MUS-NJFE-USA

EA SPORTS™

TRIPLE PLAY 2000

EA SPORTS™

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EVERYONE
E
CONTENT RATED BY
ESRB

NINTENDO 64

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CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the Controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

START

L Button

R Button

Control Pad

C◀ Button
C▲ Button
C▶ Button
C▼ Button
A Button

Control Stick
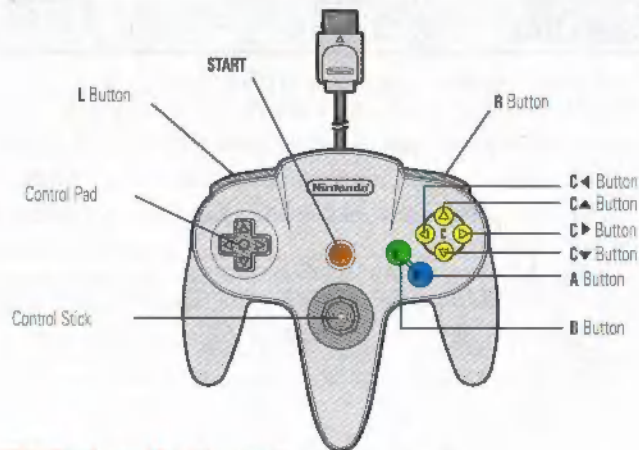
B Button

NOTE: *The Control Stick functions identically to the Control Pad throughout all menus and gameplay.*

N64 Controller Pak™ Connector Slot
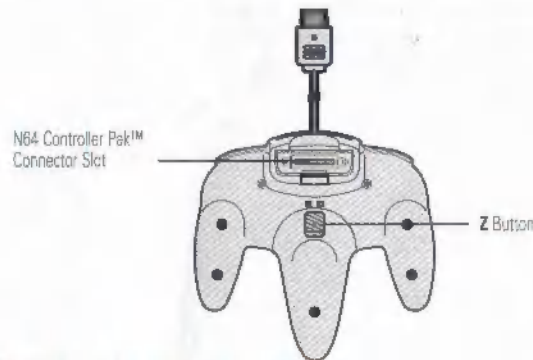
Z Button

NOTE: *The Z and L buttons activate the same actions during gameplay.*

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Controller Socket 1 on the Control Deck.

3. If you're playing against a friend, plug the other Controller into Controller Socket 2.

4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.

5. Turn ON the power switch. The MLB™, MLBPA, and EA SPORTS™ logos appear, followed by the *Triple Play 2000* title screen. If you don't see them, begin again at step 1.

6. At the *Triple Play 2000* title screen, press **START** to advance to the Mode Select screen (➤ p. 9).

BASIC COMMAND SUMMARY

BATTING/BASERUNNING   CONTROL

Normal Swing	A
Power Swing	B
Bunt	C▼
Advance Baserunners	L or Z
Retreat Baserunners	R + L or Z

◆ The Control Pad is an important part of batting. In Rookie mode, to hit a fly ball, Control Pad ↖↑↗ when you swing. To hit a grounder, Control Pad ↙↓↘ when you swing. In Pro or All-Star mode, use the Control Pad to determine the height of your swing.

PITCHING/FIELDING   CONTROL

Select Pitch	C▲, C▶, C▼, or C◀
Throw Pitch	A or B + Control Pad
Move Player	Control Pad
Conservative Throw	C▶, C▲, C◀, or C▼

◆ In addition to these basic moves, *Triple Play 2000* includes many other moves you control–pickoffs, steals, aggressive throws, and more. For a more detailed list of commands, ➤ *Complete Game Controls* on p. 7.

INTRODUCTION

It's time to go deep with *Triple Play 2000*, the game that lets you experience the thrill and excitement of America's national pastime. And just like in the big leagues, you can throw blazing fastballs, lay down perfect bunts, make spectacular defensive plays, or drive towering moonshots out of the park. Only the greatest ballplayers become legends, so step up to the plate and power your way into hardball history.

GAMEPLAY FEATURES

◆ Total control batting—Better control, longer drives.

◆ Fully licensed by MLB and the MLBPA—over 700 real major league players.

◆ All 30 American League™ and National League™ teams with complete rosters.

◆ Immersive, hi-res polygon graphics—so real, you'll think you're there.

◆ Motion-captured animations that capture the look and style of all your favorite players.

◆ Dynamic cameras that reflect the emotionally-charged atmosphere and intensity of the big leagues.

◆ Challenging big league AI.

◆ Realistic weather and field conditions.

◆ Analog Controller and Rumble Pak™ support.

