up your game options.



Access the Team Management screen to make roster moves, trade or create players, and sign free agents. (≥ p. 16)

Save/Load game (≥ p. 19)

Access the Preferences screen to set music, announcer, crowd, and sound effects volume levels

Highlight and press ✖ to access Game Credits

D-Button ↕ to cycle through game mode icons

Press ✖ to select the highlighted game mode icon

Press ■ to Quick Start a game (Rookie level) between randomly selected teams

GAME MODES

SINGLE GAME: Play a single game between any two Major League Baseball or All-Star™ teams. ≥ below.

BIG LEAGUE CHALLENGE: Prove your longball prowess in a One-on-One, Extreme or Tournament competition. In Extreme mode, swing for both distance and accuracy. ≥ p. 11.

HOME RUN LEGENDS: Sim or play a Big League Challenge Tournament with the greatest home run hitters of all time! ≥ p. 12.

SEASON: Take your team through a complete baseball season. ≥ p. 12.

PLAYOFFS: Skip the regular season and head right for the high drama of the playoffs. ≥ p. 15.

SINGLE GAME

Play a single game between two Major League clubs or All-Star teams.

➥ To begin a game, select SINGLE GAME from the Main menu and press ✖. The Difficulty screen appears.

DIFFICULTY SCREEN

Set your difficulty level at **ROOKIE**, PRO, ALL-STAR or CUSTOM. **ROOKIE** is the best place to start for beginners. Hitting is much easier in this mode, and the CPU plays loose defense. In CUSTOM you can set the skill levels of individual game aspects such as fielding, pitching, and base running.

➥ To set the game length, D-Button ↔ to select the number of innings, then press ✖ to accept.

FIELDING VIEW SCREEN

Choose Offensive POV (Point Of View) or, new this year, Defensive POV. Offensive POV is the standard view looking out toward the fielders. Defensive POV allows you to view the action from the fielder's perspective.

CONTROLLERS SCREEN

Select a controller assignment setup. In a **1 PLAYER HOME** game, you get final at-bats against the CPU. Also choose from 1 PLAYER AWAY, 2 PLAYERS, or CPU vs. CPU.

TEAM SELECT SCREEN

Choose the two teams for your big league match-up. The yellow bars indicate the team's strength in each of the six categories.

OPTIONS SCREEN

PLAY BALL: Press ✖ to start your game. ➢ *Play Ball* on p. 9.

GAME OPTIONS: Set game details such as weather conditions and time of day.

SELECT STADIUM: Select any Major League Baseball park.

TEAM MANAGEMENT: Trade players, create players, set your pitching rotation, and more. ➢ *Team Management* on p. 16.

STATISTICS: View the stats of any player in the league.

REWARDS: Receive rewards during gameplay for outstanding offensive or defensive achievements. Access the Rewards screen from the Options screen to activate rewards that you have unlocked.

NOTE: You must save a Preferences file to save your unlocked rewards.

DRAFT: Conduct your own version of the draft. ➢ *The Draft* on p. 13.

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

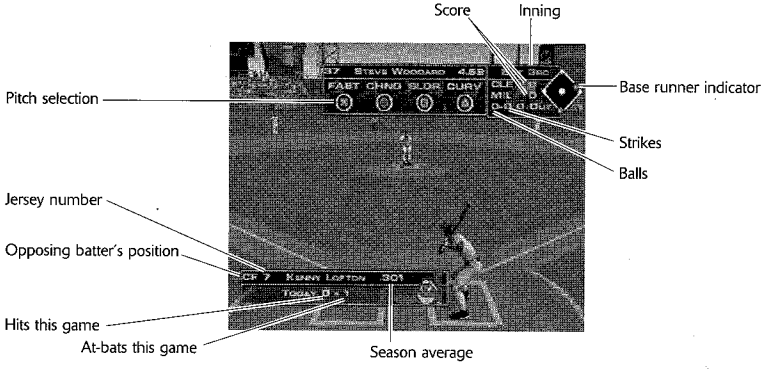
PLAY BALL

Announcers Buck Martinez and Jim Hughson provide pre-game analysis and introductions as well as play-by-play and color commentary. Step into the on-deck circle and get ready for some Major League action!

➥ Press ✖ at any time to skip the commentary and get to the first pitch.

❑ To learn all you need to know about hitting, fielding, pitching and more in *Triple Play 2001*, ➢ *Complete Commands* on p. 4.

GAME SCREEN



PAUSE MENU

The Pause menu allows you to adjust game options and conditions in mid-game. Options that are not self-explanatory are described in this section.

