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PlayStation

EA SPORTS
If it's in the game, it's in the game®

PlayStation
NTSC U/C
PlayStation

KIDS TO ADULTS
CONTENT RATED BY ESRB

SLUS-00465

TRIPLE PLAY 98

EA SPORTS

EA SPORTS

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD Type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

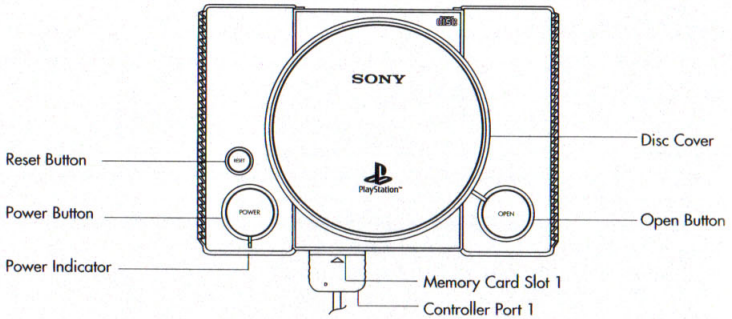
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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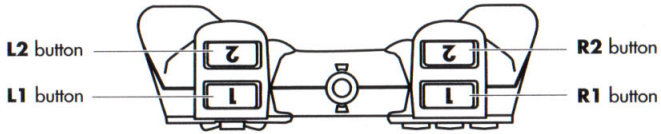
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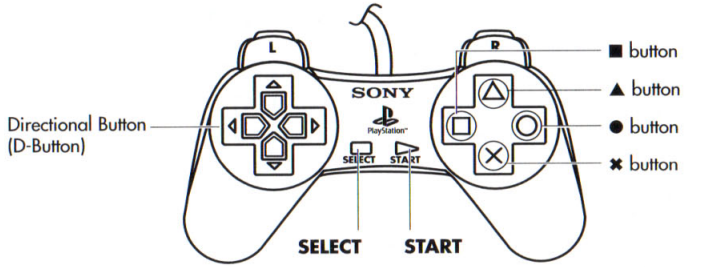
STARTING THE GAME



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 98* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.
4. Follow on-screen instructions to start a game.

CONTROL SUMMARY





Note: All commands in this manual assume that you are playing from the Batter's perspective.

MENUS

Accept selections and continue to next screen	**START**
Cancel selections and return to previous screen	**SELECT**
Highlight item	D-Button ↑↓
Change highlighted item	D-Button ←→
Select item	✖
Toggle between menu options and options bar	▲

GAMEPLAY

Pause game/Display Time-out menu	**START**
Cycle between batting views	**SELECT**
Activate Manager pop up menu	**L2**, **R2** (defense), **L1**, **R1** or **R1** + **L1** (offense) See *Manager Mode* on p. 13.

ON THE MOUND

BEFORE PITCH

Move left/right on the rubber	**L1**/**R1** (Arcade mode only)
Try to pick off baserunner	■ + D-Button to select base
Display pitch selection controls	▲ (Pro and All-Star level only)
Select a pitch	D-Button then press ✖ or ●

Pitch Selection	✖	●
No D-Button	Fastball	Slider
D-Button ↑	Change-up	Sinker
D-Button →	Curve (screwball for lefty)	N/A
D-Button ↓	N/A	Splitfinger
D-Button ←	Screwball (curve for lefty)	Knuckleball

Pitch

Pitch in the strike zone	After selecting your pitch: Hold the D-Button in direction you want to pitch (e.g., ← = inside to right-handed batter) and press ✖.
Pitch down the middle	Select your pitch and press ✖ + no D-Button.
Pitch outside the strike zone	After selecting your pitch: Hold the D-Button in direction you want to pitch and press ●.
Pitch aftertouch	After releasing the pitch, press the D-Button in the direction you want the ball to move.
Cancel pitch	After selecting your pitch press ●.
Pitchout	■ + ↓

IN THE FIELD

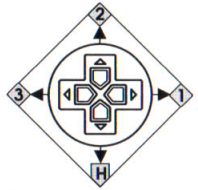
FIELDING THE BALL

Move toward ball at normal speed	D-Button toward ball
Speed burst	✖
Jump up for the ball	■
Dive for the ball	■ + D-Button
Switch to player nearest ball	▲

THROWING THE BALL

Throw to the pitcher/cutoff man	✖ + no D-Button
Select base to throw/run to	D-Button to select base

Note: The D-Button you use depends upon the view you have selected. All commands in this manual are written from the Batter's point of view. From the Pitcher's POV, the commands are reversed.



