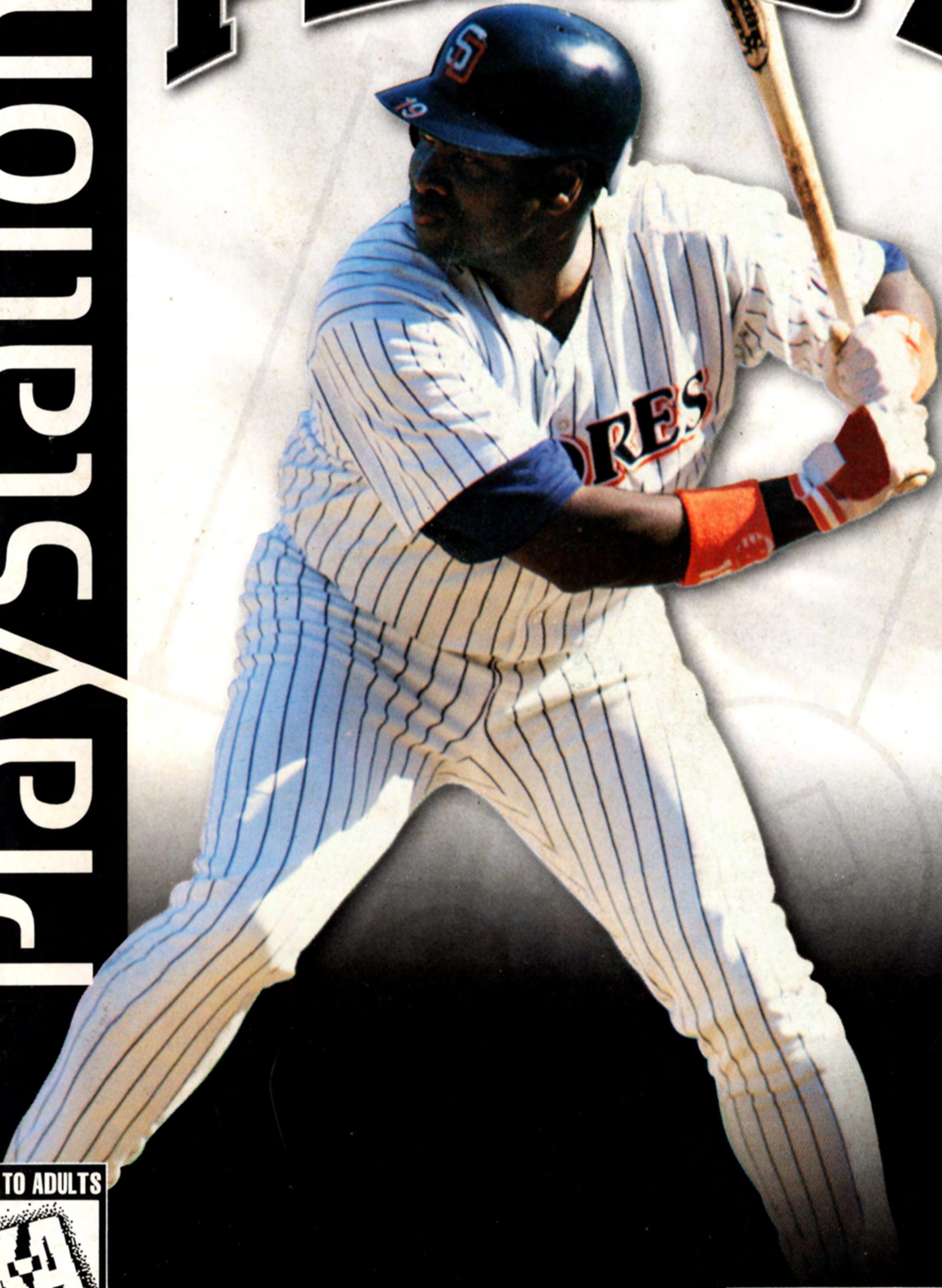


TRIPLE PLAY 97



NTSC U/C

PlayStation™



KIDS TO ADULTS



AGES 6+

SLUS-00237





T R I P L E P L A Y

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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.



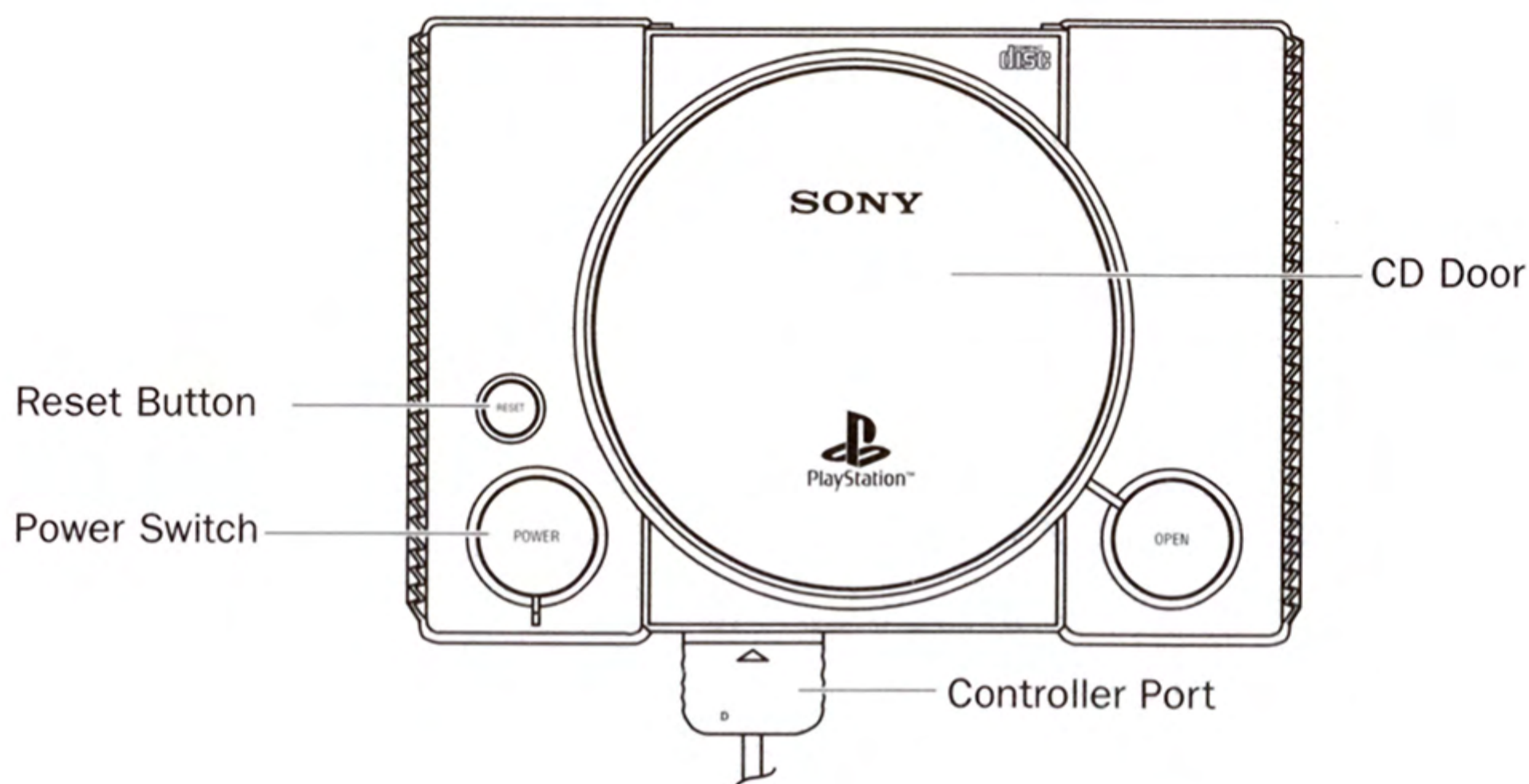
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T R I P L E P L A Y

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 97* disc and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.

INTRODUCTION

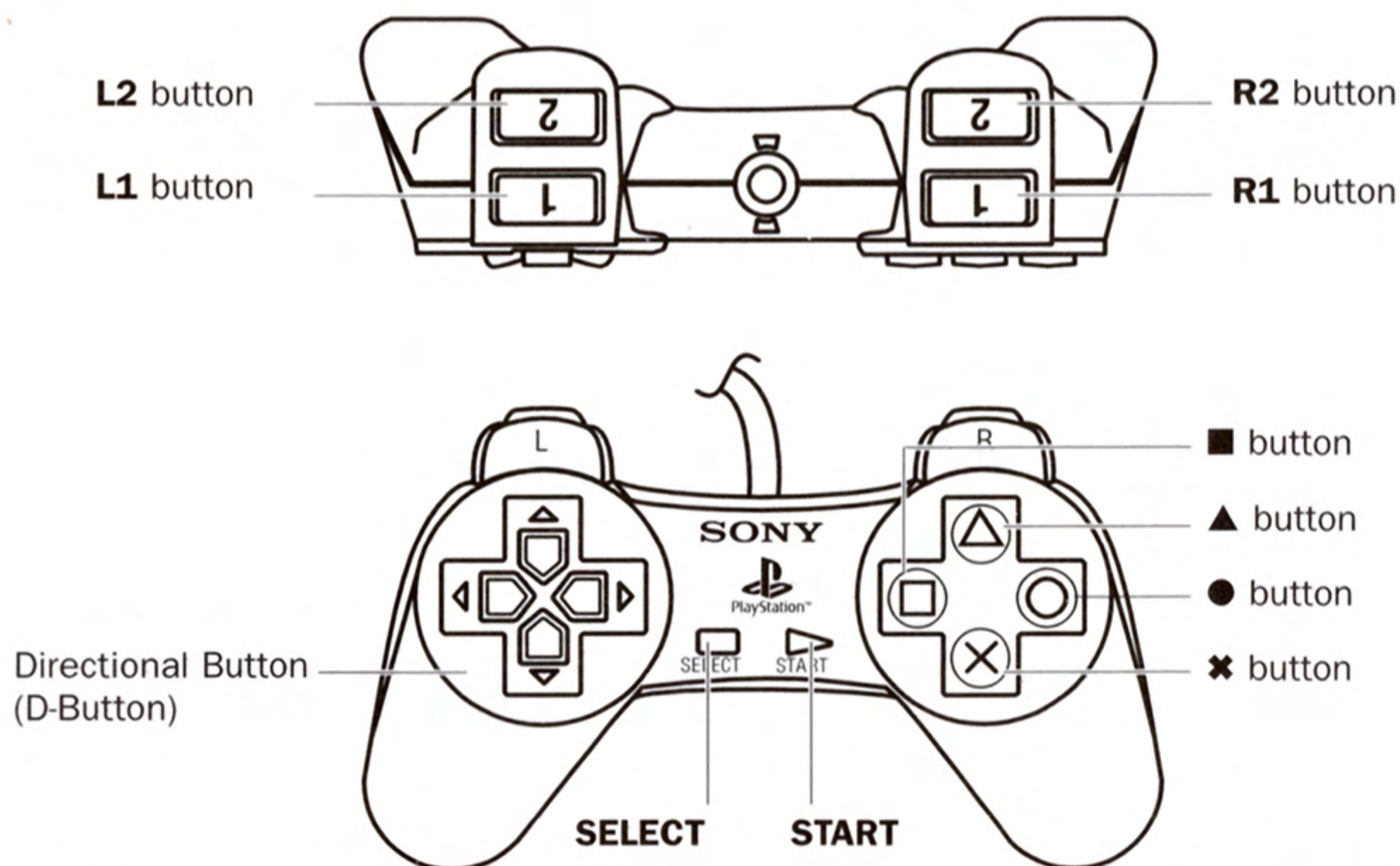
Welcome to *Triple Play 97*, the game that captures the excitement of a homer over the center field fence, the strategy of a hit and run play, and the atmosphere of a warm summer afternoon at the ballpark. And *Triple Play 97* doesn't just deliver realistic graphics and sound—with multiplayer support and more control options than ever before, it's in a league of its own.



