



PlayStation

NTSC U/C

PlayStation™

EVERYONE



CONTENT RATED BY
ESRB

SLUS-00618



Triple Play 99

• Software in English & Spanish. Software e instrucciones en español. (narración en inglés)



Triple Play 99

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:

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:

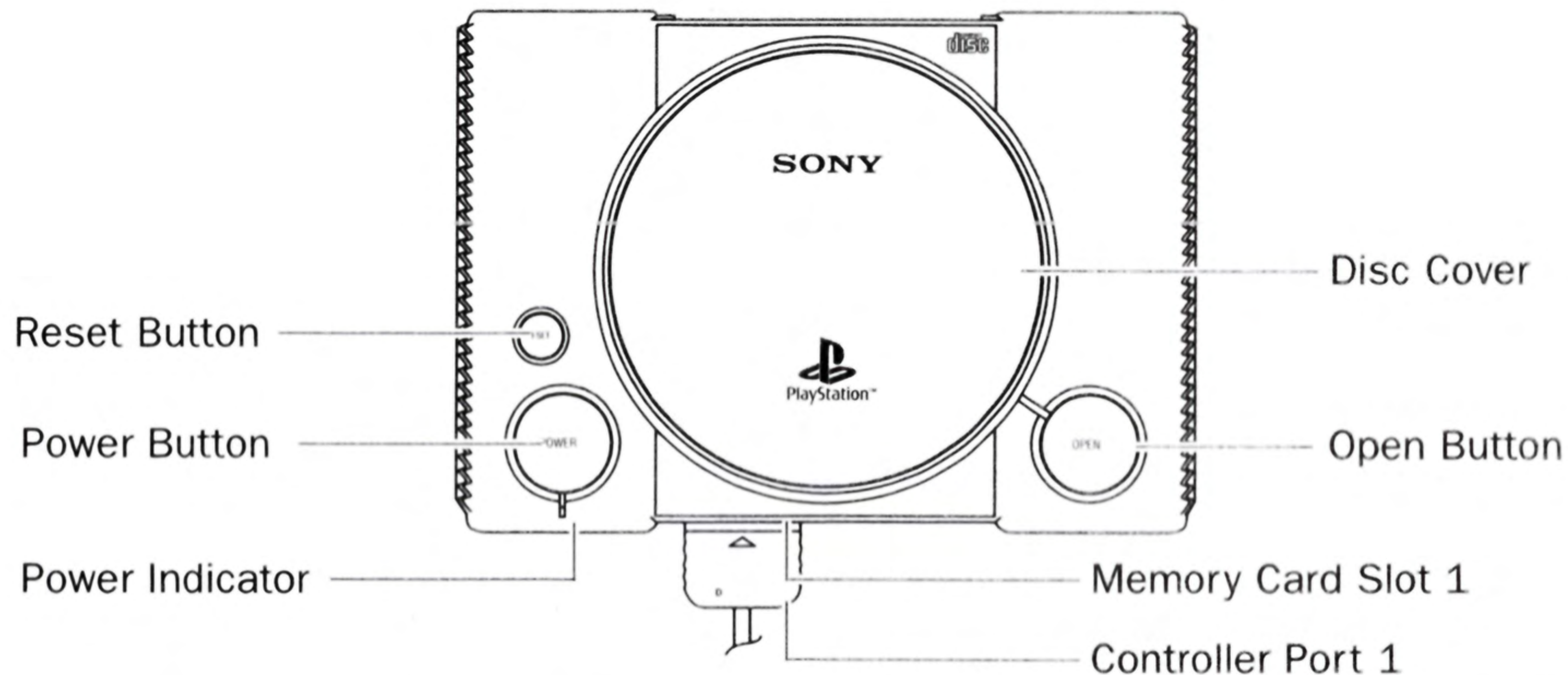
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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.

CONTENTS

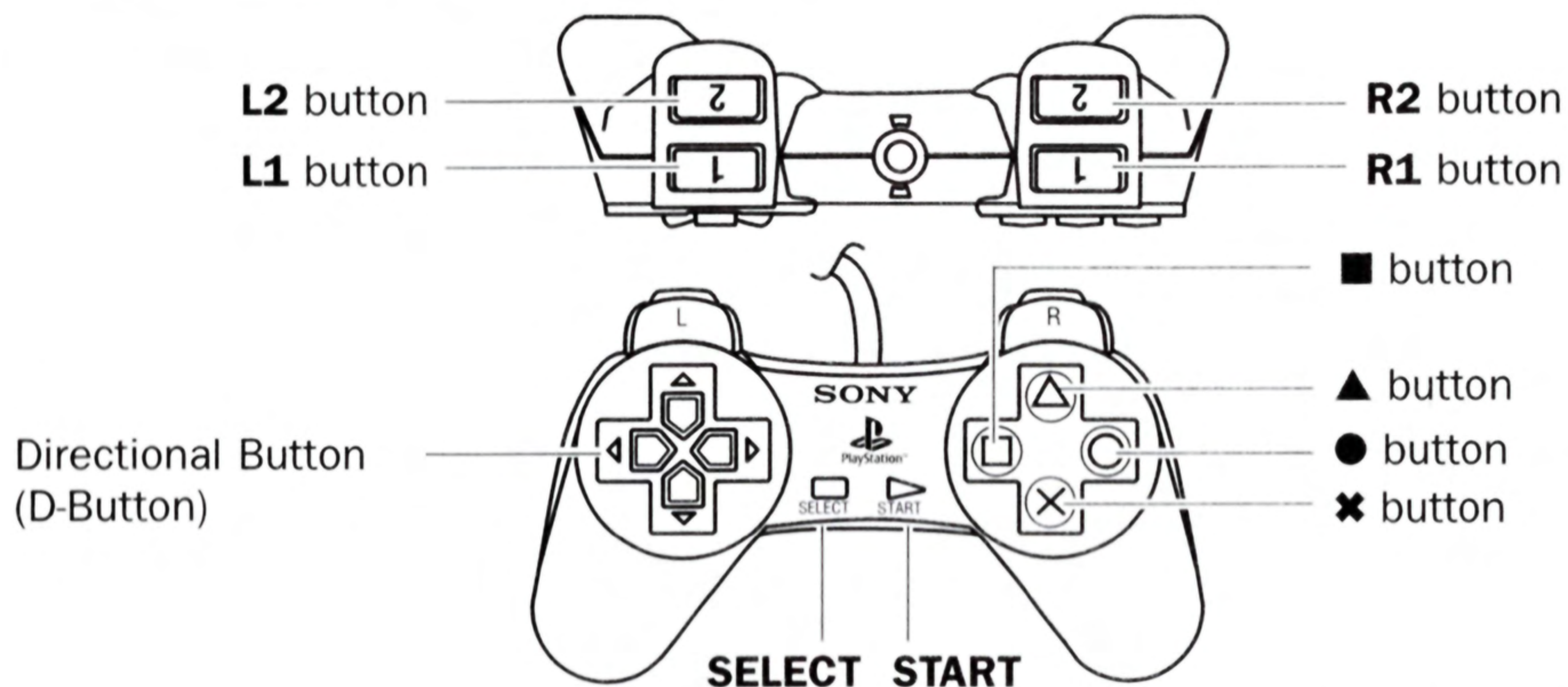
STARTING THE GAME	2
CONTROL SUMMARY	3
SETTING UP THE GAME	6
Game Setup Screen	7
STARTING A SINGLE GAME	8
Pick Teams Screen	9
Select Difficulty Screen	9
Controllers Screen	10
PLAY BALL	11
Pitching	11
In the Field	12
At Bat	13
Running the Bases	14
Managing the Game	14
Pause Menu	15
GAME MODES	18
Season Mode	18
Playoffs Mode	22
Home Run Derby™	23
Tournament Mode	24
CREATING A PLAYER	25
LINEUP CARD	26
SAVE/LOAD OPTIONS	27
CREDITS	28