COMPLETE GAME CONTROLS

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

GENERAL GAMEPLAY

ACTION	CONTROL
Pause game	START

ON THE MOUND

Select pitch (view screen for specific choices)	C▲, C▶, C▼, or C◀
Pitch in the strike zone (after selection)	A + Control Pad to select location
Pitch out of strike zone (after selection)	B + Control Pad to select location
Pitch aftertouch (while pitch is in the air)	Control Pad
Pick-off play (after pitch has been selected)	C▶, C▲, or C◀
Pitch-out (after pitch has been selected)	C▼
Activate manager pop-up menus	L or R

IN THE FIELD

FIELDING THE BALL

Move at normal speed	Control Pad towards the ball
Speed burst	Tap A repeatedly
Jump	B
Dive	B + ControlPad

AFTER THE CATCH

Throw to pitcher/cut-off man	A
Throw to first base	C▶
Throw to second base	C▲
Throw to third base	C◀
Throw to home	C▼
Aggressive throw	L + A, C▶, C▲, C◀, or C▼
Run to base with ball	B + Control Pad to select base

AT THE PLATE

Position batter	R + Control Pad
Rotate batter	L + Control Pad
Take pitch	No button
Normal Swing	A (release quickly to check-swing)
Power swing	B
Bunt	C▼ (release to pull the bat back)

◆ At bat, the Control Pad helps you direct where you want to hit the ball. In Rookie mode, to hit a fly ball, Control Pad ↖↑↗ when you swing. To hit a grounder, Control Pad ↖↑↗ when you swing. In Pro or All-Star mode, use the Control Pad to determine the height of your swing.
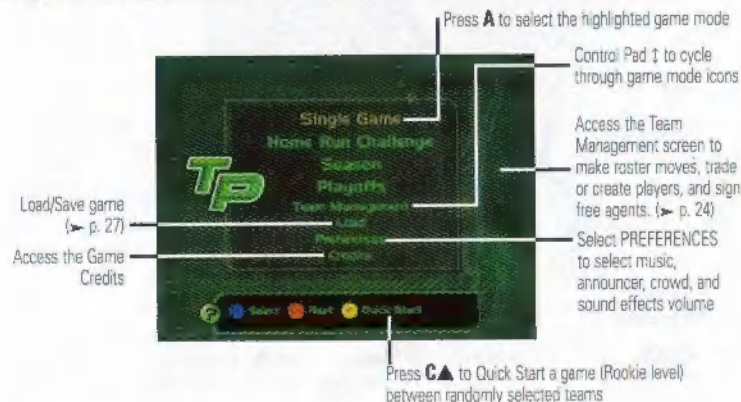
ON THE BASEPATHS

Increase lead-off (before pitch)	Tap C toward the next base before the pitch
Shorten a lead-off (before pitch)	R + C for the base the runner is currently on.
Steal (before windup)	Press L + C▲, C◀, or C▼
Speed burst	Tap A repeatedly
Slide	B
Advance all baserunners (after hit)	L
Return all baserunners (after hit)	L + R
Advance a runner (after a hit)	C to select the next base
Return a runner to the previous base	R + C to select the base to return to base (after a hit)

NOTE *When selecting a base, remember that the C Buttons correspond to the diamond. For example, if you want to steal second, press L + C▲.*

SETTING UP THE GAME

MODE SELECT SCREEN

Press **A** to select the highlighted game mode

Control Pad ↕ to cycle through game mode icons

Access the Team Management screen to make roster moves, trade or create players, and sign free agents. (➤ p. 24)

Load/Save game (➤ p. 27)

Access the Game Credits

Select PREFERENCES to select music, announcer, crowd, and sound effects volume

Press **C▲** to Quick Start a game (Rookie level) between randomly selected teams

GAME MODE

SINGLE GAME — Play a single game between any two Major League Baseball teams. ➤ p. 10.

HOME RUN CHALLENGE — Blast one out of the park in a battle for power-hitting supremacy. ➤ p. 22.

SEASON — Guide a team of your choice through a complete baseball season. ➤ p. 18.

PLAYOFFS — Experience all the drama of the postseason without playing a season. ➤ p. 20.

NOTE *Help text appears at the bottom of each menu screen.*

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 Mode Select screen and press **A**. The Select Difficulty screen appears.

SELECT DIFFICULTY SCREEN

Choose the skill level for your game.

EA TIP The Select Difficulty screen and Controllers screen also appear in Home Run Challenge mode. Control Pad ↕ to cycle through the skill levels, and press **A** to select.

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

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

◆ When you select a skill level from the Select Difficulty screen, the Innings Select option appears.

➡ To set the game length, Control Pad ←→ to select the number of innings, then press **A** to accept. The Controllers screen appears.

CONTROLLERS SCREEN

Select the user-controls options for your game.

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

➡ Control Pad ↕ to select a control option, then press **A** to accept. The Pick Teams screen appears.