TRIPLE PLAY MEANS TRIPLE THE FEATURES:

- ❑ Exhibition, Series, Regular Season, All-Star Game™, Playoffs, and Home Run Derby™ play modes.
- ❑ Real Major League Baseball™ Players with full names and stats.
- ❑ All 28 MLB™ stadiums, rendered in the 3D Virtual Stadium™ environment.
- ❑ Play-by-play and color commentary.
- ❑ Up to eight players can play simultaneously—each player can control single or multiple positions on either team.
- ❑ Batting stance, hit location, pitching, and baserunning options put you in complete control.
- ❑ Three Player modes: Pro, Rookie, and Manager—play at your level or manage from the dugout.
- ❑ Create, trade, sign, and release players.
- ❑ Fully animated players slide, swing, dive, throw, tumble, jump, and even collide.

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	×
Display Help menu	▲

GAMEPLAY

Pause game/Display Time-out menu	START
Cycle between fielding/batting/pitching views	SELECT
Activate Manager menu	L2 + R2 + D-Button

ON THE MOUND

BEFORE PITCH

Move left/right on the rubber	L1/R1
Try to pick off baserunner	■ + D-Button to select base

PITCH SELECTION	×	●
No D-Button	“Slow” Fastball	Slider
D-Button ↑	Change-up	Sinker
D-Button →	Curve (screwball for lefty)	Pitchout
D-Button ↓	Fastball	Splitfinger
D-Button ←	Screwball (curve for lefty)	Knuckleball



PITCH CONTROL

Select pitch location	D-Button in direction you want to pitch (e.g., ←=inside to right-handed batter) after pitch is thrown
-----------------------	---

NOTE: The longer the D-Button is held during the flight of the ball, the greater the degree of change in the ball's course. If the pitch comes close to hitting the batter, it becomes a brushback and the batter reacts. If the ball hits the batter, he takes his base.

IN THE FIELD

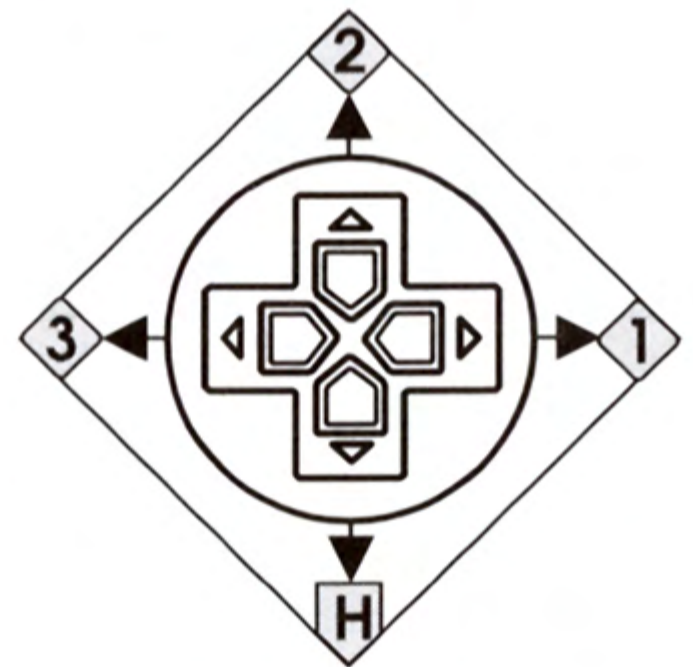
FIELDING THE BALL

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

THROWING THE BALL

Hold ball	No 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
Switch to player with ball	▲
Run with ball	● + D-Button to select base



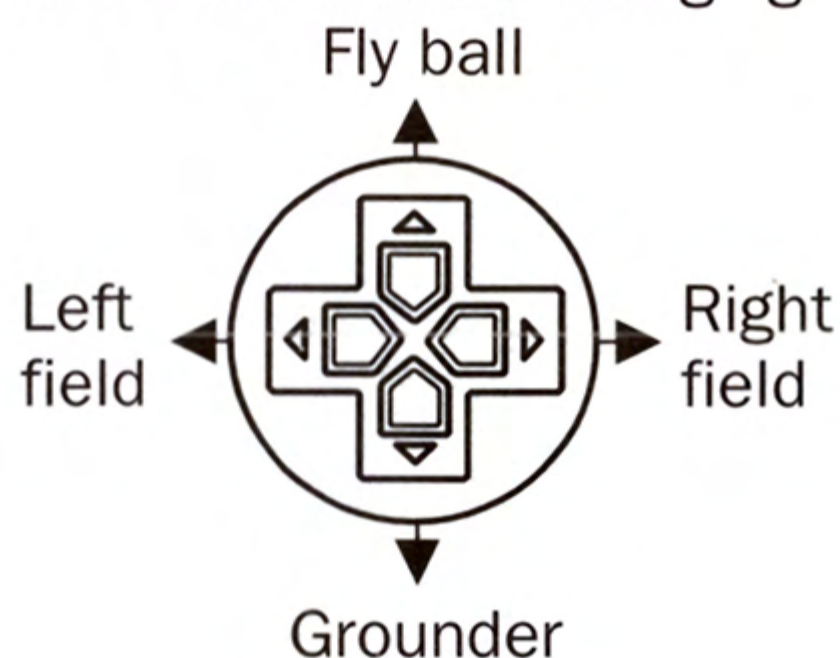
AT THE PLATE

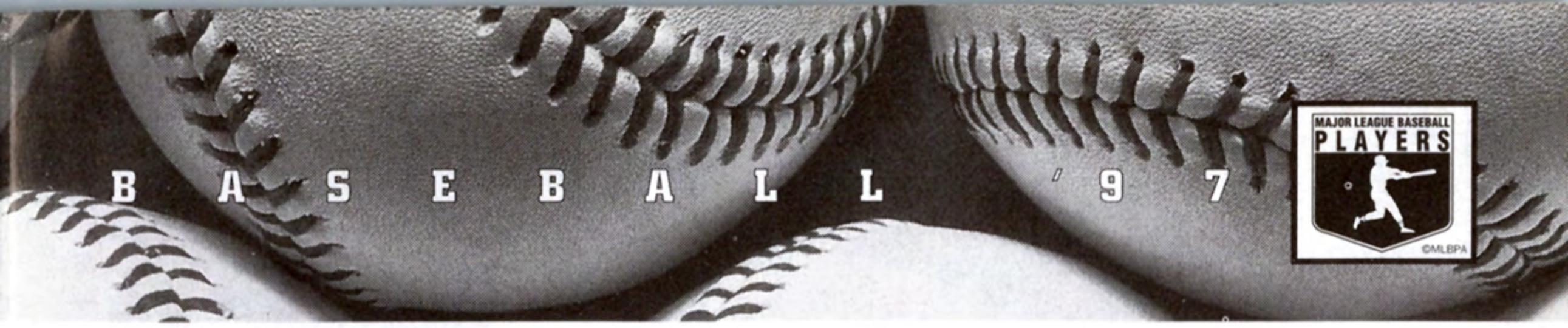
BEFORE THE PITCH

Position batter in the batter's box	D-Button ↑↓↔
Select stance (open, normal, or closed)	L1/R1
Warm up swing	■/✕
Switch to baserunner	▲
View baserunners	L2 + R2

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 1st, 2nd, 3rd, then back to batter	▲
Increase lead-off for runners on base	L2 + D-Button to select base (for computer-controlled runners only)
Run forward to the next base	D-Button ↑
Run back to the previous base	D-Button ↓
Decrease lead-off for runner on base, or return runners on a hit	R2 + D-Button to select base (for computer-controlled runners only)
Advance all runners	L1 + L2
Return all runners	R1 + R2

NOTE: The controls for the baserunners are the same during and after the windup except that instead of leading off, your runners are trying to steal the next base. Also note that the **L1/R1** and **L2/R2** controls affect all baserunners (not just the ones under your direct control) and can be executed even while you're in the batter's box controlling the hitter.

AFTER THE PITCH

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



SETTING UP THE GAME

GAME SETUP MENU

From this menu, you can select the type of game you want to play, customize your game, or go to the Manager screen. Throughout this manual, default options are listed in **bold**.



Press **X/START** to select highlighted item

D-Button \leftrightarrow to move highlight

Always check the Help menu for quick instructions by pressing **▲**



TIP To Quick Start a game from the Game Setup menu, press **START** + D-Button **↑**.

NOTE: *Triple Play 97* contains in-game Help menus for every menu in the game. From any menu, press **▲** to display the Help menu.

EXHIBITION

Play an Exhibition game between any two teams, including All-Star teams. See *Starting an Exhibition Game* on page 14.

HOME RUN DERBY

Get in some batting practice and set home run records. See *Home Run Derby* on page 39.



SEASON

Start a new or continue a saved Season. You can control up to six teams. If you have a season saved, an overlay window appears asking if you wish to continue with the saved season, or begin a new season. See *Season Play* on page 32.

PLAYOFFS

Start a new or continue a saved league Playoff series. See *Playoff Series* on page 36.

SERIES

Start a new or continue a saved Series. See *Series* on page 38.

ALL-STAR GAME

Play an exhibition game between the American and National All-Stars. See *All-Star Game* on page 35.

MANAGER

Go to the Manager menu to set team options. See *Manager Menu* on page 10.

OPTIONS

Customize your game with the following options:

FIELDING AID Toggle **ON**/OFF. When **ON**, circles 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 caught it.

RADAR GUN Toggle **ON**/OFF.

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 ON, **AL ONLY** (major league standard), or OFF.

BASERUNNER WINDOW Toggle **ON**/OFF.



- MEMORY CARD** Select this option to manage your saved game files. See *Saving A Game* on page 41.
- 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) and select a **ROCK**, **ACIDJAZZ**, or **ROOTS MUSIC STYLE**.

MANAGER MENU

The Manager menu contains options that let you act as general manager for all the teams in *Triple Play 97*—from reviewing stats to creating, signing, releasing, and trading players.

PLAYER STATS

To manage a team effectively, knowledge is key. Check out those crucial stats for every player.

- ◆ To highlight a particular player, D-Button ↑↓.
- ◆ To cycle through the different teams, press **L1/R1**.
- ◆ To display the stats for a highlighted player, press **X**. The Player Stats screen appears.
- ◆ To toggle between '95 and in-game season stats, press **■**.

TEAM INFO

Everything you ever wanted to know about each team: Franchise Established Date, World Series Titles, Division Titles, Last Pennant, and Stadium.

- ◆ To cycle through the different teams, D-Button ←→.



LEAGUE LEADERS

Can't remember who led the league in stolen bases in '95? Select this option to display the League Leaders menu. Check out the top ten players in the following categories: Home runs, stolen bases, batting average, RBI's, slugging pct., pitching ERA, and winning pitcher %.