Conservative throw	✖ + D-Button to select base
Aggressive throw	■ + D-Button to select base
Run to base with ball	● + D-Button to select base

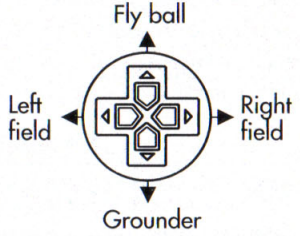
AT THE PLATE

BEFORE THE PITCH

Position batter in the batter's box	D-Button ✣
Warm up swing	■/✖
Switch to baserunner	▲

HITTING THE BALL

Take pitch	No button
Normal swing	✖ (hold to swing; release quickly to check swing)
Aggressive power swing	■ (no checkswing)
Bunt	● (hold to bunt; release quickly to check swing)
Aim hit	Press D-Button while swinging:



ON THE BASEPATHS

BEFORE THE PITCH

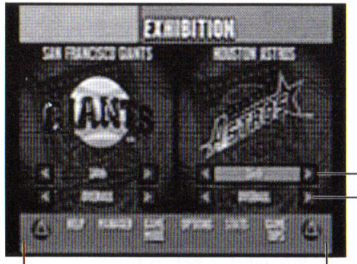
Switch control to runner on 3rd, 2nd, 1st, then back to batter.	▲
Decrease lead-off for any computer controlled runners on base	**R2** + D-Button to select base
Force computer controlled runner to steal	**L2** + D-Button to select base (while pitcher is in windup)
Run forward to the next base	D-Button ↑
Run back to the previous base	D-Button ↓
Advance all runners	**L1** + **L2**
Return all runners	**R1** + **R2**

AFTER THE PITCH

Switch control to runner on 3rd, 2nd, then 1st, and back to batter	▲
Advance/return computer controlled runners on a hit	**L2**/**R2** + D-Button to select base
Speed burst	Tap ✖ repeatedly
Head-first slide (if close to base)	■
Feet-first slide (if close to base)	●
Advance/Return all runners	**L1** + **L2**/**R1** + **R2**

GAME SETUP MENU

Select the type of game you want to play, set options, and view stats.



To cycle through teams, highlight the top bar and D-Button ↔.

To cycle through rating categories, highlight the bottom bar and D-Button ↔.

To toggle between the top/bottom Menu Bar, press ▲.

To select the highlighted item, press ✖.

When finished, press **START**. The Choose Controller screen appears.

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

HELP

Access the Help Menu for help on screen controls and functions.

MANAGER

Enter the EXPANSION DRAFT or EDIT, CREATE, and TRADE PLAYERS. See *Manager Menu* on p. 27.

GAME MODE

Choose the type of game you want, get in some PRACTICE, or go to the HOME RUN DERBY. See *Game Modes* on p. 17.

OPTIONS

Customize your GLOBAL, PLAYOFF, SEASON, or SERIES options:

FIELDING AID	Toggle **ON**/OFF. When ON, ball indicators appear on the field, indicating where a fly ball will land.
ERRORS	Toggle **ON**/OFF. Turning this option OFF ensures that fielders don't drop the ball once they've touched it.
RADAR GUN	Toggle **ON**/OFF. Displays the speed of the pitch.
WIND	Toggle **ON**/OFF. The wind can affect ball drift, distance, etc. In domed stadiums, the wind is not a factor.
SKY	Set the appearance to CLEAR, OVERCAST, or **RANDOM**.
TIME OF DAY	Select AFTERNOON, NIGHT, or **RANDOM**.
DH RULE	Set the application of the designated hitter rule (where the pitcher doesn't bat). The choices are **AL ONLY** (Major League™ standard), ON, or OFF.
BASERUNNER WINDOW	Toggle pop-up window for baserunners **ON**/OFF.
MEMORY CARD	Select this option to manage your saved game files. See *Saving and Loading* on p. 25.
CREDITS	Select this option to view the credits.
SOUND	Go to the Sound sub-menu. From this menu, you can set the MENU MUSIC, SFX, CROWD, and ANNOUNCER VOLUME. (Set the bar all the way to the left to turn sound for the highlighted option all the way off.)