➪ 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. 8.)

FIELDING VIEW: Select from four different fielding camera views.

BATTING VIEW: Select from three different batting camera 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, including:

BALL CURSOR: When ON, the ball cursor helps you track the pitch location. This is a good way to learn how to tell the difference between a fastball from a slider when you're at the plate.

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, giving the pitcher an edge over the hitter.

WIDESCREEN: Choose ON if you have a widescreen television.

DUALSHOCK™: Toggle **ON** if you are using a DUALSHOCK controller (ON is default only when a DUALSHOCK controller is plugged in).

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

To make a substitution:

1. Cycle through the roster in the Current Lineup screen, then select a player. The Bench menu appears.
2. Highlight a bench player in the Substitute column, then press ✖ to insert that player into the lineup (**SELECT** to cancel).

➪ Press **L2** to access the lineup and statistics for your opponent. Press **R1** to toggle between season and game stats.

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 are ready to have him pitch, substitute in the reliever like you would any other player.

❑ Two pitchers can warm up at the same time. If a pitcher warms up for too long, he can tire. Use him when he's warm, or sit him down for later.

QUIT: Quit the game and return to the Main menu.

GAME MODES

In addition to Single Game play, *Triple Play 2001* offers other challenging and customizable game modes.

BIG LEAGUE CHALLENGE

The biggest bats in the Majors prove whose lumber packs the biggest pop. You select the contestants that participate in a Tournament, One-on-One competition, or, new this year, an Extreme challenge in which sluggers receive points for accuracy as well as distance. In all three modes, each batter continues to bat until he has 3 outs—an out in this case being any ball that is swung at and doesn't land on the other side of the outfield wall.

After the game ends, the Big League Challenge Results screen appears. If your performance ranks among the top ten, enter your initials to preserve your results.

TOURNAMENT

Multiple rounds of head-to-head action. Select an **OFFICIAL** (12 players) or 16-MAN competition.

Tournament Set-up Screen

Set the players in the first round of the single-elimination Tournament. In this and each consecutive round, you choose the players you will control. The computer simulates the rest.

ONE-ON-ONE

Two players slug it out in a classic home run contest. The rules are simple: the batter who clubs the most home runs, wins.

Player Select Screen

To select a batter:

1. Cycle through the teams and players until you select two batters, and then proceed to the Info menu.
2. Highlight PLAY BALL and press ✖ to begin your game.

EXTREME

Extreme mode is a one-on-one battle where players gain extra points for hitting targets placed beyond the outfield wall. Target values range from 100 to 10,000 points.

HOME RUN LEGENDS

Challenge some of the biggest bats in baseball history to a Big League Challenge Tournament! Go deep against Babe Ruth, Willie Mays, and many more. Think you can out-muscle them all?

HOME RUN LEGENDS TOURNAMENT SET-UP SCREEN

Choose the sluggers to compete in a 16-Man Big League Challenge Tournament. The Player Select default screen displays the first round of a Tournament consisting of eight match-ups between the members of the Home Run Legends.

SEASON MODE

Every Major League club plays 162 games for one reason: The chance to play a few more in October. Guide your favorite team through an entire season (including an All-Star Game™) and try to earn a playoff berth and a shot at the World Series.



NOTE: In order to play a Season or Playoff game, you must have a MEMORY CARD inserted in MEMORY CARD Slot 1 (▻ *Save/Load Options* on p. 19).

SEASON SCREEN

Access the Season screen by selecting SEASON from the Main menu. The default Season and Playoff lengths are the official MLB lengths.

DIFFICULTY: Set to **ROOKIE**, PRO, or ALL-STAR.

SEASON LENGTH: Choose a season of 15, 30, 60, or **162** games.

PLAYOFF LENGTH: Set the number of games for the three playoff rounds at 1-1-1, 1-1-3, 3-3-5, or **5-7-7**.

NUMBER OF INNINGS: Choose whether a game will comprise 1, 3, 5, 7, or **9** innings.

ERRORS: When ON, players will be prone to the occasional error on the field.

POINTS CAP PLAY: When **ON**, each team is allotted a limited number of points to spend on draft selections. Additional points may be earned and added to your Points Bank during the season by meeting certain criteria during gameplay. You may spend those points in the Season Store (▻ *Season Store* on p. 19) or on unequal trades (▻ *Trade Screen* on p. 17).

SMART TRADES: When ON, the CPU offers trades to user-controlled teams during the season and makes deals with other CPU-controlled teams.