- ◆ To toggle between '95 and in-game season stats, press ●.
- ◆ To toggle between AL and NL stats, press ■.
- ◆ Press **START** to exit and return to the Manager menu.

CUSTOM PLAYERS

Go to the Custom Player screen to 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.

The Custom Player screen has a slot to enter the name of your created player and six characteristics to modify.

To enter a name:

1. D-Button $\uparrow\downarrow\leftrightarrow$ to select a letter, and press ✕ to enter the letter. Press ● to delete a letter.
2. Press **START** to go to the Custom Player screen.





T R I P L E P L A Y

EXPERIENCE D-Button \leftrightarrow to select **ROOKIE** or **VETERAN**. **VETERAN** players are older, but have slightly better attributes.

POSITION D-Button \leftrightarrow to cycle through the positions.

BATTING STYLE Toggle between **SLUGGER** (long ball hitter) or **CONTACT** (less power but better average).

BATS Select **LEFT**, **RIGHT**, or **SWITCH** hitting style.

THROWING ARM Select **LEFT** or **RIGHT** throwing arm.

SKIN TONE D-Button \leftrightarrow to cycle through the different skin tones.

- ◆ Press **START** to continue to the second Custom Player screen. This screen lets you further determine your player's skills.
- ◆ To select a skill to modify, D-Button \updownarrow .
- ◆ To adjust the skill level, D-Button \leftrightarrow .



TIP You only have a set amount of skill to allocate between the skills. Decreasing one skill will allow you to increase another skill.

HIT CONTROL Determines the degree to which players can place the ball once they've hit it.

CONTACT CHANCE Determines how often the player will make contact with the ball.

BATTING POWER Determines how hard the player can whack the ball.

RUNNING SPEED Determines the player's speed in the field and on the bases.

THROWING SPEED Determines how quickly your man can gun the ball.

ARM ACCURACY Can your outfielder hit his cutoff man and make a clean throw to third?

FIELDING ACCURACY Does the sun get in his eyes most of the time, or is he fairly error free?

REACTION TIME When the ball hits the bat, will your player be moving in the right direction?



If you've created a pitcher, you will be taken to a second skill level screen where you can set the various pitching attributes. The pitches available are Fastball, Slider, Curve, Knuckleball, Sinker, Change Up, Splitfinger, and Screwball.

TRADE PLAYERS

Make a one-for-one player trade between any two teams or the Free Agent pool.

Press **■** to switch sides, and press **L1/R1** to cycle through teams

D-Button **↔** to scroll stats

Mets			RED SOX		
SB	CS	SB%	SB	CS	SB%
12	6	66.6	2	1	66.6
LF	Carl Everett	3	3B	Tim Lincecum	11
LF	K. Roberson	18	SS	John Valentin	13
CF	L. Johnson	1	SS	Wil Cordero	12
RF	B. Gilkey	33	LF	D. Hosey	46
RF	Chris Jones	5	LF	Troy O'Leary	25
P	A. Miranda	39	CF	Milt Cuyler	15

Highlight player slot and D-Button **↑↓** to cycle through players for selected team

- ◆ To trade the two listed players, press **✕**. (Press **✕** again while the players are still highlighted to reverse the trade).
- ◆ To accept all trades and return to the Manager menu, press **START**. (Press **SELECT** to return to Manager Mode; **● + L2 + R2** to cancel all trades you've ever made and return to the original rosters.)

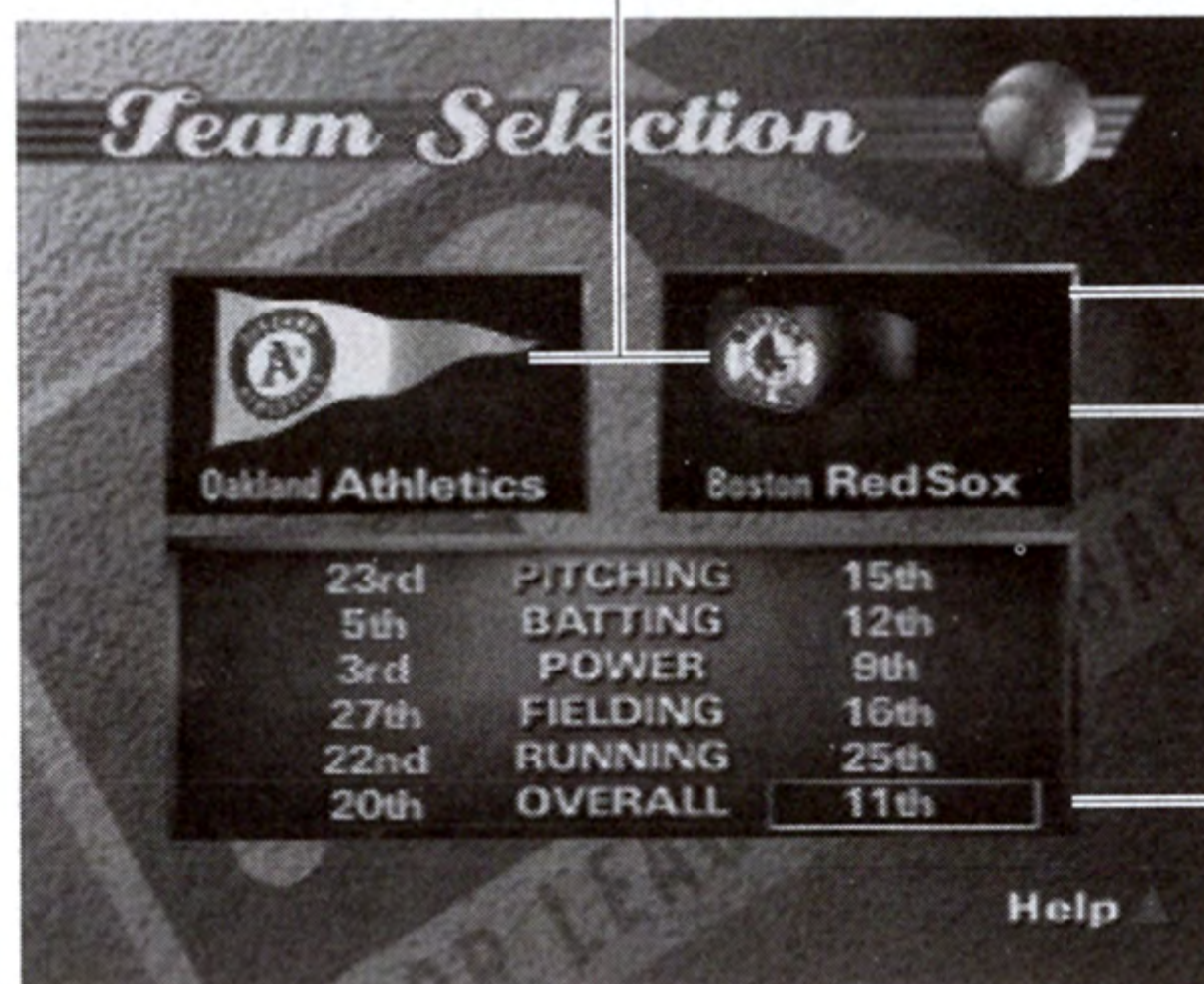


STARTING AN EXHIBITION GAME

- ◆ To begin an Exhibition game, highlight EXHIBITION from the Game Setup menu and press **START/X**. The Team Selection screen appears.

EXHIBITION TEAM SELECTION SCREEN

Press **■** to toggle between home and visitor teams



Selected team

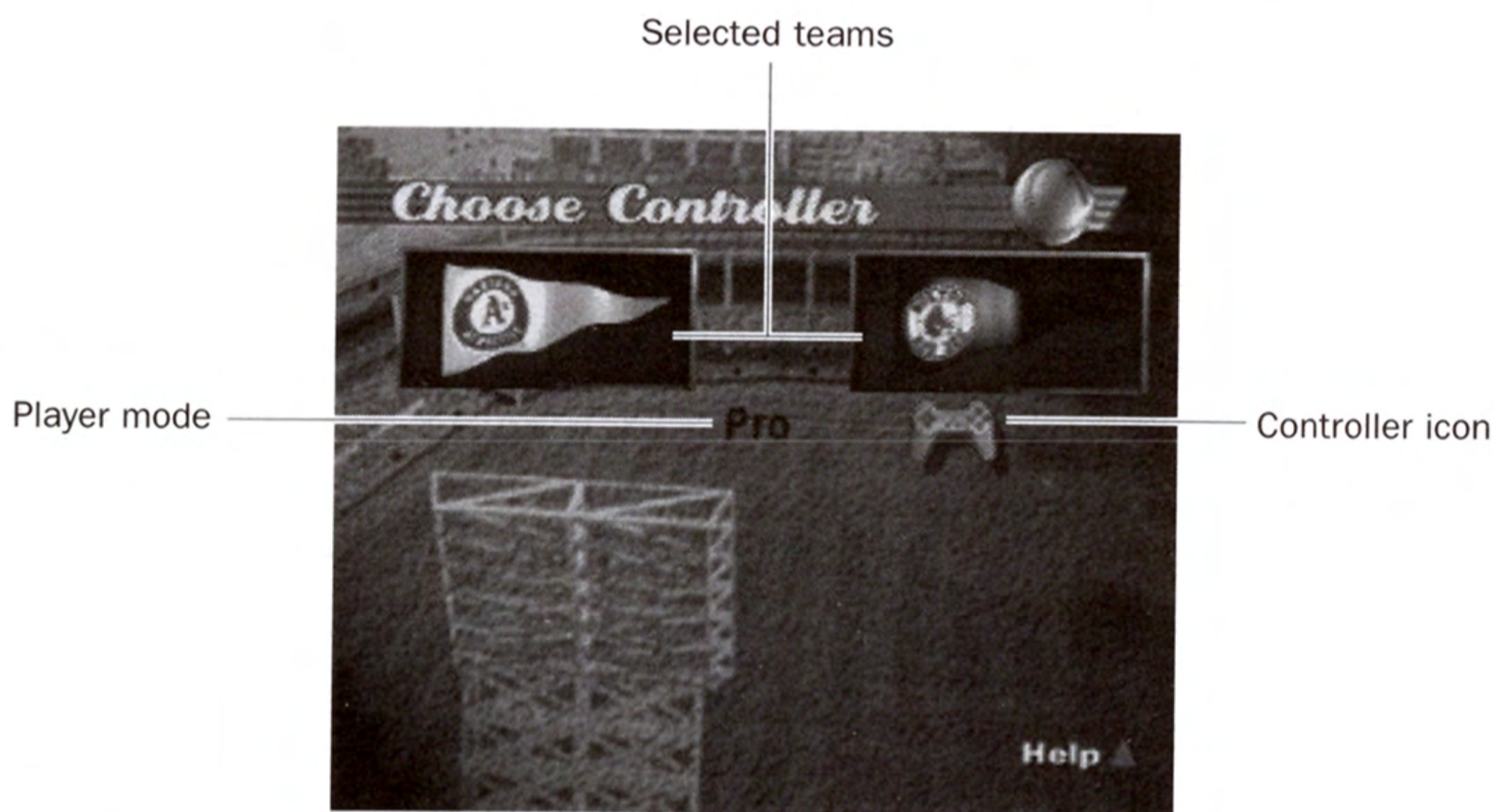
D-Button **↔** to cycle through teams

Highlight a stat category to sort teams by that statistic

- ◆ To select a rating category to sort teams by, D-Button **↑↓**. When a category is selected, teams are sorted by their ranking in that statistic.
- ◆ To accept the selected teams and continue, press **START**. (To cancel and go back, press **SELECT**.) The Choose Controller screen appears.