STATS

Check out the stats for the currently selected HOME and AWAY Teams, ALL TEAMS, or LEAGUE LEADERS. See *Stats* on p. 26.

GAME TIPS

Helpful hints for Batting, Pitching, and Fielding.

STARTING AN EXHIBITION GAME

- To begin an Exhibition game, select the teams you want from the Game Setup menu and press **START**. The Choose Controller screen appears.

CHOOSE CONTROLLER SCREEN

- To select the team you want to control, D-Button ↔.
- To cycle through play modes, D-Button ↑↓:

  ROOKIE: It's easier to hit and field.

  PRO: More challenging gameplay, and the computer is more aggressive.

  ALL-STAR: Toughest gameplay and computer management.

  MANAGER: Manage from the dugout. See *Manager Mode* on p. 13.
- To access the options at the bottom of the screen, press ▲ and D-Button ↔.
- When finished, press **START**. An interactive baseball trivia question is asked and then the game begins. Correct trivia answers give your team a "hot" player.

STADIUM SELECT

To select a stadium: D-Button ✣ then press **START**.

- To view info on each stadium, highlight the stadium you want then select STADIUM INFO.

LINEUP CARD

D-Button ↑↓ to select the HOME or AWAY team, and press ✖. The Starting Lineup screen appears. See *Starting Lineup* on p. 29.

PREGAME OPTIONS

BATTING VIEW	Cycle AERIAL/PRESS LEVEL/BOX SEAT/ **FIELD LEVEL**/GROUND LEVEL camera angles.
FIELDING VIEW	Cycle AERIAL/PRESS LEVEL/BOX SEAT/FIELD LEVEL/ GROUND LEVEL/**AUTOMATIC** camera angles.
POINT OF VIEW	Select behind the **BATTER**, behind the PITCHER, always the HOME team's perspective (i.e., BATTER view when they bat and PITCHER view when they're in the field), or always the AWAY team's perspective. (The view defaults to HOME or AWAY, depending upon the team you control.)
INNING	Choose a 1, 3, 5, 7, or **9** inning game.

- When finished, press **START** to accept changes and return to the Choose Controller screen.
- To exit without saving changes and return to the Choose Controller screen, press **SELECT**.

PLAY BALL

Enough about menus and options—let's get to the real ballgame.

GAME FLOW

- You control the player beneath the pyramid. Depending upon the controller you're using and the number of players, the pyramid has a different color. These colors correspond with the color of the controller icon. The pulsing icon represents the player with the ball.

❒ **With two controllers:**
Player 1 Yellow pyramid
Player 2 Gray pyramid

❒ **With three or more controllers:**
Player 1 Yellow pyramid
Player 2 Green pyramid
Player 3 Red pyramid
Player 4 Light blue pyramid
Player 5 Gray pyramid
Player 6 Dark blue pyramid
Player 7 Purple pyramid
Player 8 Orange pyramid

START OF INNING:

An updated score appears, followed by an overlay of the first three hitters due up, and then statistics for the first batter (today's hits/plate appearances, batting average, RBI, and HR).

- Press ✖ to clear each overlay and continue.

NEW BATTER:

An updated score is followed by current stats for the hitter.

END OF GAME:

After a victory celebration by the winning team, the Game Results screen shows the line score, player of the game, and winning and losing pitchers.

- Press **START** to continue when you've finished looking at the results.

MANAGER MODE

If you'd rather coach from the dugout than get sweaty on the field, you can select MANAGER mode from the Choose Controller screen (see p. 11). If you'd like to pull double duty as a player/coach, you can select options from the Manager pop up menus while in Rookie, Pro Player, or All-Star mode.