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 99* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.
 - ⤷ **NOTE: When using the Multi tap, at least one controller must be connected to port 1-A.**
4. If you want to bypass the introductory video, press **START**. The Game Setup screen appears (➤ 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.**

CONTROL SUMMARY



Menu Controls

Controles de Menu

Action	Control	Acción
Highlight menu item	D-Button ↑	Resaltar item de menú
Change highlighted item	D-Button ↔	Cambiar item resaltado
Cycle secondary menu items	L1/R1 or L2/R2	Alternar entre items del menú
Select highlighted option	✕	Seleccionar opción resaltada
Access Help screen	▲	Acceder a la pantalla de ayuda
Activate Options Bar	■	Activar Barra de Opciones
Return to Game Setup screen	●	Volver a la pantalla Game Setup
Return to previous screen	SELECT	Volver a la pantalla anterior
Advance to next screen	START	Avanzar a la pantalla siguiente

- Para cambiar los textos de pantalla a español, resalte ENGLISH/SPANISH en la Barra de Opciones en la pantalla Game Setup.

Triple Play 99

Default Gameplay Controls

This section contains *Triple Play 99*'s basic gameplay controls. To go beyond the basics, ► *Play Ball* on p. 11.

Controles de Juego por Defecto

Esta sección muestra los controles de juego básicos de *Triple Play 99*. Para lo básico, ► *Play Ball* on p. 11.

Action	Control	Acción
Pause game	START	Pausar juego
Cycle through batting views	SELECT	Alternar las vistas de bateado
On the Mound		
Select pitch (view screen for specific choices)	✕, ●, ▲, ■	Seleccionar pitch (consulte la pantalla para opciones específicas)
Pitch in the strike zone (after selection)	✕ + D-Button to select location	Ir a la zona de strike (tras la selección)
Pitch out of strike zone (after selection)	● + D-Button to select location	Salir de la zona de strike (tras la selección)
Activate manager pop-up menus	L2, R2	Activar menús manager

In the Field

Fielding the Ball

Action

Control

Move at normal speed

D-Button

Speed burst

✕

Jump

■

Dive

■ + D-Button
toward ball

Switch to fielder nearest ball

▲

After the Catch

Throw to pitcher/cut-off man

✕

Conservative throw

✕ + D-Button
to select base

Aggressive throw

■ + D-Button
to select base

Run to base with ball

● + D-Button
to select base

En el Campo

Rasando la Bola

Acción

Desplazarse a
velocidad normal

Acelerón

Salto

Tirarse

Cambiar al puesto
más cercano a la bola

Después del Catch

Tirar al pitcher/
hombre en pista

Lanzamiento **conservador**

Lanzamiento **agresivo**

Correr a la base con la pelota

□ The D-Button corresponds to the baseball diamond. For example, if you D-Button → on a throw, the ball goes to first base.

□ El botón direccional corresponde a la zona diamante de beisbol. Por ejemplo, si pulsa botón de dirección derecha en un lanzamiento, la bola irá a la primera base.

Triple Play 99

At the Plate

Action	Control	Acción
Position batter	R2 + D-Button	Posición de bateador
Take pitch	No button	Coger terreno
Normal swing	✕	Swing normal
Aggressive power swing	■	Swing fuerte y agresivo
Bunt	●	Amagar
Activate manager pop-up menus	L1, R1, or R1 + L1	Activar menús manager

En la Placa

On the Basepaths

Steal (before windup)	▲ + D-Button to select base	Robo (antes de soltar)
Speed burst	Tap ✕ repeatedly	Acelerón
Slide feet-first	●	Entrar con el pie
Slide head-first	■	Entrar con la cabeza

En los Caminos entre Bases

SETTING UP THE GAME

Triple Play 99 delivers all the action of a Major League Baseball highlight reel that you control. Blast a game-winning home run. Dive for a sinking line drive. Strike out the world's best.

With enhanced gameplay and graphics, including the revolutionary Batter Point of View, *Triple Play 99* puts you in the game like never before. The crowd is cheering. The cameras are rolling. Step up to the plate and bring it on.