CHOOSE CONTROLLER SCREEN

An icon for each of the Controllers that can be connected to the system appears on this screen. Up to eight players may play. See *Multiplayer Games* on page 17.



- ◆ To select the team that you control, D-Button \leftrightarrow to position your controller symbol under either team or in the middle to select computer control.

NOTE: Each player's controller icon is color coded. See *Game Flow* on page 19.

- ◆ To select a Player mode for the team you have selected, D-Button \updownarrow . There are three different Player modes from which to select.

ROOKIE Hitting is easier, throws are more powerful and go to the base automatically rather than the cutoff man, players run more quickly, speed bursts last longer, and computer baserunners are less aggressive.

PRO Hitting is more difficult, and the computer doesn't help you out at all—you're on your own. This mode is recommended for experienced players.

MANAGER Select this Player mode to make all the strategic decisions (player substitutions, trades, etc.). If you select this option from the Choose Controller screen, then you only manage and all players are controlled by the computer. You can toggle Manager mode ON/OFF during a game if you select either ROOKIE or PRO.



T R I P L E P L A Y

After selecting your Player mode, press **START** or **X** to go directly to the Pre-Game menu.

—or—

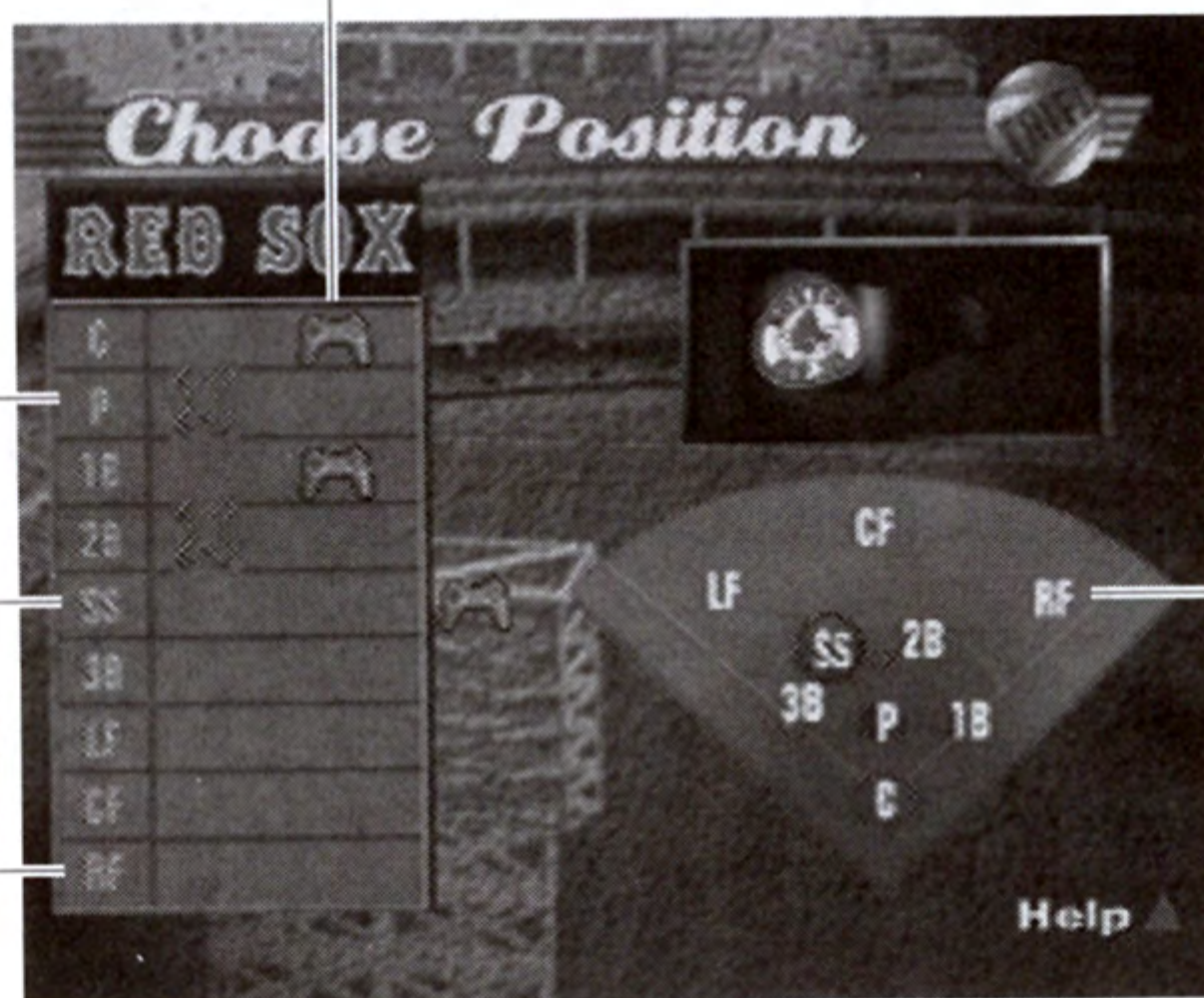
To make control selections regarding specific positions:

1. From the Choose Controller screen, press **■**. The Choose Position screen appears.

Positions with controller icons can *only* be controlled by the player who applied the icon

X'd positions cannot be controlled by the player who applied the X

Blank positions can be controlled by anyone



Press **■** to select a position

- ◆ To highlight a position, D-Button **↑↓**.
 - ◆ To select a position to always control, press **■**.
 - ◆ To mark a position as one that you never control, press **●**. An "X" appears next to the position.
 - ◆ Un-marked positions can be controlled by either the CPU or a human player.
 - ◆ Control options are color-coded by controller.
2. To accept the settings and continue, press **START**. (To cancel and go back, press **SELECT**.) The Pre-Game menu appears.



TIP When more than one player controls a team, try dividing up the defensive positions. For instance, have one player control the pitcher and outfielders while another controls the catcher and infielders. This way, you won't both be trying to take control of a fielder during a play.



MULTIPLAYER GAMES

With 2–8 players using Multitaps on a single PlayStation game console, it's easy to get multiple players into the action. When two or more players are playing cooperatively on the same team, the following rules and tips apply:

- ❑ By default, batter control is determined by fielder control—if you've selected control for the center fielder and shortstop from Choose Position screen, you'll bat for these players as well. If fielder control hasn't been selected for the batter, Player 1 controls the batter.
- ❑ If the default player for a batter is already controlling a base-runner, any other player may press ▲ to take over control of the batter. Once a player takes control of the batter, though, control for the batter is fixed until the player who is controlling him switches to another player—you can only take control of a player who is computer-controlled.
- ❑ When it comes to fielding, it's best to divide up the positions before the game from the Choose Position screen. If you know what fielder or fielders you can control, it leads to less confusion during the game.
- ❑ If no fielders are “locked out” from the Choose Position screen, pressing ▲ gives you control of the nearest fielder to the ball unless that fielder is already controlled by another human player.
- ❑ When you're controlling a fielder, you can move freely only after the ball is hit. While the ball is “live” you can move freely, but after the ball is returned to the pitcher, your player automatically returns to his position.

PRE-GAME MENU

PLAY BALL

To begin the game, highlight this option and press ✕ (or simply press **START**).

PICK STADIUM

By default, the field of the home team is selected, but you can select any of the 28 Major League stadiums included in *Triple Play 97*.



STARTING LINEUP

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

- ◆ To toggle between the two teams, press **L1/R1**.
- ◆ To see a player's stats, D-Button **↑↓** to highlight a player's name and press **■**.

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 exchange the batting order of 2 players:

1. Highlight a player's name and press **✕**. The player's name remains highlighted.
 2. Highlight a second player, then press **✕** to switch the batting order of the two players.
- ◆ To accept the changes and continue, press **START**.

GAME SETTINGS

From this screen, you can choose the length and views for the current game.

- ◆ To select an option, D-Button **↑↓**.
- ◆ To change a selection, D-Button **↔**.

BATTING VIEW	Select from HIGH, MEDIUM, and LOW .
FIELDING VIEW	Select from HIGH, MEDIUM, LOW, and AUTO (camera stays low for grounders, high for fly balls, etc.)
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 choose.)



NOTE: Direction and base controls are always relative to the point of view. For example, D-Button → selects first base when the POV is behind the catcher and selects third when the POV is behind the pitcher.

INNINGS Select 1,3,5,7, or **9** innings for your game. If the score is tied at the end of the specified inning, play continues until one team leads at the end of an inning.

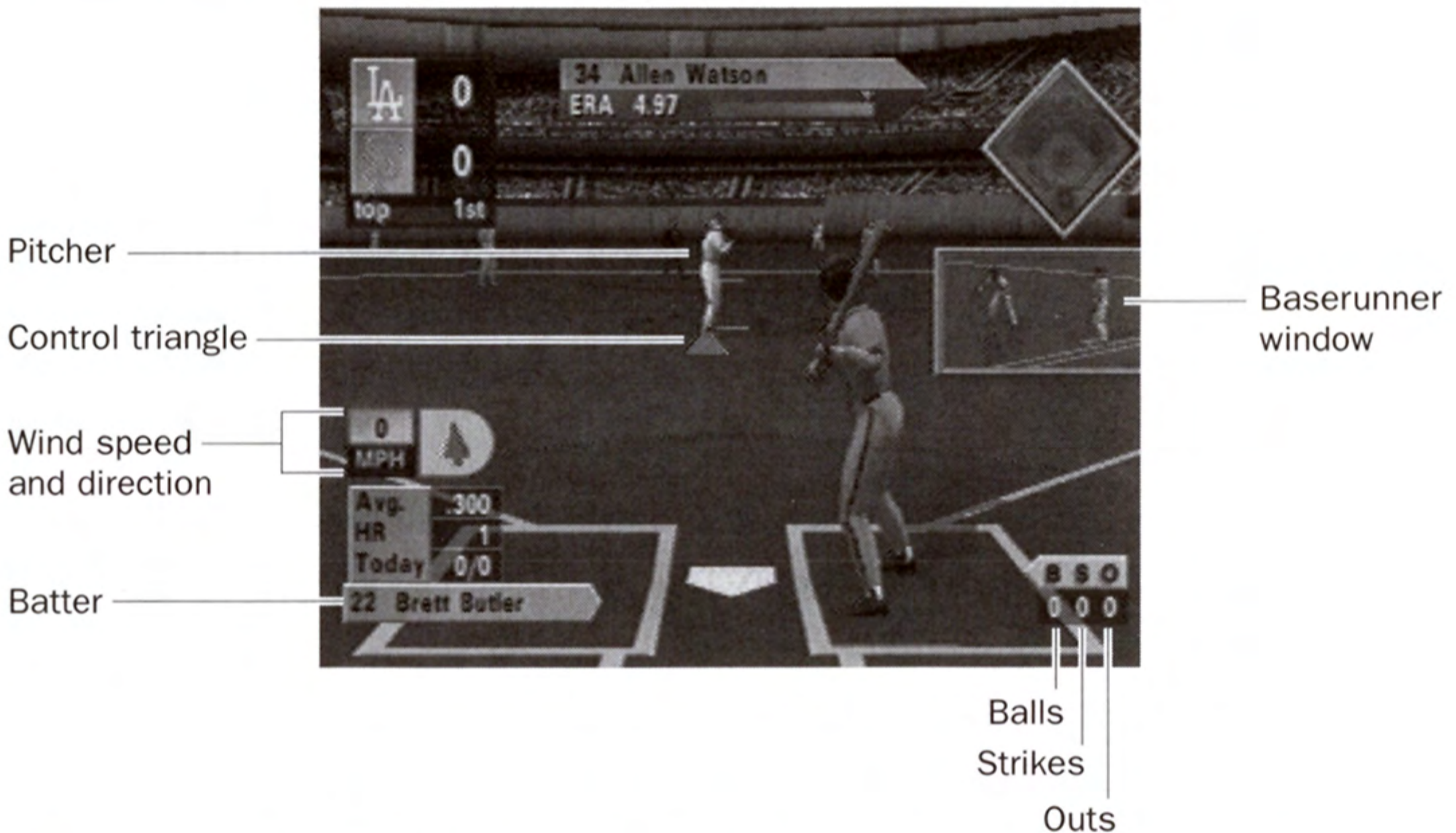
TOP OF THE FIRST

Hey, the game's started! See On the Diamond, below, for gameplay instructions.