To select a manager option:

1. Press **L/R 1/2** to bring up the Manager menu you want.
2. Select the option you want from the menu that appears.

MANAGER OPTIONS ON DEFENSE

- To bring up outfield options, press **L2**.
- To bring up infield options, press **R2**.
- To bring up pickoff options, press **L1**. These options are available only in Manager mode.
- To bring up pitching options, press **R1**. These options are available only in Manager mode.

PITCH AROUND	Throws pitches that the batter has little chance of hitting. Not quite an intentional walk, but close.
SELECT PITCH	Select a specific pitch.
PITCH OUT	Select PITCHOUT to give your catcher the best chance to throw out a stealing baserunner.

MANAGER OPTIONS ON OFFENSE

- To bring up bunt options, press **L1**.

PUSH BUNT	Push the bat through the ball then run.
DRAG BUNT	Drag the bat through the ball and begin running simultaneously—difficult to execute, but the best chance to get on base.
SAC BUNT	A push bunt with the sole intention of advancing baserunners.

- To bring up baserunning options, press **R1**.
- To bring up batting options, press **L1** + **R1**.

SWING THROUGH	Take a swing without trying to make contact—good if a runner is attempting to steal.

TIME-OUT

You can call a time-out at any time by pressing **START**. The Time-Out menu lets you view instant replays or access various options menus.

INSTANT REPLAY

Go to Instant Replay screen:	
Cycle cameras through GROUND LEVEL CAM, FIELD LEVEL CAM, BOX SEAT CAM, PRESS LEVEL CAM, AERIAL CAM, MANUAL CAM-one you can drive around	**SELECT**
Move camera focus left, right, forward, and back (Manual Cam only)	D-Button
Zoom in/out (Manual Cam only)	Press **R2** and D-Button
Rotate camera left/right (Manual Cam only)	Hold **R1** and D-Button
Rewind	Hold ■ (Tap to move by frame)
Fast forward	Hold ● (Tap to move by frame)
Play forward/STOP	✖
Slow Camera movement (Manual Cam only)	**L1** + D-Button
Help Menu	▲
Exit Instant Replay	**START**

SELECT CONTROLLERS

An overlay of the Choose Controller screen appears. Change the team and positions you control. See *Choose Controller Screen* on p. 11.

FIELDING VIEW

Choose from six different heights: AERIAL CAM, PRESS LEVEL CAM, BOX SEAT CAM, FIELD LEVEL CAM, GROUND LEVEL CAM and AUTOMATIC.

BATTING VIEW

Choose from AERIAL CAM, PRESS LEVEL CAM, BOX SEAT CAM, FIELD LEVEL CAM, and GROUND LEVEL CAM.

POINT OF VIEW

Choose from ALWAYS BATTER, ALWAYS PITCHER, ALTERNATE (HOME), or ALTERNATE (AWAY) to set the camera behind the pitcher or the catcher.

OPTIONS

Go to the Options menu. See *Options* on p. 10.

ROSTER

Go to the Team Roster screen to substitute players. The starting position players, pitcher, and (if applicable) DH appear on this screen.

- To cycle through the different statistical categories, D-Button ↔ .
- To toggle the sorting order between BY POSITION and BY BATTING ORDER, press **L1**.
- To toggle the stats between 96 and TODAY, press **R1**.
- To toggle home/away team stats, press **L2**/**R2**.

To make a substitution:

1. D-Button ↑↓ to highlight a position, then press ✖. The Bench menu appears.
2. Highlight a bench player from the list that appears, then press ✖ to insert that player into the lineup (SELECT to cancel).

To warm up a relief pitcher (Simulation mode only):

1. Highlight the current pitcher and press ✖. The list of relief pitchers appears.
2. Highlight the pitcher you want to warm up and press ●.
3. Press **SELECT** to return to the Team Roster screen.

QUIT

Quit current game. At the QUIT? prompt, highlight **NO** (return to Time-Out menu) or YES (quit game) and press ✖.

GAME MODES

ALL-STAR™

The All-Star exhibition game gives you a chance to pit the stars of the two leagues against each other. The teams are based on last year's star performers.

To start an All-Star Game®:

- From the Game Setup menu, highlight ALL-STAR from the Game Mode pop-up menu and press ✖. The Choose Controller screen appears. You can select either the National or American league.
- Proceed through the Choose Controller and Pregame screens as you would for any other game. See *Choose Controller Screen* on p. 11.