Game Setup Screen

Press ▲ to access Help—each front-end screen provides navigational help in *Triple Play 99*

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

D-Button to cycle through game mode icons

Press ✕ to select the highlighted game mode icon



Press ■ to access Options Bar (► p. 8)

Set up the game in English or Spanish

Load/Save game (► p. 27)

Set music, announcer, crowd, and sound effects volume

Game Mode

SINGLE GAME

Play a single game between any two Major League Baseball teams. ► p. 8.

SEASON

Test your team's consistency and endurance in a complete baseball season. ► p. 18.

PLAYOFFS

Create playoff excitement without playing a season. ► p. 22.

HOME RUN DERBY

See how many home runs you can hit. ► p. 23.

TOURNAMENT

Pit your squad against any teams in a custom 2- to 8-team tournament. ► p. 24.

ALL-STAR GAME™

Play a game with the 1997 All-Star teams. Set up an All-Star game like you would a SINGLE GAME.

Options Bar

At the bottom of each screen an Options Bar provides access to pre-game options relevant to the current screen.

To select an option:

- 1.** Press ■ to access the Options Bar.
 - 2.** D-Button ↔ to cycle through options, then press ✕ to select an option.
- ➔ To return to the previous screen without selecting an option, press ■.

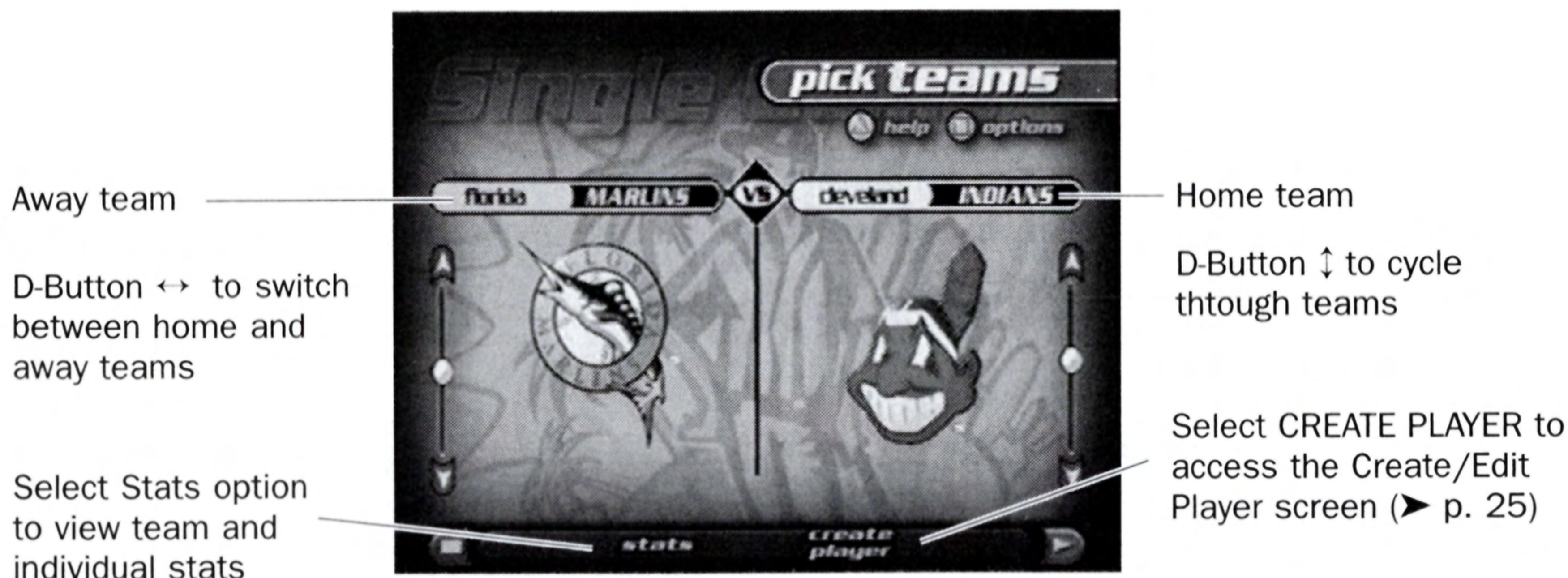
STARTING A SINGLE GAME

Set up a single game between any two Major League Baseball teams.

- ➔ To begin a game, select SINGLE GAME from the Game Setup screen and press ✕. The Pick Teams screen appears.

Pick Teams Screen

Select two teams to play a game.



- After selecting your teams, press **START**—the Select Difficulty screen appears

Select Difficulty Screen

Choose the skill level for your game.

➡ D-Button to cycle through the skill levels.

EA TIP The Select Difficulty screen and Controllers screen (▶ p. 10) also appear in Season, Playoffs, Tournament, and All-Star Game modes.

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

Beginner The easiest level. Concentrate on basic hitting, pitching, and throwing skills. The computer handles fielding and baserunning.

- ROOKIE** The computer assists your fielding, and the pitching isn't too tough.
- PRO** You're on your own, and the computer plays more aggressively (e.g., the computer is likely to steal more often and take extra bases to test your arm).
- ALL-STAR** The Ultimate Judge™ of baseball competition.
- When you highlight a skill level from the Select Difficulty screen, the default settings for that level appear at the bottom of this screen. If you want to customize these settings, you can do so during the game (➤ *Difficulty Settings* on p. 16).
 - ➔ Press **START** to continue. The Controllers screen appears.

Controllers Screen

A controller icon appears for each controller connected to your PlayStation game console. Each controller icon is a different color, and during the game the player that you control is indicated by a same-colored triangle.

- ➔ To move your controller icon under the team that you want to control, D-Button ↔. Controller icons left between team names are not active in the game.
- Up to eight players may play if two Multi taps are attached.

ROSTER: View/change lineups, make trades, set the defense, and more.

➤ *Lineup Card* on p. 26.

STADIUM SELECT: Select any Major League Baseball park.