ON THE DIAMOND

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

GAME FLOW



- ◆ You control the player over the triangle. Depending upon the controller you're using and the number of players, the triangle has a different color. These colors correspond with the color of the controller icon.



☐ **With two controllers:**

- Player 1 Red triangle
- Player 2 Purple triangle

☐ **With three or more controllers:**

- Player 1 Red triangle
- Player 2 Blue triangle
- Player 3 Yellow triangle
- Player 4 Green triangle
- Player 5 Purple triangle
- Player 6 Orange triangle
- Player 7 Light blue triangle
- Player 8 White triangle

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 **X** to clear each overlay and continue.

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

- ◆ Press **X** to clear each overlay.

END OF GAME After a victory celebration by the winning team, the Game Results screen shows the line score, player of the game, winning and losing pitchers, and top offensive players.

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

NOTE: If you are playing a season game, you will be given the option to save the game. If you do want to save the game, highlight **YES** and press **X**.

NOTE: Colored circles next to a player's name in the Rosters menu represent the player's health: green is healthy, yellow means a player is tired and at risk to injury, red means a player is injured, and flashing blue means he is hot.



DEFENSE

ON THE MOUND

Triple Play 97 gives you every option available to a major league pitcher.

Move left/right on the rubber	L1/R1
Throw selected pitch	X/● + D-Button
Try to pick off baserunner	■ + D-Button to select base
Select pitch location after pitch is thrown	D-Button in direction you want to pitch (e.g., ← = inside to right-handed batter)

EA TIP Keep on eye on any baserunners before the pitch. If a runner is getting a big lead, press **■** + D-Button in the direction of the base for a pickoff attempt.

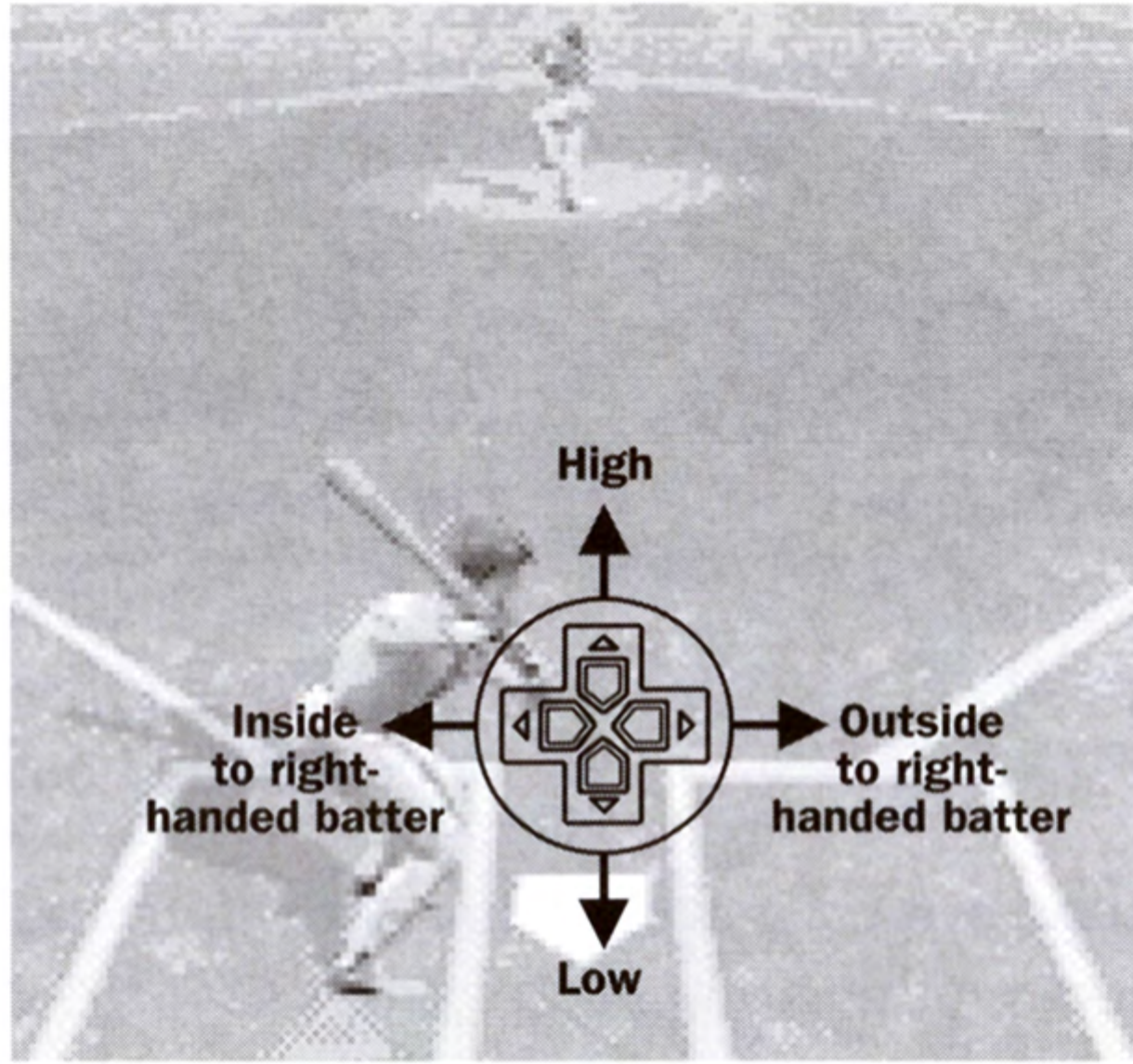


PITCH MENUS	X	●
No D-Button	"Slow" Fastball	Slider
D-Button ↑	Change-up	Sinker
D-Button →	Curve (screwball for lefty)	Pitchout
D-Button ↓	Fastball	Splitfinger
D-Button ←	Screwball (curve ball for lefty)	Knuckle Ball



To select pitch location during windup:

- ◆ D-Button in the direction you want to pitch:



TIP

As the point on the pitcher's Fatigue Bar goes from green to red, so does his performance. Keep an eye on the bar throughout the game, and be ready to bring in a new pitcher when the bar gets below half green. If the bar turns all red, your pitcher is injured—replace him immediately!

IN THE FIELD

FIELDING THE BALL

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

When a fly ball is hit, a circle appears where the ball will land. As the ball descends, the circle gets smaller. D-Button to guide your fielder to the center of the circle.



TIP When you press ■, you have a better chance of reaching a difficult ball, but also a greater chance of making a costly error.

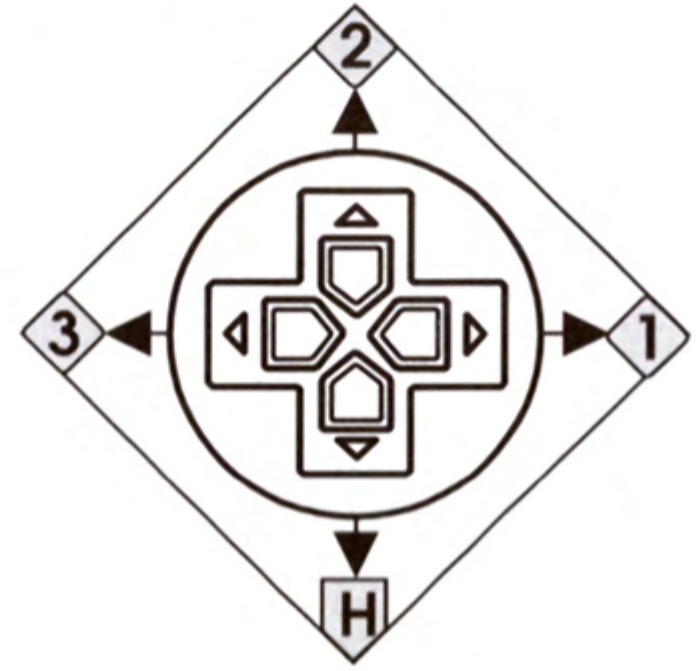
THROWING THE BALL

Hold ball

No button

Select base to throw to

D-Button to select base



Conservative throw

✕ + D-Button to select base

Aggressive throw

■ + D-Button to select base

Switch to player with ball

▲

Run with ball

● + D-Button to select base



TIP Make a conservative throw whenever possible—aggressive throws that get by a baseman can really hurt you.

OFFENSE

AT THE PLATE

Position batter in the batter's box

D-Button ↑↓↔

Select stance
(open, normal, or closed)