PICK TEAMS SCREEN

The Pick Teams screen lets you choose which teams to play with.

Visiting team — Visitor

Control Pad ↕ to cycle teams, then press **A** to select. Control Pad ←→ to switch between the visiting and home team. After selecting both teams, the Play Ball menu appears.

Home team — Home

PLAY BALL MENU

The Play Ball menu lets you adjust options, save or load game data, view rosters and statistics, and much more.

➡ To select an option, Control Pad ↕, then press **A**.

PLAY BALL	Press **A** to start your game.
GAME OPTIONS	Customize your gameplay options. Control Pad ↕ to highlight an option, then Control Pad ←→ to cycle through the settings:
INNINGS	Play a game with 1, 3, 5, 7, or 9 innings.
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 DAY, DUSK, NIGHT, or **RANDOM**.
FIELDING VIEW	Cycle through available camera angles.
BATTING VIEW	Cycle through available camera angles.

➡ To accept the changes and return to the Play Ball menu, press **START**.

DIFFICULTY OPTIONS

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.

FIELDING — Select **CPU ASSIST**, AUTOMATIC, or MANUAL. When CPU ASSIST is selected, the CPU directs you to make plays in the field.

THROWING — Toggle CPU ASSIST/**MANUAL**. When CPU ASSIST is selected, the CPU determines the best base for you to throw to.

BASERUNNING — Toggle AUTOMATIC/**MANUAL**. Choose MANUAL to have full control of the baserunners.

PITCH AFTERTOUCH — When **ON** is selected, you can control the movement of the pitch while it is in mid-air.

FIELDING AID — Toggle **ON**/OFF. When **ON**, a ball shadow appears on the field, marking the spot where a fly ball will land.

GAME SPEED — Cycle through the available game speeds.

OVERLAYS — Select **STATS** to view statistical-based overlays, or HELP for more on-screen help during the game.

PLAYER SKILL — Set user-controlled player skill level.

CPU PLAYERS — Set computer-controlled player skill level.

ERRORS — When ON, there's a chance that fielders will make errors.

SELECT STADIUM — Select any Major League Baseball park.

SAVE — Save your current team's roster or game options. ➤ *Save/Load Options* on p. 27.

ROSTERS — View/change lineups, set the defense, and more. ➤ *Lineup Card* on p. 25.

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

TRADES — Make a trade to strengthen your lineup or fill a need. ➤ *Trades Screen* on p. 26.

CREATE PLAYER — Design a new player. ➤ *Creating A Player* on p. 24.

FREE AGENTS — Sign a free agent to bolster your roster. ➤ *Trades Screen* on p. 26.

PLAY BALL

Before gameplay begins, network announcer Jim Hughson introduces the teams and sets up the action.

➡ Press **A** at any time to bypass the commentary and get to the first pitch.

PITCHING

The pitcher influences the outcome of a baseball game more than any other player. To be successful, a good pitcher must evaluate each situation and determine the best pitch to shut down the opposition. In *Triple Play 2000*, pitching is a two-step process. First, select a pitch from your pitcher's repetoire, then execute the pitch.

To add movement to a pitch, Control Pad after release in the direction you want the ball to move (when AFTERTOUCH is ON)

Press C▶ to throw a pitchout

Press C▲, C▶, C▼, or C◀ to select a pitch—view the screen for the pitches available to your pitcher

Press C◀, C▲, or C▼, or after selecting a pitch to attempt a pickoff

After selecting a pitch, press A to throw a strike down the middle, or A + Control Pad to hit different spots within the strike zone

Press **B** after selection to cancel pitch

After selection, press **B** + Control Pad to select direction to throw a ball)

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

Solid defensive-play always gives you a chance to win a game. Master the following basic fielding techniques to shut down the opposition.

FIELDING THE BALL

➡ To **move** toward the ball at **normal speed**, Control Pad toward the ball.

➡ To **sprint** toward the ball, tap **A** + Control Pad toward the ball.

➡ To **jump** for the ball, press **B**.

➡ To **dive** for the ball, press **B** + Control Pad toward the ball.

➡ To **position the fielders**, press **L** or **R** to view options before the pitch, then press the desired buttons to move the fielders.

THROWING THE BALL

➡ To **throw to the pitcher** or cut-off man, press **A**.

➡ To **throw to a specific base**, press **C▶**, **C▲**, **C◀**, or **C▼** to select base. The fielder makes a conservative throw. For an aggressive throw, press **L** + **A**, **C▶**, **C▲**, **C◀**, or **C▼**.

➡ To **run with the ball** to a specific base, press **B** + Control Pad to select base.