PRE-GAME OPTIONS: Customize your gameplay options:

- | | |
|--------------|---|
| INNINGS | Play a game with 1, 3, 5, 7, or 9 innings. |
| FIELDING AID | When ON , a ball shadow appears on the field, marking the spot where a fly ball will land. |
| ERRORS | When ON , there's a chance that fielders will make errors. |

RADAR GUN	Toggle ON /OFF. Displays the speed of the pitch.
WIND	When ON , the wind can affect ball drift and distance, turning an easy out into a home run or vice versa. In domed parks, wind is not a factor.
WEATHER	Set the weather to CLEAR, OVERCAST, or RANDOM . Weather does not affect gameplay.
TIME OF DAY	Select AFTERNOON, NIGHT, or RANDOM .
D.H. RULE	Set the application of the designated hitter rule (where the pitcher doesn't bat) to MLB RULES , ALWAYS ON, or ALWAYS OFF.
INJURIES	When ON , an injury may affect player performance.
FIELDING VIEW	Cycle through available camera angles.
BATTING VIEW	Cycle through available camera angles.

➔ To accept the changes and return to the Controllers screen, press **START**.

➔ To go to the game from the Controllers Screen, press **START**. ➤ Play Ball.

PLAY BALL

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

➔ Press **X** at any time to bypass the commentary and get to the first pitch.

Pitching

Just like in the big leagues, pitching in *Triple Play 99* is a two-step process. Select the best pitch to throw depending on the situation, then execute the pitch.

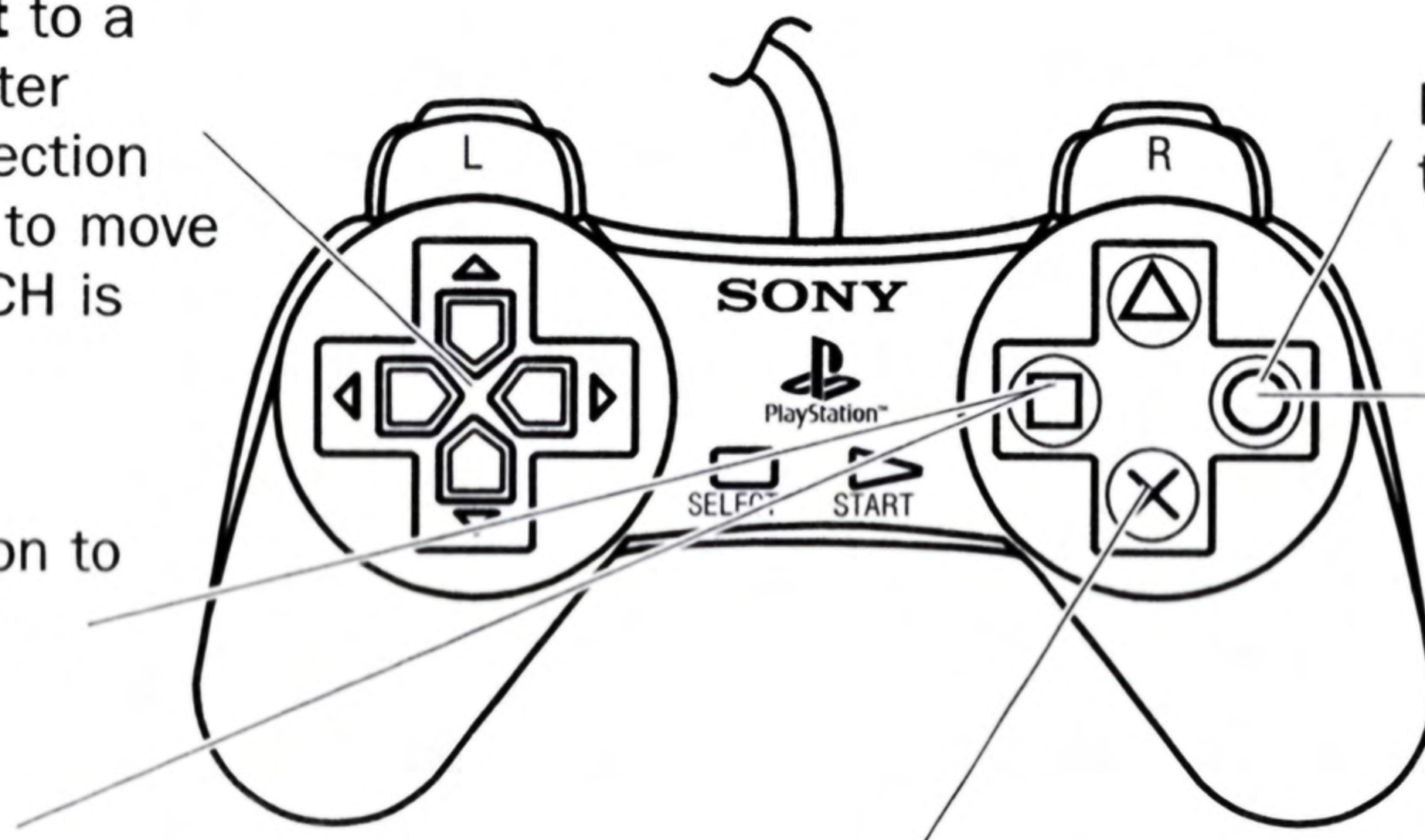
Pitching Controls

To add **movement** to a pitch, D-Button after release in the direction you want the ball to move (when AFTERTOUCHE is on)

Press ■ + D-Button to attempt a **pickoff**

Press ■ + D-Button ↓ to throw a **pitchout**

Press ✕, ●, ▲, or ■ to **select** a pitch—view the screen for the pitches available to your pitcher



Press ● after selection to **cancel** pitch

After selection, press ● + D-Button to select direction to pitch a **ball**)

After selecting a pitch, press ✕ to throw a **strike** down the middle, or ✕ + D-Button to hit different spots within the strike zone

EA TIP Keep an eye on the pitcher's fatigue indicator in the Pause screen. When the pitcher gets tired, start warming up a reliever. The indicator is green when he has energy. It turns yellow then red as he tires.