DRAFT: When ON, you participate in a draft. You may also have the CPU conduct the draft for you. When OFF, you play the season with Major League™ rosters.



NOTE: Team rosters in *Triple Play 2001* are determined by actual Major League Baseball rosters as of January 15, 2000.

➥ Select START SEASON to advance to the Season Team Select screen.

SEASON TEAM SELECT SCREEN

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

➥ Select the teams you control, then press **START** to begin your season or, if the Draft option is turned ON, proceed to the Draft screen.

THE DRAFT

Triple Play 2001 asks if you wish to draft manually. Select NO to have the CPU conduct the draft for you.

Draft Order Screen

Choose your own draft order, select the 1999 Major League Baseball draft order, or have the CPU set the draft order randomly.

- To create your own draft order, press ✖ to highlight the Select Teams box. Then D-Button ↕ and press ✖ to add teams to the Team List box on the right side of the screen.
- D-Button → to access the Team List box, then highlight a team and press ✖ to remove the team from the draft order.
- Select CPU FINISH from the options bar to have the CPU finish a draft order that you started.
- Press **START** when you have finalized the draft order. A box pops up asking if you would like to draft manually. Select YES to make your draft selections or NO to have the CPU conduct the draft for you.

The Draft in Points Cap Play

Each ballplayer in *Triple Play 2001* is assigned a points value based on his performance during the 1999 season. With Points Cap Play ON, you as team owner have a limited number of points to use during the draft. The cap is the same for every team: 1875 points. (≥ *Trades Screen* on p. 17.)

Draft Screen

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

SEASON INFO SCREEN

From the Season Info screen you can access the season schedule, statistics, news, and more.

GAMES: Select PLAY GAMES from the Season Info screen to access the season schedule, then select a game to play or simulate.

To start a game:

- D-Button to highlight the appropriate game, then press ■ to toggle USER/CPU control for the highlighted matchup (games involving teams you own default to USER). 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. 8.)
- At the end of each game, the Game Results screen appears. Press ▲ or select DONE to continue to the Season Info screen.

- Following the season, press **START** at the Season Info screen to view post-season award winners, then press **START** again to begin the Playoffs.

STANDINGS: View the current records of each team by division.

TEAM MANAGEMENT: ≥ *Team Management* on p. 16.

M.L.B.™ NEWS: Before the All-Star break, visit the M.L.B. News screen to see who's leading in All-Star Voting. After the break, M.L.B. News shows the leading candidates for the End-Of-Season awards. The M.L.B. News screen also keeps you updated on the Home Run race throughout the season.

LEAGUE LEADERS: Check out the top players in the major categories for batting and pitching.

STATISTICS: View the full season statistics by team.

SAVE: Save your season settings, stats and standings. (≥ *Save/Load Options* on p. 19.)

- At the conclusion of a season, you can begin a new season with players' point values updated to reflect their performance from the previous season.

PLAYOFFS MODE

Eight teams battle it out in the playoffs: three division leaders and one wildcard team in each league. You can guarantee your team a spot in the post-season by skipping the regular season and heading straight for the playoffs.

NOTE: In order to play a Season or Playoff game, you must have a MEMORY CARD inserted in MEMORY CARD Slot 1 (≥ *Save/Load Options* on p. 19).

PLAYOFFS SCREEN

Set the playoff length (the number of games in each round), the difficulty level, the number of innings per game, and errors.

PLAYOFFS TEAM SELECTION SCREEN

Choose the eight playoff teams. The American League bracket appears on the top of the screen; the National League on the bottom. Select the away teams (on the left) in both leagues first, then the home teams (on the right) in both leagues.

To change teams in the playoff bracket:

1. D-Button ↕ to highlight a matchup box, then D-Button ↔ to cycle through available teams.
2. Press ■ to toggle **CPU**/USER control. Press ✖ to advance to the Playoffs Info, then ✖ again to advance to the Playoff Schedule screen.

PLAYOFFS INFO SCREEN

View schedules, statistics, and more.

GAMES: Access the playoff schedule and select a game to play or simulate.

To start a game:

1. D-Button to highlight a game, then press ✖ to select.
2. When prompted, choose to play the game or have the CPU simulate it. Press ✖ to begin your game.

❑ Selecting SIM does not allow you to watch the simulated game; it merely shows you the final score. If you wish to watch the computer simulate a game, select PLAY then select CPU VS. CPU.

❑ For user-controlled games, proceed through the pre-game screens as you would for any other game. (≥ *Controllers Screen* on p. 8.)