HOME RUN DERBY™

Select this mode to get in some batting practice while seeing how far you can hit the ball.

- To start a Home Run Derby, select HOME RUN DERBY from the Game Mode pop up menu on the Game Setup menu. The Home Run Derby Batters screen appears.

HOME RUN DERBY BATTERS SCREEN

To add batters to the Home Run Derby:

1. Select the team of the player you want:
   - To cycle through divisions and All-Star teams, highlight the top bar and D-Button ↔.
   - Highlight the team you want and press ✖. The team roster appears.
2. Select the batter you want and press ✖.

To remove a player from the batters list:

1. Press ■ to access the Home Run Derby list.
2. D-Button ↑↓ to select the batter you want to remove.
3. Press ●. The player is removed.
   - When finished, press **START**. The Choose Controller screen appears.

CHOOSE CONTROLLER SCREEN

This screen allows you to choose which batters you want to control during the Home Run Derby.

- To select the batters you want to control, D-Button ↑↓ to the player you want and press ✖. A controller icon appears next to the batters that you control.
- When finished, press **START**. The Stadium Select screen appears.

STADIUM SELECT SCREEN

- To select a Stadium, highlight the stadium you want and press **START**. The Home Run Derby begins.

STADIUM INFO

Displays vital stats on every Major League ball park.

- To view stadium info: highlight the stadium you want, then select STADIUM INFO.
- When finished, press **START**. The Stadium Select screen reappears.

PLAYOFFS

A Playoff series pits the winners of each of the three divisions plus a wild card team (the team with the best record that didn't win a division) in a four team tournament for each league.

To start a new Playoff:

- From the Game Setup menu, highlight PLAYOFF from the Game Mode pop-up menu and press ✖. The Playoff Select Teams screen appears (see below).

To resume a saved Playoff:

- Load your saved Playoff game. See *Saving and Loading* on p. 25. You return to the next unplayed Playoff game.

Note: If you load a Season that has progressed to the Playoffs, you return to the next unplayed Playoff game.

PLAYOFF SELECT TEAMS SCREEN

Select from one to eight teams to compete in a Playoff series. You must select at least one team and you may have as many as four teams from the AL and four from the NL. Each league is divided into its three divisions; the teams that meet in the Playoff series must come from rival divisions.

- To select the team, highlight it then press ✖.
- To change the team matchups: Move to the bottom of the screen to highlight a team and press ■. Then D-Button ↑↓ to the position you want and press ■ again. (To delete a team entirely, highlight it and press ●.) Note that a team cannot play against another team from its division in the first round.
- To accept your selections and continue, press **START** (to cancel and go back, press **SELECT**). The Playoff Options sub-menu appears.

PLAYOFF OPTIONS SUBMENU

SERIES LENGTH	Choose 1-1-1, 1-1-3, 3-3-5, or **5-7-7**.
INNING	Choose a 1, 3, 5, 7, or **9** inning game.
DH RULE	Set the application of the designated hitter rule (where the pitcher doesn't bat). The choices are ON, OFF, or **AL ONLY** (Major League standard).
INJURIES	Toggle injuries **NORMAL**/OFF and set injury length to 7 DAYS, 3 DAYS, or 1 DAY.

- When finished, press **START**. The Playoff Game Selection screen appears.

PLAYOFF GAME SELECTION SCREEN

This screen lists the games to be played for the current Playoffs. You may choose to have the computer play out your Playoff games.

- To toggle a game between YOU PLAY or COMPUTER PLAYS, highlight the game and press ✖.
- To scroll through the games, D-Button ↑↓.
- To toggle between leagues, D-Button ↔.
- To accept choices, press **START**. All computer-controlled games are simulated and the Playoff Results screen appears. To cancel and go back, press **SELECT**.

Note: All games in a series must be played before continuing to the next matchup.

PLAYOFF RESULTS SCREEN

This screen shows the results of the current playoff matchups.