L1/R1

Warm up swing

■/✕

Switch to baserunner

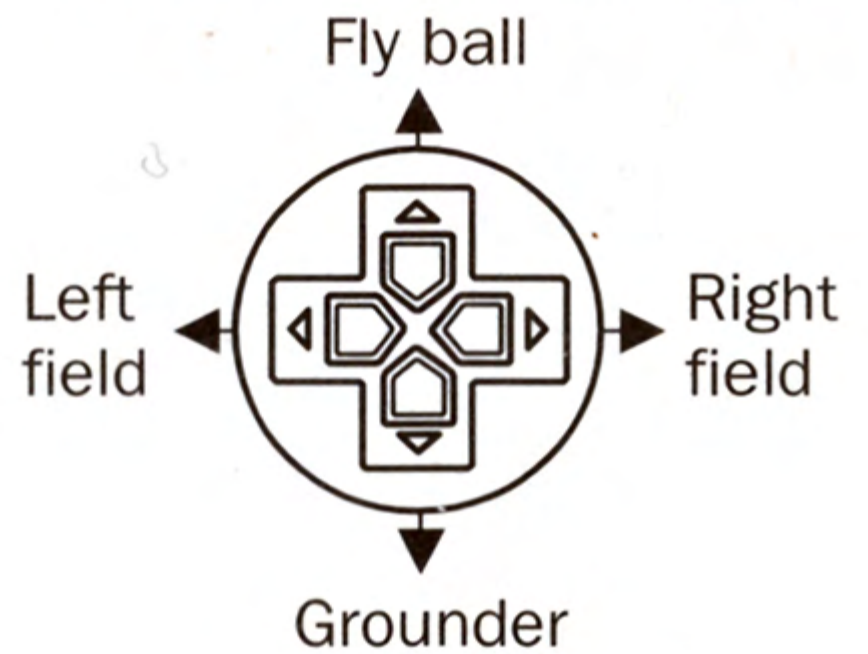
▲

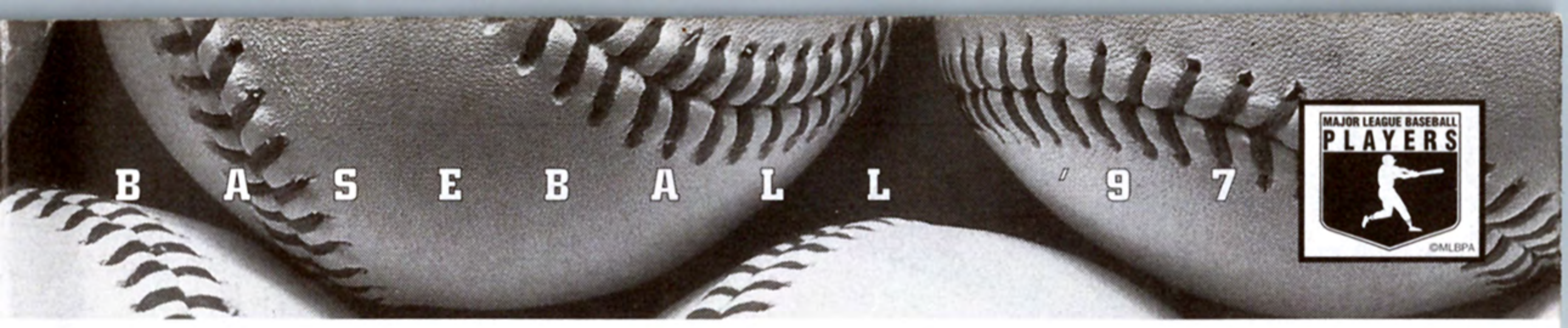


- ❑ OPEN STANCE: “Open up” front foot toward the foul line to try to pull the ball.
- ❑ NORMAL STANCE: Align front foot toward the pitcher’s mound to hit the ball where it’s pitched—you’ll tend to hit an outside pitch to the opposite field and pull an inside pitch. This is the best stance for most circumstances.
- ❑ CLOSED STANCE: “Close off” stance by turning front foot toward the plate to try to hit the ball to the opposite field. This stance is useful for a right-handed hitter trying to advance a runner.

HITTING THE BALL

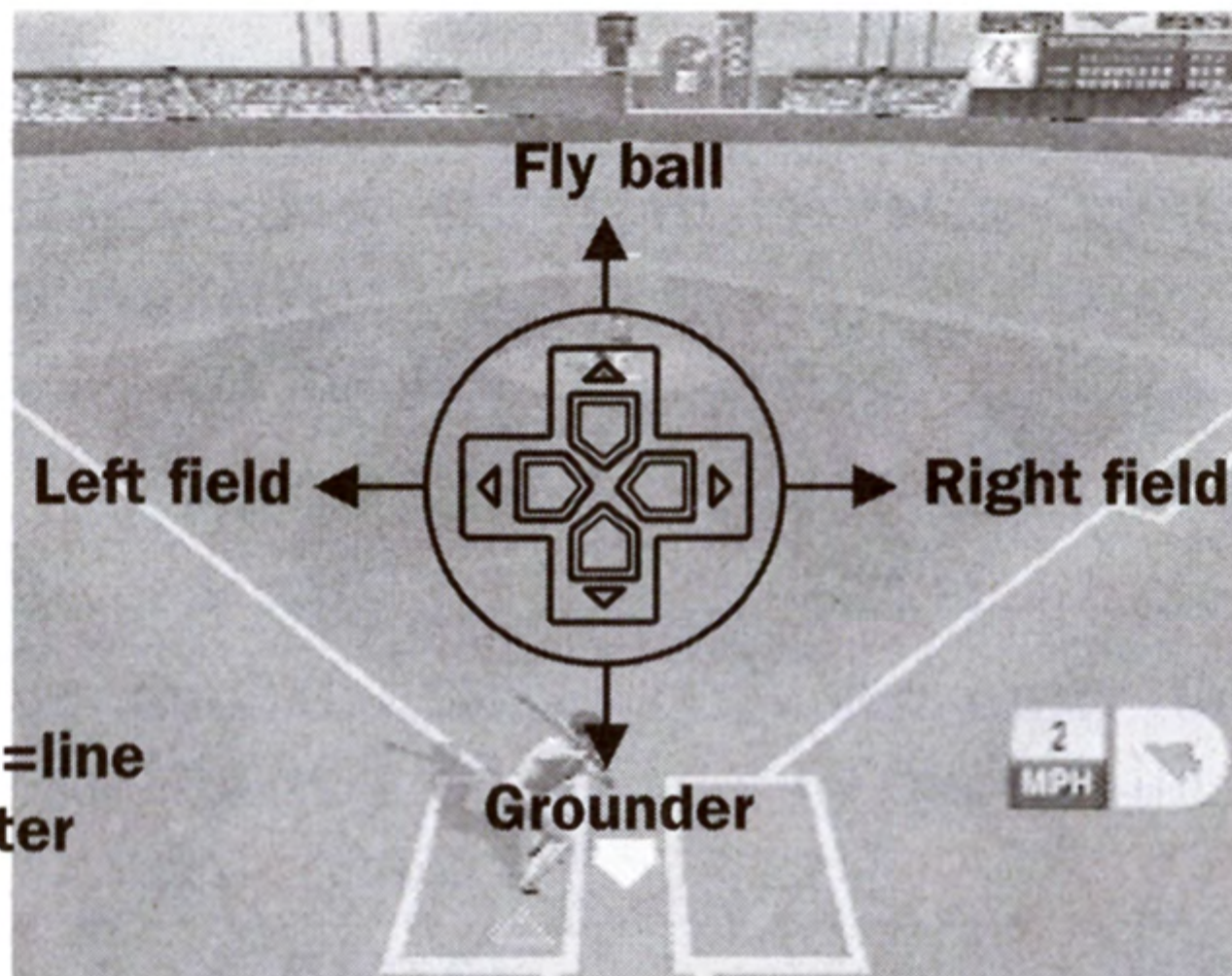
Take pitch	No button
Normal swing	✘ (hold to swing; release quickly to check swing)
Aggressive power swing	■ (no checkswing)
Bunt	● (hold to bunt; release quickly to check swing)
Aim hit	Press D-Button while swinging:





To aim hit during swing:

- ◆ D-Button in the direction you want the ball to go:



- ◆ The direction the ball is hit is determined by four factors:
BATTING STANCE—open stance tends to pull the ball; closed stance tends to push the ball to the opposite field.
PITCH LOCATION—an inside pitch causes the ball to be pulled; an outside pitch tends to go to the opposite field.
D-BUTTON AIM—the direction the batter aims toward using the D-Button. This has less of an effect than the batter's stance.
SWING TIMING—an early swing pulls the ball; a late swing directs the ball to opposite field.



TIP

Your Stance and Aim work together—i.e., with an Open stance, aiming to pull the ball will result in an exaggerated pull (and perhaps a foul ball).



ON THE BASEPATHS

BEFORE THE PITCH

Switch control to runner on 1st, 2nd, 3rd, then back to batter.	▲
Increase lead-off for runners on base	L2 + D-Button to select base (for computer-controlled runners only)
Run forward to the next base	D-Button ↑
Run back to the previous base	D-Button ↓
Decrease lead-off for runner on base, or return runners on a hit	R2 + D-Button to select base (for computer-controlled runners only)
Advance all runners	L1 + L2
Return all runners	R1 + R2

NOTE: The controls for the baserunners are the same during and after the windup except that instead of leading off, your runners are trying to steal the next base. Also note that the **L1/R1** and **L2/R2** controls affect all baserunners (not just the ones under your direct control) and can be executed even while you're in the batter's box controlling the hitter.

AFTER THE PITCH

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



- ❑ After the ball is hit, you control the batter. To switch to the lead baserunner (if other than the batter), press ▲.
- ❑ Players slide only if they're near a base and there is a possible play.
- ❑ Any baserunners not visible on the main game screen are displayed in windows in the corner of the screen before the ball is pitched.
- ❑ Baserunners appear as circles on the diamond at the upper right of the screen. Players on base are shown as filled circles; players between bases are shown as hollow circles. Human-controlled players are highlighted with their respective control colors.
- ❑ After a home run, the runners automatically circle the bases.
- ❑ Hold **L2** + **R2** to display an overlay with the baserunner's name.

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 page 14). If you'd like to pull double duty as a player/coach, you can select options from the Manager menus while in Rookie or Pro Player mode.

- ◆ To bring up a Manager menu in any control mode, hold **L2** + **R2** + a D-Button direction, then press ✕, ■, or ●. See page 28 for the menu options on defense and offense.



TIP You don't have to Manage full time. You can quickly switch between Manager and Player mode to set the outfield and then throw a pitch, call for a hit and run and then swing at the pitch, etc.



TIP Computer-controlled players follow the orders of the Manager to the best of their abilities, but human-controlled players aren't always affected by your commands.

NOTE: Manager options on defense and offense are based on the batter's point of view.

**MANAGER OPTIONS ON DEFENSE**

	■	×	●
D-Button ↑	Outfield out	Infield out	Double play
D-Button →	Outfield right	Infield right	Guard lines
D-Button ↓	Outfield in	Infield in	Prepare for bunt
D-Button ←	Outfield left	Infield left	Infield normal

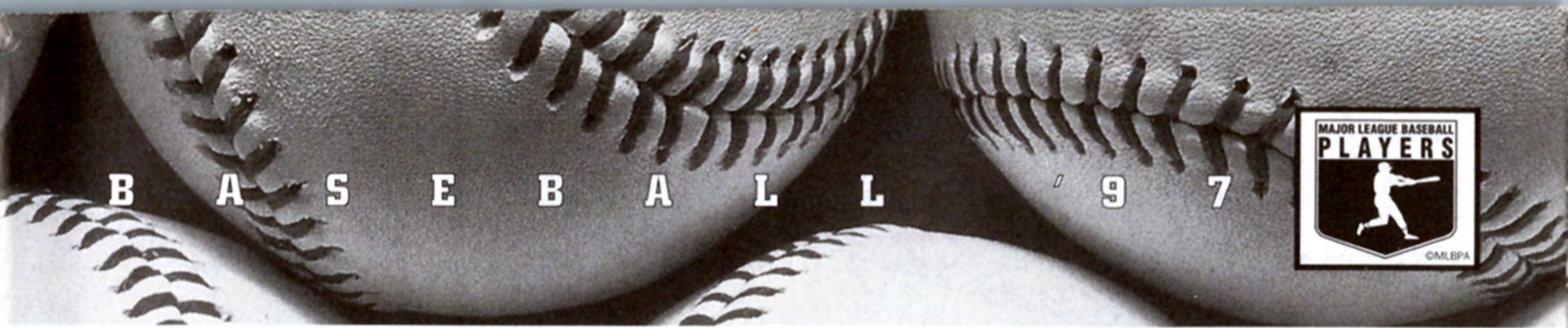
NOTE: Defensive positioning returns to the default setting after each batter.