In the Field

To win, you must make the routine plays in the field.

Fielding the ball

- ➔ To move toward the ball at **normal speed**, D-Button toward the ball.
- ➔ To **sprint** toward the ball, press ✕ + D-Button toward the ball.
- ➔ To **jump** for the ball, press ■.
- ➔ To **dive** for the ball, press ■ + D-Button toward the ball.

- ➔ To **switch** to the player nearest the ball, press ▲.
- ➔ To **position** the fielders, press **L2** or **R2** to view options.

Throwing the ball

- ➔ To **throw** to the pitcher or cut-off man, press ✕.
- ➔ To **throw to a specific base**, press ✕ + D-Button to select base. The fielder makes a conservative throw. For an aggressive throw, press ■ + D-Button to select base.
- ➔ To **run with the ball** to a specific base, press ● + D-Button to select base.
- ☐ **Selecting a base** to throw/run to: When throwing the ball or running to a specific base, remember that the D-Button corresponds to the diamond. For example, to make an aggressive throw to first base, press ■ + D-Button →.



D-Button to select a base

At Bat

Hitting a baseball is one of the toughest jobs in all of sports—even the best hitters in the world routinely fail 7 out of 10 times. Positioning, timing, patience, and the ability to hit to all fields are a few of the tools that make a successful hitter.

- ➔ To **position the batter** in the batter's box, press **R2** + D-Button.
- ➔ To take a normal **swing**, press and hold ✕. (Release to check swing.)
- ➔ To take a **power swing**, press and hold ■. (No checkswing is available.)
- ➔ To **bunt**, press and hold ●. (Release quickly to pull back the bat.)
- ➔ To view **bunt options** while standing in the batter's box, press **L1**.
- ➔ To **aim** a hit, D-Button while holding ✕ or ■. D-Button ← (left field), ↑ (center), or → (right). D-Button ↓ to hit a grounder.

Running the Bases

A hit-and-run can fire up your team and frustrate your opponent. On the other hand, a snap pickoff throw can be an instant rally killer if you fall asleep on the basepaths.

➔ To **advance/return all baserunners**, press **L1/R1**.

➔ To run faster, tap **X** repeatedly.

➔ To **slide** feet-first, press **●**. To slide **head-first**, press **■**.

➔ To **steal**, press **▲** + D-Button to select the base.

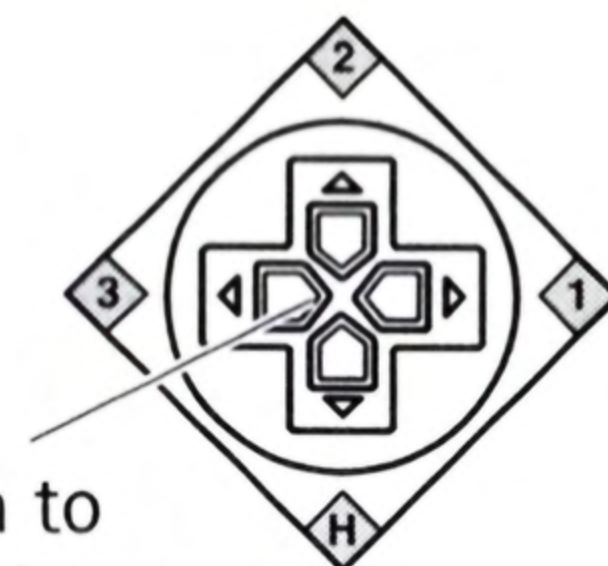
☐ **Selecting a base:** Remember that the D-Button corresponds to the diamond. For example, if you want to steal second, press **▲** + D-Button **↑**.

➔ To force a computer-controlled runner to **increase his lead**, D-Button toward the next base before the pitch.

To **shorten a lead**, D-Button toward first base.

(Manual baserunning only, ➤ *Baserunning Mode* on p. 17.)

➔ To **advance a runner** after a hit, D-Button to select the next base. To **return a runner** to the previous base, press **▲** + D-Button to select the base to return to.



D-Button to select a base

EA TIP If you're sprinting home (tapping **X** repeatedly) and you see that it's going to be a close play at the plate, keep tapping **X**. The runner barrels into the catcher, and the collision may knock the ball loose.

Managing the Game

A subtle move (e.g., repositioning your outfielders or calling a pitchout) can make the difference in a close game. In *Triple Play 99*, you can call plays on the fly, or you can stay in the dugout and manage a game between two computer-controlled teams.

To select Manager mode:

1. Select MANAGER from the Select Controllers option in the Pause menu.
2. Use the manager options below to call a play during the game.

To select a manager option:

- ➔ Press **L1**, **L2**, **R1**, **R2**, or **L1 + R1** to bring up the Manager menus, then press the appropriate button to select an option.

Defense Options	Offense Options	Control
Pickoff (Manager mode only)	Bunt/Hit and Run	L1
Outfield	N/A	L2
Pitching (Manager mode only)	Baserunning	R1
Infield	N/A	R2
N/A	Batting	L1 + R1

EA TIP Manager options do not carry over from pitch to pitch. For instance, if you want your infield to play at double-play depth for an entire at bat, you must reposition the fielders before each pitch.

Pause Menu

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

- ➔ Press **START** at any time to pause the game.

INSTANT REPLAY: Go to Instant Replay screen.

REPLAY ACTION	CONTROL
Cycle camera options	SELECT
Play forward/STOP	X
Fast forward/Rewind	Hold ●/■ (Tap to move by frame)
Move camera focus (Manual Cam only)	D-Button
Zoom in/out (Manual Cam only)	Press R2 and D-Button
Rotate camera (Manual Cam only)	Hold R1 and D-Button
Slow Camera movement (Manual Cam only)	L1 + D-Button
Help Menu	▲
Exit Instant Replay	START

SELECT CONTROLLERS: Change the team you control or switch to Manager mode.

FIELDING VIEW: Cycle through available fielding views.

BATTING VIEW: Cycle through available batting views.

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

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.