- To view game 1 results, highlight the matchup you want. The results box displays the results.
- To view results for the whole series, highlight the matchup you want then press ■. The results box is highlighted. D-Button ↑↓ to view series results.
- To proceed to the next game to play, press **START**. All computer-controlled games are simulated and the Choose Controller screen appears. To cancel and go back, press **SELECT**. Proceed through the Choose Controller and Pregame screens as you would for any other game. See *Choose Controller Screen* on p. 11.

PRACTICE

Practice the fundamentals of pitching, hitting, and fielding.

To begin a practice session:

1. From the Game Setup menu, highlight PRACTICE from the Game Mode pop-up menu and press ✖. The Practice Setup screen appears.

2. D-Button ↔ to cycle between PITCHING, BATTING, or FIELDING practice, then press ✖.

PITCHING

To select a pitcher:

1. Select the division and team you want from the Teams box.
   - To cycle through teams or divisions, D-Button ↔.
   - To toggle between the team/division bar, D-Button ↑↓.
   - To cycle Teams/Options/Pitcher boxes, press ■.
2. Highlight the Pitcher box.
3. D-Button ↑↓ to select the pitcher you want.
   - To cycle through pitcher stats, press **R1**/**L1**.
   - When finished, press **START**. The practice session begins.

To select practice options:

1. Press ■ to move the highlight box to options.
2. D-Button ↔ to change options.

NO. OF PITCHES	Select **25**, 50, or UNLIMITED pitches.
BATTER	Toggle YES/**NO** to practice pitching with/without a batter.
STRIKE ZONE	Toggle YES/**NO** to display a strike zone during practice.
RADAR GUN	Toggle YES/**NO** to display the speed of each pitch.

- When finished, press **START**. The practice session begins.

BATTING

Batting player and option selections are made in the same manner as in Pitching above.

NO. OF BALLS	Select **25**, 50, or UNLIMITED pitches.
PITCHER TYPE	Select **OVERHAND**, 3/4 , SIDEARM, SUBMARINE, or RANDOM throwing styles for the pitcher that you are facing.

THROWS	Choose to face a **RIGHT**, LEFT, or SWITCH handed pitcher.
TYPE OF PITCH	Select the type of pitch you want the pitcher to throw.

FIELDING

Fielding player and option selections are made in the same manner as in *Pitching* on p. 21.

BALLS	Select **25**, 50, or UNLIMITED balls.
HIT TYPE	Choose to practice **FLY BALL**, LINE DRIVE, GROUND BALL, or RANDOM plays.
DIFFICULTY	Choose **ROOKIE**, PRO, or ALL-STAR difficulty levels.

SEASON MODE

Select up to six teams to control throughout the season.

To start a new season:

1. From the Game Setup menu, highlight SEASON from the Game Mode pop up menu and press ✖. The Season screen appears.
   - To scroll through the teams, D-Button ↔; to select a team, press ✖.
   - To scroll through the divisions, D-Button ↑↓.
   - To delete a team, press ■ to move the highlight box to the entry boxes, then highlight the team you want to delete and press ●.
   - To accept your selections and continue, press **START.** (To cancel and go back, press **SELECT**.) The Season Options pop up menu appears.

Season Options pop up menu:

- To highlight an option, D-Button ↑↓.
- To change the highlighted option, D-Button ↔.
- To accept your selections and continue, press **START**. (To cancel and go back, press **SELECT**.) The Season Schedule screen appears.

SEASON SCHEDULE SCREEN

This screen lists the games to be played for the current season. By default, all games involving your selected team(s) are human-controlled and have blue or red background to indicate home or away; all computer-controlled games have a computer icon background to indicate that they will be simulated. Games that have already been played have a gray background.

- To toggle a game between YOU PLAY or COMPUTER PLAYS, highlight the game and press ✖.
- To cycle through the different teams, press **L1/R1**.
- To accept the settings and proceed to the next game to play, press **START**. All computer-controlled games are simulated and the Choose Controller screen appears. To cancel and go back, press **SELECT**. See *Choose Controller Screen* on p. 11.

SEASON STANDINGS SCREEN

After the Endgame menu, you return to the Season Standings screen.

- To scroll through the standings for leagues and divisions, D-Button ↔.
- To toggle between division and stat categories, press ■.
- To proceed to the next game, press **START**. The Season Schedule screen appears.