MANAGER OPTIONS ON OFFENSE

	■	×	●
	Aggressive base-running, stealing if possible		Conservative base-running, no stealing unless it's safe
D-Button ↑	Long ball	Line drive	Grounder
D-Button →	Base-running style ①: Aggressive, Normal, Conservative	Draw walk	Hit and Run
D-Button ↓	Steal home	Steal third	Steal second
D-Button ←	Long bunt	Medium bunt	Short bunt

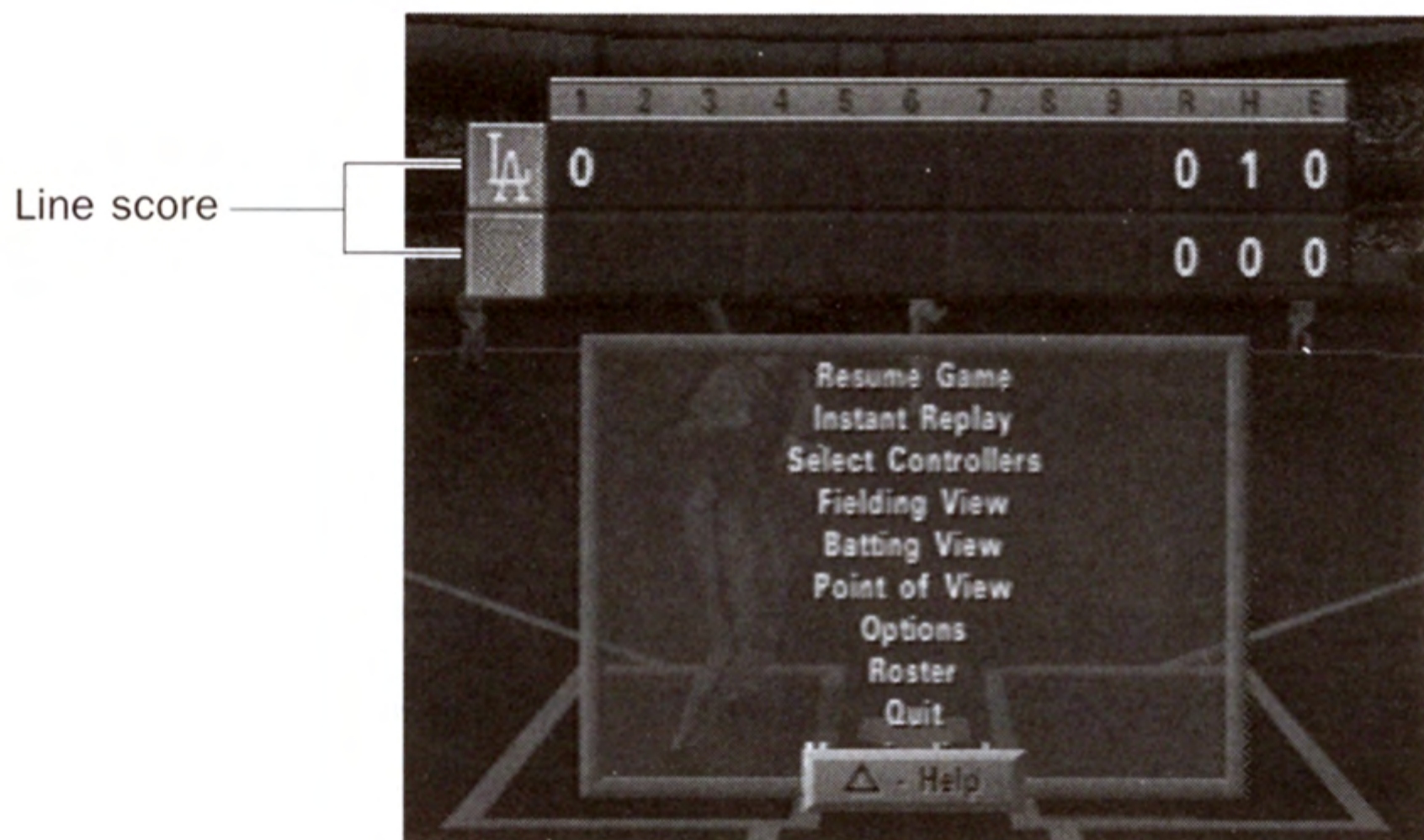
① The current baserunning setting is displayed (Aggressive/Normal/Conservative). To cycle through the choices, press ■. Note that the baserunning style returns to Normal at the end of an inning.

❑ Unavailable options are dimmed. For example, if no runners are on base, all the steal options are dimmed.



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.



Resume Game

Highlight this option and press **X** (or press **START**) to return to the game.

Instant Replay

Go to Instant Replay screen:

Return to Time-Out menu	START
Change Cameras to High, Medium, Low (all std cameras), and Manual—one you can drive around	SELECT
Move camera focus left, right, forward back	D-Button (only available with Manual Cam)
Zoom in/out, move camera right/left	Hold R1 + D-Button (only available with Manual Cam)
Rewind	Hold ■
Help Menu	▲
Frame Advance	Tap ●
Fast Forward	Hold ●
Play Forward/STOP	X



Select Controllers

An overlay of the Choose Controller screen appears. Change the team and positions you control. See *Choose Controller Screen* on page 14.

Fielding View

Choose from four different heights: HIGH CAM, MEDIUM CAM, LOW CAM, and **AUTOMATIC**.

Batting View

Choose from HIGH CAM, MEDIUM CAM, and **LOW CAM**.

Point of View

Choose from ALWAYS BATTER, ALWAYS PITCHER, HOME TEAM, or AWAY TEAM to set the camera behind the pitcher or the catcher. The default depends upon the team you've chosen, either Home or Away.

NOTE: Direction and base controls are always relative to the point of view. For example, D-Button → selects first base when the POV is behind the catcher, and selects third when the POV is behind the pitcher.

Options

Go to the Options menu. See *Options Menu* on page 31.

Roster

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

- ◆ To toggle the sorting order between BY POSITION and BY BATTING ORDER, press **L1**.
- ◆ To toggle the stats between '95 and in-game, press **R1**.
- ◆ To cycle through the different statistical categories, D-Button ↔.

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).



PLAYER STATS

Player stats available from this roster are divided into nine categories:

POWER SUMMARY	The player's batting average, homers, and slugging percentage.
RUN GENERATION	At bats, runs, and runs batted in.
BASE RUNNING	Stolen bases, caught stealing, and stolen base percentage.
BATTING BASE HITS	On-base percentage, bases on balls, and strikeouts. Number of singles (1Bh), doubles (2Bh), and triples (3Bh).
FIELDING POSITIONS	Put-outs, assists, and errors. The player's defensive position in the current game (GPos), ideal defensive position (IPos), and fielding percentage.
PITCHER SUMMARY	Applicable only to pitchers, these three columns list the pitcher's earned run average, innings pitched, and strikeouts (K's).
WIN LOSS	Applicable only to pitchers, these columns list the pitcher's wins, losses, and winning percentage.
INJURIES	If your player is injured, his injury type is displayed here.

Quit

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

OPTIONS MENU

From this menu, you can select sound, display, and some play options.

- ◆ To adjust the sound options, D-Button **↑↓** to highlight the option and D-Button **↔** to raise or lower the sound.
- ◆ To toggle the display and play options ON/OFF, highlight the option, then D-Button **↔**.
- ◆ To accept your selections and return to the Time-Out menu, press **START** (to go back to the Pause menu, press **SELECT**).



T R I P L E P L A Y

SFX VOLUME	Adjust the volume of the game sound effects, such as the crack of the bat.
ANNOUNCER VOLUME	Adjust the volume of the play by play commentary.
CROWD VOLUME	Adjust the roar of the crowd.
RADAR GUN	Toggle the radar gun pitch MPH display ON/OFF .
AUTOMATIC FIELDING	Toggle ON/OFF . When set to OFF you must move your player towards the ball.
BASE WINDOWS	Toggle Base Windows for baserunners not visible on the main screen ON/OFF .
FIELDING AID	Toggle the circles that show where the ball will land ON/OFF .
ERRORS	Toggle ON/OFF . With errors OFF, your men in the field never make a mistake!

SEASON PLAY

To start a new Season:

- ◆ Highlight SEASON from the Game Setup menu and press **START/✕**. See Season Setup Screen on page 33.
- ◆ You can save a season and a series at the same time. Both series and season are saved, but pre-game setting (batting & fielding view, # of innings, etc.) are only saved for the last setup.

To resume a saved Season:

- ◆ Select SEASON from the Game Setup menu. An overlay window appears asking if you would like to CONTINUE SEASON or start a NEW SEASON. Select CONTINUE SEASON.



SEASON SETUP SCREEN

Use this screen to select up to six teams that you control throughout the season.



- ◆ To scroll through the teams, D-Button \leftrightarrow .
- ◆ To select a team, press \times .
- ◆ To delete a team, press \blacksquare to move the highlight box to the entry boxes, use the D-Button to highlight the team you want to delete, then press \blacksquare again.
- ◆ To accept your selections and continue, press **START** (to cancel and go back, press **SELECT**). The Season Settings screen appears.

SEASON SETTINGS SCREEN

From here you can set the length of your season, the number of innings in a game, the DH rule, and injuries.

NUMBER OF GAMES

Set the Season length to 26, 52, 104, or **162** games.

NUMBER OF INNINGS

Choose a setting from 1, 3, 5, 7, or **9** innings. While this sets the number of innings for all games played during the season, you can still change each individual game from the Pre-Game menu. See *Pre-Game Menu* on page 17.



DH RULE

Set the application of the designated hitter rule (where the pitcher doesn't bat). The choices are ON, **AL ONLY** (the major league standard), or OFF.

INJURIES

When set to **NORMAL**, players may be injured for up to two weeks. If you wish to further limit the maximum time a player may miss, you can set it to 1, 3, or 7 DAYS. When OFF, players never get injured.

- ◆ To accept your selections and continue, press **START** (to cancel and go back, press **SELECT**). The Season Schedule screen appears.

NOTE: An injury's duration is not listed, but when your player's circle in the roster appears green, he is no longer injured.

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 a blue background to indicate that they are played; all computer-controlled games have a grey background to indicate that they will be simulated. Games that have already been played have a green background.

- ◆ To toggle a game between YOU PLAY or COMPUTER PLAYS, D-Button $\uparrow\downarrow\leftrightarrow$ to highlight the game and press **X**.
- ◆ To cycle through the different teams, press **L1/R1**.
- ◆ To view the League Leaders menu, press **■**. See *League Leaders* on page 11.
- ◆ To view Player Stats, press **●**. The Player Stats screen appears. See *Player Stats* on page 31.
- ◆ To accept the settings and proceed to the next game to play, press **START** (to cancel and go back, press **SELECT**). All computer-controlled games are simulated and the Choose Controller screen appears.
- ◆ Playing a League game is just like playing an Exhibition game. See *Choose Controller Screen* on page 14 for instructions on starting a game from this point forward.



SEASON STANDINGS SCREEN

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

- ◆ To scroll through the standings for the different two leagues and East, Central, and West divisions, D-Button \leftrightarrow .
- ◆ To proceed to the next game, press **START**. The Season Schedule screen appears.

MIDDLE OF THE SEASON

At the midpoint of the season, the '95 All-Star teams play a game. You can elect to control the league of your choice—or you can rest up your thumbs for the stretch drive.

END OF THE SEASON

After the last game of the season, the Season Standings screen, then the Playoff Settings menu appear. See *Playoff Series* on page 36.

- ◆ If any divisions are tied at the end of the season, the tie breaker is determined by the number of total runs scored by a team in the season.

ALL-STAR GAME

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:

- ◆ Highlight ALL-STAR GAME from the Game Setup menu and press \times . The Choose Controller screen appears. You can select either the National or American league.
- ◆ Proceed through the Choose Controller and Pre-Game screens as you would any other game—but remember, you're playing for the pride of your favorite league, so play like an All-Star!