DIFFICULTY LEVEL Set default level to BEGINNER, **ROOKIE**, PRO, ALL-STAR, or CUSTOM, which becomes the level if you alter the default settings of the other levels.

FIELDING MODE Select **CPU ASSIST**, AUTOMATIC, or MANUAL.

THROW MODE Toggle CPU ASSIST/**MANUAL**.

PITCHING MODE	When AFTERTOUCHE OFF is selected, you throw pitches with one button. AFTERTOUCHE ON allows more command.
BASERUNNING MODE	Choose MANUAL to have full control of the baserunners.
GAME SPEED	Cycle through the available game speeds.
OVERLAY MODE	Select STATS to view statistical-based overlays, or HELP for more on-screen help during the game.
PLAYER SKILL LEVEL	Set user-controlled player skill level.
CPU SKILL LEVEL	Set computer-controlled player skill level.
FIELDING AID	When ON , a ball shadow appears on the field, marking the spot where a fly ball will land.
ERRORS	When ON , there's a chance that fielders will make errors.
RADAR GUN	Toggle ON/OFF . Displays the speed of the pitch.
BALL CURSOR	When ON , the ball cursor helps you track the pitch location.
ACTION CAMERAS	When ON , TV-style cameras bring you closer to the action.

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

To make a substitution:

1. D-Button \updownarrow to cycle through the roster in the Current Lineup screen, then press **X** to select a player. The Bench menu appears.
 2. Highlight a bench player, then press **X** to insert that player into the lineup (**SELECT** to cancel).
- ➔ To access more stats on both teams, press **L1**, **L2**, **R1**, or **R2**.
 - ☐ You can check a player's health/fatigue by viewing the colored circles next to his name in the Roster menu. A green circle indicates that he's healthy. When the circle flashes, the player's on a hot streak; when it's blue, he's cold. Yellow and red circles indicate injury. A player can play hurt, but his performance suffers.

Triple Play 99

- ❑ Substitute pitchers like you would any other player. However, it's a good idea to warm up a pitcher before putting him in a game.

To warm up a relief pitcher:

1. Highlight the current pitcher and press **✕**. The list of pitchers appears.
 2. Highlight a pitcher to warm up and press **●**. His status changes.
 3. When you're ready to bring in the reliever, substitute him like you would any other player.
- ❑ Two pitchers can warm up at the same time. If a pitcher warms up for too long, he gets tired. Use him when he's warm, or sit him down so you can use him later.

QUIT: Quit the game.

GAME MODES

Each of *Triple Play 99's* game modes feature a variety of setup and gameplay options. Options that aren't self-explanatory are discussed below.

Season Mode

You can take up to 30 teams through an entire season (including an All-Star Game), culminating in the Playoffs and World Series.

Season Setup Screen

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

SEASON MODE Toggle **SINGLE**/CAREER mode. In Career mode, you can take a single team through multiple seasons.

DRAFT When ON, you participate in a draft (or you can have the computer conduct the draft). When **OFF**, you play the season with Major League Baseball rosters.

☞ ***NOTE: Team rosters in Triple Play 99 are determined by actual Major League Baseball rosters as of January 15, 1998.***

Season Pick Teams Screen

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

➡ To select the team you control, D-Button ↑ then press ✕. You are prompted to enter a user name.

To enter a user name:

1. Highlight NAME and press ✕.
 2. D-Button ↑ to select a letter. To add/delete a letter, D-Button ↔.
 3. To accept the name, press ✕.
- If you want to simulate part of your season, you can RELEASE your team from user control.

To release a user-controlled team:

- ➡ Highlight RELEASE under an existing name and press ✕.
- ➡ After selecting your teams, press **START**. If you'd chosen to include a draft, the Draft Order screen appears. If not, the Today's Games screen appears (▶ p. 21).

The Draft

In *Triple Play 99* the draft consists of 2 stages. First, use the Draft Order screen to choose the order that teams draft, then use the Draft screen to conduct the draft.

Draft Order Screen

Choose your own draft order, select the 1997 Major League Baseball draft order, or have the computer randomly order the draft.

- ➔ To create your own draft order, D-Button ↑, then press ✕ to add teams to the list on the right side of the screen.
- ➔ To have the computer finish a draft order that you started, select CPU FINISH DRAFT ORDER from the Options Bar.

The Options Bar also includes the following draft order options:

'97 SEASON	Order the draft based on the 1997 Major League Baseball season.
RANDOM	The computer randomly selects the draft order.
CLEAR LIST	Clear the draft order list and start over.

- ➔ After completing the draft order, press **START**. A box pops up asking if you would like to draft manually. If you select NO, the computer conducts the draft. If you select YES, you conduct the draft.

The Draft in Career Mode

Each player in *Triple Play 99* is assigned a Points value—an average of the points assigned for the player's baseball attributes (e.g., fielding, arm accuracy, speed, etc.). In Career mode, each team must carry out the draft within the limits of its Points Cap, the number of points that each team can use during the draft. Leftover points carry over to the Trade Bank and can be used to offset the cost of unfair trades. (➤ *Trades Screen* on p. 26.)

- View each player's individual attribute values from the Scouting Report, which you can access via PLAYER INFO on the Options Bar.
- View each team's Points Bank under the team's name on the Draft screen in Career mode.

Draft Screen

Conduct the draft yourself, or have the computer draft.

CPU FINISH DRAFT	The computer completes a draft that you've started.
PLAYER INFO	Access Stats, Scouting Report, Hit Chart, and Matchup screens.
RESET DRAFT	Select YES , if you want to forfeit all picks and start the draft over.

➔ Press **START** to continue. The Today's Games screen appears.

Today's Games (Season)

View the day's games, set USER/CPU option, and access Season's Standings, and Save/Load Screens.