MIDDLE OF THE SEASON

At the midpoint of the season, the All-Star teams play a game. You can elect to control the league of your choice. Players for the All-Star game are selected from the current league leaders.

END OF THE SEASON

After the last game of the season, the Season Standings screen appears followed by the Playoff menu. See *Playoffs* on p.18.

- If any divisions are tied at the end of the season, a tie breaker game is held to determine the division winner.

SERIES

A Series game is a contest between two teams. You can select SERIES from the Game Setup menu and select the two teams you want.

To start a new Series:

- From the Game Setup menu, highlight SERIES from the Game Mode pop up menu and press ✖. The Series Setup screen appears (see below).

To resume a saved Series:

- Load your saved Series game. See *Saving and Loading* on p. 25. You return to the next unplayed game in the series.

SERIES SETUP SCREEN

Select the teams for your Series.

- To accept your team selections and continue, press **START** (to cancel and go back, press **SELECT**). The Series Options submenu appears.

Series Options submenu

Select your series options.

- When finished, press **START**. The Series Standings screen appears.

SERIES STANDINGS SCREEN

The Series Standings screen displays the games to play.

- To scroll through the different games, D-Button ↑↓.
- To go to the next game from the Series Standings screen (which lists the current series standings), press **START**.

- To continue, press **START** (to cancel and go back, press **SELECT**). The Choose Controller screen appears. See *Choose Controller Screen* on p. 11.

SAVING AND LOADING

Triple Play 98 saves user-defined options and all data for one Season, Playoff, Lineups, Exhibition, Home Run Derby Top Ten, or Series in a single file on a memory card. Multiple files are supported, so you can save multiple series and configurations on one or more memory cards.

If you don't have a memory card:

Every time you start the game, the default options and rosters are used. During series play, team win/loss records are kept only while the game console is on; no player stats are maintained.

If you do have a memory card:

All player and team stats, user-defined options, Custom players, and player trades are maintained in a data file on your memory card. You can save your data manually from the Game Setup screen as described below, or when prompted upon exiting the Game Results screen after a game.

Saving data manually:

1. Open the Options menu from the Game Setup screen, then select MEMORY CARD. The Memory Card screen appears.
2. **L1/R1** to select a memory card; D-Button ↔ to move between the file list and the action buttons, and D-Button ↑↓ to select a file or action on the current card.
   - To save the current data to the selected file, highlight SAVE and press ✖.
   - To load the currently selected file into memory (overwriting the current settings and stats), highlight LOAD and press ✖.
   - To permanently delete the selected file, highlight DELETE and press ✖.
   - To cancel and exit, highlight EXIT and press ✖.

Note: Never insert or remove a memory card when loading or saving files.

STATS

- To view stats, select STATS from the Game Setup menu, and select HOME, AWAY, ALL TEAMS, or LEAGUE LEADERS.

HOME

Displays stats for the home team currently selected in the Game Setup menu.

- To cycle through player names, D-Button ↑↓.
- To cycle though stat categories, press ■ then D-Button ↔.
- To view the Scouting Report for the selected player, select SCOUTING REPORT (or press ✖ when the player you want is highlighted). See *Scouting Report* on pg. 27.

AWAY

Displays stats for the away team currently selected in the Game Setup menu. The Away stats menu functions exactly as the Home stats menu.

ALL TEAMS

View stats for any team.

- To cycle through divisions, D-Button ↔.
- To select a team, D-Button ↑↓ and press ✖. The menu that appears functions exactly as the Home stats menu.

LEAGUE LEADERS

View the top 30 leaders in various categories by league or all together; select AMERICAN, NATIONAL, or MAJOR LEAGUE.

- To sort the leaders of the highlighted category, press ✖.
- When finished, press **START** to return to the Game Setup menu.

SCOUTING REPORT

Check out all of the numbers on your own players and the competition.

- To cycle through player stats, D-Button ↔.
- To cycle through the list of players, D-Button ↑↓ .
- To view other rating categories, select a category from the bottom part of the screen.

MATCHUP	Displays a list of who the selected player hits/pitches the most/least successfully.
PLAYER STATS	Displays all of the essential numbers displayed on the default Scouting Report.
HIT CHART	Displays a graph of hit location by percentages.
SCOUTING REPORT	Displays the manager's notes for each player.