PLAYOFF SERIES

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:

- ◆ Highlight SEASON from the Game Setup menu and press ✕. The Playoff Select Teams screen appears (see below).
- ◆ If there is a saved playoff, you are asked if you want to erase the saved playoffs or not. To erase the playoffs and continue, highlight YES (**NO** to return to Game Setup menu) and press ✕.

To resume a saved Season Playoff:

- ◆ Select SEASON from the Game Setup menu and press ✕. If you are continuing a Playoff series that has been generated by your playing a series, the teams are already selected.

PLAYOFF SELECT TEAMS SCREEN

From this 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 and the teams that meet in the Playoff series must come from rival divisions.

- ◆ To highlight a team to select, D-Button ↑↓↔.
- ◆ To select the team, press ✕.
- ◆ To change the team matchups, move to the bottom of the screen to highlight a team and press ■. Then press ■ again to change its position in the Playoffs. (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 to the Playoff Settings screen, press **START** (to cancel and go back, press **SELECT**).



PLAYOFF SETTINGS SCREEN

The options on this screen are identical to those in Season Settings Screen on page 33.

- ◆ To accept your selections and continue, press **START** (to cancel and go back, press **SELECT**). The Playoff Schedule screen appears.

PLAYOFF SCHEDULE SCREEN

- ◆ To toggle the highlighted game between human and computer control, press **X**. A computer next to the scheduled game indicates a simulated game.
- ◆ To go to the next human-controlled game, press **START**. The Playoff Standings tree appears.
- ◆ D-Button **↑↓↔** to view Playoff Schedule.

PLAYOFF STANDINGS

After a Playoff game, the Playoff Tree displays the postseason teams in tournament bracket format.

- ◆ To view a game's score, D-Button **↑↓↔** to highlight a team and press **X**. Press **X** again to view another team.
- ◆ To go to the next game, press **START**.

Playing a Playoff game is just like playing an Exhibition game. See *Choose Controller Screen* on page 14 for instructions on starting a game from this point forward.



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:

- ◆ Highlight SERIES from the Game Setup menu and press ✕. The Series Setup screen appears (see below).
- ◆ If there is a saved Series, you are asked if you want to continue the old or start a new series. To erase the old Series and continue, highlight YES and press ✕.

To resume a saved Series:

- ◆ Highlight SERIES from the Game Setup menu and press ✕, then highlight CONTINUE SERIES and press ✕ again. You return to the next unplayed game in the series.

SERIES SETUP SCREEN

Select the two teams and press ✕ to set the length of the series, game length, DH, and injury options in the same manner as the Playoff Settings screen. Press ■ to toggle between the two teams.

- ◆ To continue, press **START** (to cancel and go back, press **SELECT**). 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 continue, press **START** (to cancel and go back, press **SELECT**). The Choose Controller screen appears.
- ◆ Playing a Series game is just like playing an Exhibition game. See *Choose Controller Screen* on page 14 for instructions on starting a game from this point forward.
- ◆ To go to the next game from the Series Standings screen (which lists the current series standings), press **START**.



HOME RUN DERBY

Select this option to get in some batting practice while seeing how far you can hit the ball. Choose a slugger, then head to Fenway and crush a few over the Green Monster under favorable conditions.



When you select HOME RUN DERBY from the Game Setup menu, the Home Run Derby screen appears. Here you choose the number of pitches, the play mode, and the number of players.

- ◆ To change the selected option, D-Button \leftrightarrow .
- ◆ To proceed to the next option, press \times .

NUMBER OF BALLS Select the number of pitches thrown to each batter.

PLAY MODE To toggle the play mode between NORMAL/ALTERNATE, D-Button $\uparrow\downarrow$. With more than one player selected, you can alternate between each batter after every pitch, or alternate players after each batter has completed his turn depending upon which play mode you select.

PLAYERS Set the number of batters from 1–8.

- ◆ To exit and continue to the Choose Batter screen, press **START**.



HOME RUN DERBY CHOOSE BATTER SCREEN

Select 1–8 batters from any team to take to your favorite stadium for some BP. Enter each batter into one of eight batter entry slots.

- ◆ To highlight a player, D-Button $\uparrow\downarrow$.
- ◆ To select a highlighted player, press \times .
- ◆ To change divisions, D-Button \leftrightarrow .
- ◆ To change teams, press **L1/R1**.
- ◆ To change batter entry slots, press **L2/R2**.
- ◆ To display a batters stats, highlight the batter and press \bullet .
- ◆ To continue, press **START** (press **SELECT** to cancel and exit to a previous screen).

NOTE: All players in a Home Run Derby must share the controller in port 1 (or 1A when using a Multitap controller).

SELECT STADIUM SCREEN

- ◆ To cycle through the different stadiums available, D-Button $\uparrow\downarrow\leftrightarrow$.
- ◆ To view a stadium's statistics, highlight the team's name with the D-Button, then press \times . A window opens with information about the stadium's capacity, surface, field distances, and wall height.
- ◆ Press **START** or \times to go to your chosen stadium and begin the derby.

To get the most out of the Home Run Derby, use it for batting practice. You can change the pitch, whether the pitcher's right or lefty, and his pitching style. All these are options are available Time-out menu under Options while playing Home Run Derby. See *Time-Out* on page 29.

Upon completion of the Home Run Derby, a recap of the batter's performance appears.

NOTE: *Triple Play 97* can keep track of the top ten hitters if you have a memory card. If you don't have a memory card, the Top Ten list is erased after you reset or turn off the PlayStation game console. To save the Top Ten list, see *Saving a Game* below.



SAVING A GAME

Triple Play 97 saves user-defined options and all data for one Season, Playoff, Series or Home Run records 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 still 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 \leftrightarrow to move between the file list and the action buttons, and D-Button $\uparrow\downarrow$ to select a file or action on the current card.
- ◆ To save the current data to the selected file, highlight SAVE and press **X**.
 - ◆ To load the currently selected file into memory (overwriting the current settings and stats), highlight LOAD and press **X**.
 - ◆ To *permanently delete* the selected file, highlight DELETE and press **X**.
 - ◆ To cancel and exit, highlight EXIT and press **X**.

NOTE: If a memory card is inserted mid-way through a Season, all stats are tracked from that point on.



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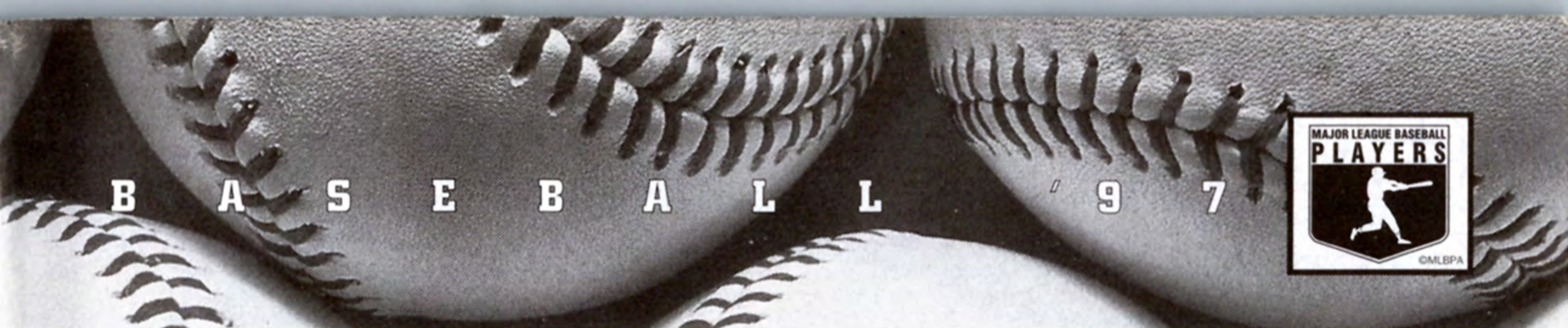
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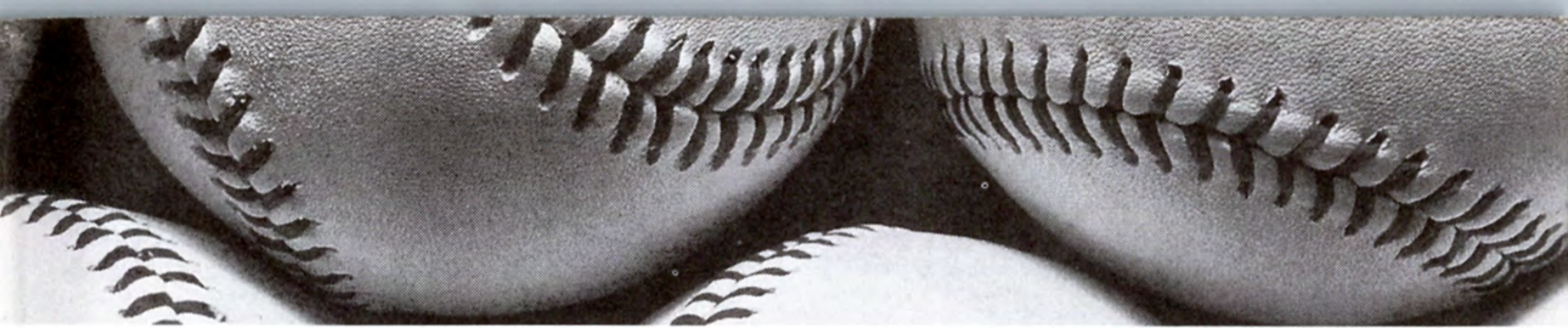
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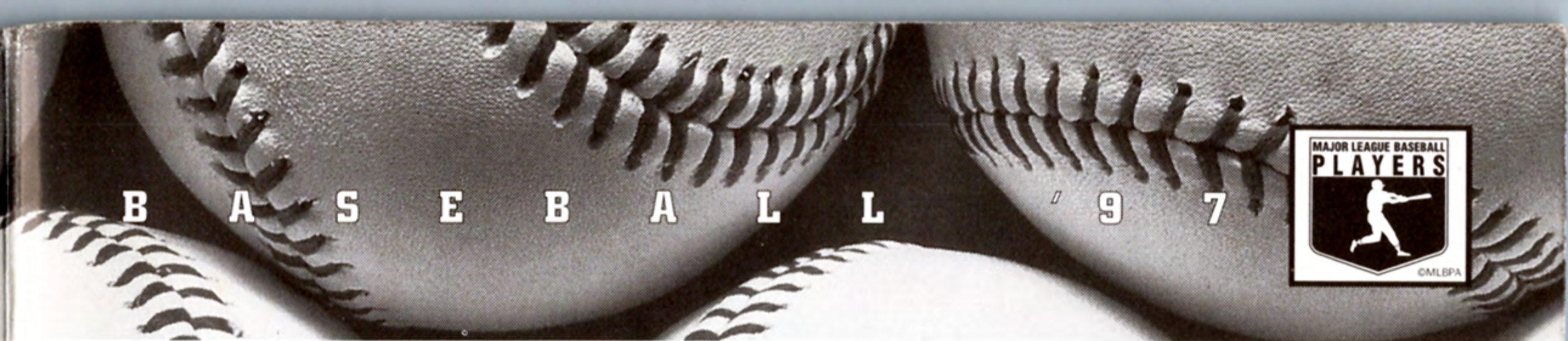
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