Press **X** to toggle USER/CPU control for highlighted matchup

D-Button \updownarrow to cycle through matchups



View the standings for each division

Load/Save a season

If you want to simulate part of a season
D-Button \leftrightarrow to select a date, then press **START**

Press **SELECT** to return to the Season Pick Teams screen

Press **START** to play the next game—games involving user-controlled teams are played; other games are simulated

Triple Play 99

- ❑ For user-controlled games, proceed through the pre-game screens as you would for any other game (➤ *Select Difficulty Screen* on p. 9 and *Controllers Screen* on p. 10).
- At the end of each game, the Standings screen appears. Press **START** to continue to the next game. Following the season, the Playoffs begin.

Playoffs Mode

At the conclusion of the regular season, the three division winners plus a wild card team (the club with the best record that didn't win a division) battle for the league championship. The American and National League champs meet in the World Series.

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

Playoffs Setup Screen

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

Playoffs Pick Teams Screen

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

To change teams in the playoff bracket:

1. D-Button ↔ to cycle through available teams.
 2. Press ✕ to toggle CPU/USER control.
- After selecting teams, press **START**. The Today's Games screen appears.

Today's Games (Playoffs)

View the series records and select user control options. This screen operates much like the Today's Games screen in Season mode (► p. 21).

- ❑ Following each playoff round, the player of the game appears, followed by the Playoffs Schedule screen.

Playoffs Schedule Screen

The Playoffs Schedule screen initially displays the American League matchups. As the playoffs progress, winning teams advance to the League Championships Series, then to the World Series.

- ➡ To continue, press **START**. The Today's Games screen appears.

Home Run Derby

Play a traditional Home Run Derby as it's played during the Major League Baseball All-Star break, or select Tournament mode for a playoff-style derby.

- ➡ To start a Home Run Derby, select HOME RUN DERBY from the Game Setup menu. The Home Run Derby Setup screen appears, followed by the Choose Batter screen.

Home Run Derby Setup Screen

- | | |
|-------------|--|
| GAME MODE | Choose REGULAR for a traditional derby with up to 8 batters, or TOURNAMENT to play an 8-player, elimination derby. |
| GAME RULES | Toggle OUTS/PITCHES . |
| GAME LENGTH | Choose up to 10 outs/pitches per batter. |

Triple Play 99

Choose Batter Screen

To select a batter:

1. D-Button \updownarrow to cycle through teams, then press **X**. The team's roster appears.
 2. D-Button \leftrightarrow to toggle between the team's logo and roster.
 3. Highlight a player's name, then press **X**. His name appears in the contestant list.
- To remove a player from the contestant list, D-Button \rightarrow to highlight the contestant's name, then press **X**.
 - Press **START** to continue—in Tournament mode the computer completes the contestant list if you haven't already. The Stadium Select screen appears.
 - Press **START** again after you select a park. The Home Run Derby Controllers Screen appears.

Home Run Derby Controllers Screen

- To control a batter, highlight his name and press **X**. Your controller icon appears next to his name. (The computer controls unselected batters.)
- Press **START** to continue to the derby. (In Tournament mode, a Matchup screen appears, showing the current head-to-head matchup.)

EA TIP For a more challenging Home Run Derby, mix up the pitch selection. Select **OPTIONS** from the Derby Pause menu, then choose **RANDOM** as the Pitch Type option.

Tournament Mode

Play a custom tournament with up to eight teams. You can slug it out in a single-elimination tournament, or play a 'mini-season' in which teams play each other twice or four times each.

Setting up a Tournament

After you select TOURNAMENT from the Game Setup screen, the Tournament Setup screen appears.

Setting up a tournament is similar to setting up a Season. The screens appear in the same order and most of the options are the same, including the option of conducting a draft. If you need help setting up a tournament, ► *Season Mode* on p. 18.

- ❑ When you conduct a draft in Tournament mode, *Triple Play 99* gives you the option of turning on the Points Cap draft and Trade Bank.

CREATING A PLAYER

Create custom players and add them to the Free Agents pool.

- To create a player, select CREATE PLAYER from the Pick Teams screen. The Create/Edit Player screen appears.

Create Player Screen

Create and name a custom player.

- To save a created player, press **START**. The Create/Edit Player screen appears—all saved created players are listed.
- ❑ To add a created player to a team, you must pick up a player from the Free Agents pool via a trade (► *Trades Screen* on p. 26).

Edit/Delete Player

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

- ❑ You cannot edit a created player's name or position.

LINEUP CARD

View and change your lineup, defense, and pitching rotation.

➤ To access the Lineup Card, select ROSTER from the Controllers screen.

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 ↑ again to choose another starter or bench player, then press ✖. The players trade places.

Defense Screen

- To change players' positions, follow the same process for changing your batting order (➤ above).
- ❑ Pitchers cannot be switched for position players and vice versa.

Pitching Rotation Screen

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

Trades Screen

Trade players between any teams or pick up players from the Free Agents pool.

1. To cycle through the highlighted teams or free agent list, press **L1/R1**.
- D-Button ↔ to highlight the player lists.
 - 2. Highlight the players you want to trade and press ✖. The players switch sides.
 - ❑ If you try to trade players with an unequal Points value, a box pops up asking whether or not you want to proceed with the trade.
 - ❑ In Career mode, trades deemed unfair cost you points from your Trade Bank.

SAVE/LOAD OPTIONS

Triple Play 99 saves user-defined options and all data for a Season, Playoff, Career, Lineup, Home Run Derby, or Tournament on a memory card. Load or save settings and game files from the memory card in slot 1 (1-A if you're using a Multi tap) of your PlayStation game console.

⊃ ***NOTE: Never insert or remove a memory card when loading or saving files.***

If you don't have a memory card:

Every time you start *Triple Play 99*, the default options and rosters are used. In Season, Tournament, Playoffs modes, team win/loss records are kept only while the game console is on—player stats are not maintained.

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.

Load/Save Screen

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

To save a file:

1. Highlight SAVE, then press ✕.
2. Enter a file name (D-Button → to add letters; D-Button ↑ to change letters. Then press ✕.)