MANAGER MENU

Use this menu to edit, create, trade, or draft players.

- To access the Manager menu, select MANAGER from the Game Setup menu, then select EDIT PLAYER, CREATE PLAYER, TRADE PLAYER, or EXPANSION DRAFT from the Manager sub-menu.

EDIT PLAYER

Change the ratings for your previously created players.

- Select the player you want to edit. The Create Player screen appears. See *Create Player* below.

CREATE PLAYER

Create a player from scratch. Each player you create (up to 25 players can be created) is added to the Free Agents pool and may be signed by any team.

- To cycle through attributes, D-Button ↑↓.
- To increase/decrease the selected attribute, D-Button ↔.
- To select a pitch (pitchers can have up to four pitches), highlight the pitch you want and press ✖.
- To create another player, select NEXT PLAYER and continue in the same manner.
- When finished, press **START** to add your created player to the free agent list and return to the Game Setup menu.

To enter a name:

1. Press ■ to access the name bar.
   - To cycle through letters, D-Button ↑↓.
   - To move the cursor left/right, D-Button ↔.
   - To delete a letter, move the cursor under it and press ●.
2. When finished, press ■ to return to the attributes list.

TRADE PLAYER

Trade players to and from the team selected on the Game Setup menu and the Free Agents list.

- To cycle through player stats, D-Button ↑↓.
- To cycle through the teams, press **L1/R1**.
- To select a player, D-Button ↑↓.
- To change sides, press ■.
- To trade the two selected players, select MAKE TRADE or press ✖.
- To delete all trades, select CLEAR TRADES then select YES at the confirmation prompt.

EXPANSION DRAFT

Draft full rosters from the Free Agents list for both '98 expansion teams. Draft manually for one team or let the computer draft for both.

- To let the computer automatically complete the draft, select **NO** at the Manual Draft prompt. The draft is automatically completed.
- To manually draft for one team, select YES at the Manual Draft prompt. When prompted, select the team you want to draft for. The Manual Draft screen appears.

Manual Draft

- To select the team you are drafting for, D- Button ↔ and press ✖. The computer drafts for the other team.
- To draft a player, select the player you want from the Free Agent list and press ✖. Each time you make a selection, the computer makes a selection. This process is repeated until both rosters are complete. When the draft is over, the Game Setup menu appears.

STARTING LINEUP

Use this menu to set your position players and pitcher.

- To access the Starting Lineup screen, select LINEUP CARD from the Choose Controller screen.
- To view the different stat categories, press **L1/R1**.

To switch players from the Starting Lineup to the bench:

1. D-Button ↑↓ to select the starting player you want to remove.
2. D-Button →, then select the bench player you want to insert.
3. Press ✖. The players switch positions.

SAVE/LOAD LINEUP

Select preset lineups for games against left or right handed pitchers, maximum offense, load a saved lineup, or save current lineup.

BENCH

Displays the list of bench players on the right side of the screen.

DEFENSE

Displays a graphic and allows you to switch fielding positions.

To switch the positions of two players:

1. Highlight the first player and press ✖.
2. Highlight the second player and press ✖. The players switch positions.

PITCHING ROTATION

Allows you to customize your pitching staff.

To change the position of two pitchers:

1. Select the first pitcher and press ✖.
2. Select the second pitcher and press ✖. The pitchers switch positions. This function can be used to change the order within the Rotation List as well as switching players in and out of the Rotation List.

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Special Thanks to Carolann Dunn, Brad Schlachter, Peggy O'Neill Janosik, Meagan Dever, Beth Ann Dexter, Sharon Dennis, Roy Cooler, Mike Schechter, Susan Schechter, Jennifer Cooney, Judy Heeter, Reggie Jackson, Rich Pilling, Leena Sheth, Jim Capuano, Jose Lopez-Varela, Barbara Howe, Gerry Shaw, Rebecca Wong, Alan Ready, Dom Humphrey, Louise Read, John Rix, Chris McKibbin, Brian Ward - Business Affairs, Tony Gwynn, Shelly Eckenroth, Scott Gamel, Paulette Doudell, Steve Sammonds

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