PLAYOFF LEADERS: See who's dominating the post-season in the major categories for batting and pitching.

TEAM MANAGEMENT: ≥ *Team Management* below.

STATISTICS: View the playoff statistics.

SAVE: Save your playoff settings, stats and standings. (≥ *Save/Load Options* on p. 19.)

TEAM MANAGEMENT

Make a trade, sign a free agent, or tinker with your starting lineup. As General Manager, your job is to give your team the tools necessary to reach the playoffs.

⇨ Access the Team Management screen from the Main menu or an Info menu.

TRADE SCREEN

To trade players:

1. Press **L1/R1** to cycle through the teams, then D-Button ↕ to cycle through the players or D-Button ↔ to switch between the two teams currently on screen.
2. Cycle through the team rosters, then highlight the players you want to trade and press ✖. The highlighted players appear in their Trading Blocks.
3. Press ■ to complete the deal.

❑ If you try to trade players with an unequal Points value, a box pops up indicating that it is an illegal trade. Select **NO** to cancel the trade or YES to accept it.

❑ With Points Cap Play **ON**, trades deemed unfair cost you points from your Trading Bank. This prevents you from loading your roster with all of the highest rated players. (≥ *Points Cap Play* on p. 13.)

⇨ To view a player's statistics, highlight the player and press ●.

4. When the deal is done, press ▲ to return to the Team Management screen.

CREATE PLAYERS SCREEN

Create and name a custom player. For position players, you have 26 batting styles from which to choose. For pitchers, choose one of ten pitching styles. After you create a player you can sign him to your team as a free agent (≥ *Sign Free Agents Screen* on p. 18).

⇨ 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/delete a created player. These options aren't available until you create player.

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

⇨ Press ▲ when you are done creating players. A popup asks if you want to sign your created players to a team. Select **NO** to go back to the Team Management screen. Select YES to advance to the Sign Free Agents screen.

SIGN FREE AGENTS SCREEN

NOTE: To add a free agent to your team, you must first select a player to waive from your roster (i.e., make one of your players a free agent).

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 by pressing ✖. The player appears in the right Free Agent Block. Press ■ to complete the deal.
4. When you finish signing, press ▲ to return to the Team Management screen.

LINEUP SCREEN

View and change your lineup. Change the batting order or put starters on the bench.

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, then ↕ 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

➪ To change players' positions, D-Button ↔ and press ✖ to select a player, then D-Button ↔ and press ✖ to select another player. The players switch position.

❑ You can only change the position of your starters on this screen.

❑ Pitchers cannot be switched for position players and vice versa.

SEASON STORE

Perform well during your games and earn points to spend in the Season Store on improving your team when Points Cap is turned **ON**. (➢ *Points Cap Play* on p. 13.) Boost your players' attributes, buy the club a new stadium, or add such legendary players as Lou Gehrig or Cy Young to your lineup. The Season Store is inaccessible until you earn points during the season.

❑ After a game, access the Points screen from the Game Results screen to see how many points you earned during the game and your total points available

SAVE/LOAD OPTIONS

Triple Play 2001 saves user-defined options and all data for a Season, Playoff, Home Run Legends or Big League Challenge on a MEMORY CARD.

NOTE: For *Triple Play 2001,* you can only Save or Load files from MEMORY CARD SLOT 1.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

NOTE: In order to play a Season or Playoff game, you must have a MEMORY CARD inserted in MEMORY CARD Slot 1.

If you don't have a MEMORY CARD:

Every time you start *Triple Play 2001,* the default options and rosters are used. You may enter Season and Playoffs modes without a MEMORY CARD and sim games. Team win/loss records and player stats are kept only while the game console is on. If you wish to save these records and stats, you must insert a MEMORY CARD and save before entering gameplay.

If you do have a MEMORY CARD:

All player and team stats, user-defined options, draft results, created players, and player trades are maintained in a data file on your MEMORY CARD.

❑ Season, Playoff, Home Run Legends and Big League Challenge save files require 7 blocks of space on a MEMORY CARD. Rosters, Preferences, and Records save files require 1 block.

SAVE/LOAD SCREEN

Go to the Save/Load screen to load, save, or delete a file.

- ⇨ To save a file, highlight SAVE, then press ✖. Press ✖ again, then enter a file name (D-Button → to add letters; ← to delete letters; ↕ to change letters, then press ✖.)
- ⇨ To load/delete a file, D-Button to highlight LOAD or DELETE, then press ✖. Then highlight the file to load or delete and press ✖.

Need Gameplay Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.