To load/delete a file:

1. Highlight the file to load or delete and press ✕.
2. D-Button to highlight LOAD or DELETE, then press ✕.

CREDITS

PRODUCTION

Executive Producer: Steven
Rechtschaffner

Producer: Chuck Osieja

Associate Producers: Mark Dobratz, Gary
Lam

Assistant Producers: Brent Nielsen,
Shyang Kong

Production Assistants: Wendell Harlow,
Adrienne Travica

PROGRAMMERS

Lead Software Engineer: Erik Kiss

Software Engineers: Bob Silliker, Darren
Stone, Jennifer Cleary, Rick Falck,
Mark Liljefors, Ryan Pearson, Rob
Anderson, Mike Rayner, Stan Tung,
Daniel Ng, Louis Wang, Jon Spencer

Technical Director: Wei-Shoong

Tools and Libraries Programming: Tony
Lam, Kurt Kennett, Andrew
Brownsword

Senior Development Director: Pauline
Moller

Development Director: Duncan Lee, Anne
Fouron

Database Administrator: Kirby Leung

ARTISTS

Animation Team Leads: Doug Masters,
Mike Swanson

Animation Team: Anne Geiger, Yanick
Lebel, Stephen Gagnon-Cady, Ian
Lloyd

Lead Graphic Artist: Geoff Coates

Graphic Artists: Edwin Gomes, Jason
Leigh, Vanessa Gonwick, Carolyn
Cudmore, Agatha Kuzniak, Ernest
Patzel, Dana MacKenzie, Michael
Sneath

3D Stadiums: Michael Sneath

Intro and Demo Videos

Editor/Compositor: Brett Marshall

Product Manager: Duncan Magee

Public Relations: Kathy Kostas Frazier

QUALITY ASSURANCE

Quality Assurance Coordinator: Todd
Wilson

Quality Assurance Lead: Nathan
McDonald

Quality Assurance Assistant Leads:
Lorne Wilson, Jeremy Ferguson

Testers: Alistair DeJonge, Christopher
Roussy, Gordon Westbroek, Ryan
Yewell, Thomas Singleton, Colin
Currie, Tony Roy, Randy Deluna,
Cristian Isac, Ali Mehrassa, Kim
Nolan, Blake Johnston, Josh Smillie

QA Tech Lead: D'arcy Gog

QA Tech Staff: Zech Prinz, Paul Breland

QA Mastering: Peter Petkov, Cary Chao,
Jeff Hutchinson

QA Database: Bob Purewal, Randy
Parmar

MOTION CAPTURE

Director, Digital Production: Jeremy
Schwartz

Manager, Motion Capture Studio: Evan
Hirsch

Motion Capture Shoot Supervisor/Sr.
Specialist: David Coleman

Motion Capture Talent: Edwin Maduro

Motion Capture Specialists: JJ Gonzales,
Vince Ng, Miles Holmes, David
Denofrio, Peter Saumur

Motion Operators: Andrea Donnelly,
Daven Coburn

TRIPLE PLAY 99 AUDIO

Lead Audio: Frank Faugno

In Game Sound Design: Kenneth Newby

PA/In Sound Design: Michael J. Sokyka

Audio Editor: Andy Teal

Play by Play Vocal Talent: Jim Hughson

Color Commentary Vocal Talent: Buck
Martinez

Additional Voice Talent: Michael J.
Sokyka

Audio Transcription: Anne Fouron

Menu Music, Composition: Doug Elliot &
Craig Northey from Odds

Production: Odds & Michael J. Sokyka

Intro/Demo Movies, Music Production:
Pinnacle Music Group, Salt Lake City,
Utah

Recorded & Mixed at Mountain Air
Studios, Salt Lake City, Utah

Music Written by Lance Lenhart

Engineered by Dan Carlisle

Guitarist: Thomas Hopkins

Drums: Kelly Wallis

Movie Sound Design/Mix: Edwin
Dolinski, hiwatt marshall, Frank
Faugno

PA Music, Music Acquisition: Geoffrey
Halton

ADDITIONAL CREDITS

Documentation: Greg Roensch

Documentation Layout: Tom Peters

Package Design: EA Creative Services

Package Photography: Tom DiPace and
Michael Zito, SportsChrome East/West

Quality Assurance: Brian Kingsley

SPECIAL THANKS

Statistical Data: Stats Inc.

Player Photos: MLB Photos

Video Footage: PHoenix Communications
Group, Inc.

Hispanic Translation: Creatability, Jose
Lopez Varela, Henry Gomez

Special Thanks to Carolann Dunn, Brad
Schlachter, Elaine Mederer, Jennifer
Cooney, Jim Capuano, Judy Heeter,
Leena Sheth, Mike Schechter, Peggy
O'Neill Janosik, Reggie Jackson, Rich
Pilling, Roy Cooler, Sharon Dennis,
Sheri Sarkis, Steve Bene, Susan
Schechter, David Bollo, Dom
Humphrey

ELECTRONIC ARTS LIMITED WARRANTY

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

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE Electronic Arts reserves the right to make improvements in the product described in this Manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty, P.O. Box 7578, San Mateo, CA 94403-7578

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 572-2352.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 578-0316 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 578-0316. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes. EA Tech Support Fax: (650) 286-5080**

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact: Electronic Arts Pty. Ltd., P.O. Box 432, Southport Qld 4215, Australia

In the **United Kingdom**, contact: Electronic Arts Ltd., P.O. Box 835, Slough SL3 8XU, UK, Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Need 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). 75 cents per minute (95 cents for first 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.

Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, Triple Play Baseball, Ultimate Judge, and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries.

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. © MLBPA. Officially Licensed By Major League Baseball Players Association. All rights reserved.

Software and documentation © 1998 Electronic Arts. All rights reserved.

WORLD CUP 98

The WORLD

Stops for

SOCCER

this May



EXCLUSIVE SOCCER GAME OF WORLD CUP 98

Official licensed product of the FIFA World Cup France 98. © The France 98 Emblem and Official Mascot are copyrights and trademarks of ISL. © 1977 FIFA™. MANUFACTURED UNDER LICENSE BY ELECTRONIC ARTS. 788505

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