◆ Selecting a base to throw to: When throwing the ball to a specific base, remember that the **C** Buttons correspond to the diamond. For example, to make an aggressive throw to first base, press **L** + **C▶**. When running with the ball, the Control Pad corresponds to the diamond. For example, to run to second base, press **B** + Control Pad ↑.

EA TIP Only use the aggressive throw to make the difficult plays, as it decreases your throwing accuracy and may result in more errors.

AT BAT

Few challenges in sports are as daunting as hitting a 95-mph fastball. 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, **R** + Control Pad.

➡ To **take a normal swing**, press and hold **A**. (Tap **A** to check swing.)

➡ To **take a power swing**, press and hold **B**. (No check swing is available.)

➡ To **bunt**, press and hold **C▼** (Release quickly to pull back the bat.)

➡ In Rookie mode, to **aim a hit**, Control Pad while holding **A** or **B**. Control Pad ↙↓↘ to hit a grounder or ↖↑↗ to hit a fly ball. If you don't use the Control Pad while swinging, you may hit a line drive or shallow pop fly. In Pro or All-Star mode, the Control Pad determines your swing height. For example, to hit a high pitch, Control Pad ↖↑↗. To hit a low pitch, Control Pad ↙↓↘.

RUNNING THE BASES

Smart baserunning can prove to be the difference in a tight ballgame. Often, an aggressive baserunner is capable of generating offense by stealing bases or stretching singles into extra base hits. So stay alert on the basepaths!

➡ To **advance all baserunners**, press **L**.

➡ To **return all baserunners**, press **L** + **R**.

➡ To **run faster**, tap **A** repeatedly.

➡ To **slide**, press **B**.

➡ To **steal**, press **L** + **C▲**, **C◀**, or **C▼** to select the base.

◆ Selecting a base: Remember that the **C** Buttons correspond to the diamond. For example, if you want to steal second, **L** + **C▲**.

➡ To force a computer-controlled runner to increase his lead, **C** Button toward the next base before the pitch. To shorten a lead, **R** + **C** Button back towards the base. (Functions when baserunning is set to **MANUAL**.)

➡ To advance a runner after a hit, **C** Button to select the next base. To return a runner to the previous base, press **R** + **C** to select the base to return to.

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

MANAGING THE GAME

Baseball is a tactical game where subtle managerial moves can often payoff. In *Triple Play 2000*, you can call plays on the fly.

To select a manager option:

➡ While on defense, press **L** or **R** to bring up the Manager menus, then press the appropriate button to select an option.

DEFENSE OPTIONS	CONTROL
Outfield	L
Infield	R

PAUSE MENU

The Pause menu lets you check pitcher and batter stats, monitor the pitcher's fatigue, view instant replays, make substitutions, check the wind indicator, or access various options menus.

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

INSTANT REPLAY: Go to Instant Replay screen.

REPLAY ACTION	CONTROL
Cycle camera options	B
Play forward/Stop	C▼
Rewind/Fast Forward	C◀/C▶
Frame by Frame Backwards or Forward	Tap C◀/C▶
Help Menu	C▲
Exit Instant Replay	START

SELECT
CONTROLLERS   Adjust the user-control options.
FIELDING VIEW   Cycle through available fielding views.
BATTING VIEW   Cycle through available batting views.
OPTIONS   Customize difficulty settings, change volume, and alter other options.

   RADAR GUN   Toggle **ON/OFF**. Displays the speed of the pitch.

   BALL CURSOR   When ON, the ball cursor helps you track the pitch location.

   BATTING MODE   Toggle **EASY**/Hard. Choose HARD to activate the Zone Cursor which forces you to guess which zone the ball will be pitched to.

   ACTION CAMERAS   When **ON**, TV-style cameras bring you closer to the action.

   SFX VOLUME   Adjust the sound effects volume level.
   ANNOUNCER VOLUME   Adjust the commentary volume level.
   CROWD VOLUME   Adjust the crowd volume level.
ROSTER   Go to the Current Lineup screen to check stats and substitute players.

To make a substitution:

1. Control Pad ↕ to cycle through the roster in the Current Lineup screen, then press **A** to select a player. The Bench menu appears.

2. Highlight a bench player, then press **A** to insert that player into the lineup (**B** to cancel).

➡ To toggle the home/visiting team lineups, press **L**. To toggle the previous year's stats/daily stats, press **R**.

➡ To scroll through the stats, Control Pad ↔.

● 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 **A**. The list of pitchers appears.

2. Highlight a pitcher to warm up and press **C▼**. His status changes from sitting to throwing. After an inning or so, his status changes from Cold to Warm.

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 he'll be fresh later.

DIFFICULTY
SETTINGS   Customize your game difficulty settings. ➤ *Difficulty Options* on p. 12.
QUIT   Quit the game.

GAME MODES

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

SEASON MODE

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

SEASON SETUP SCREEN

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

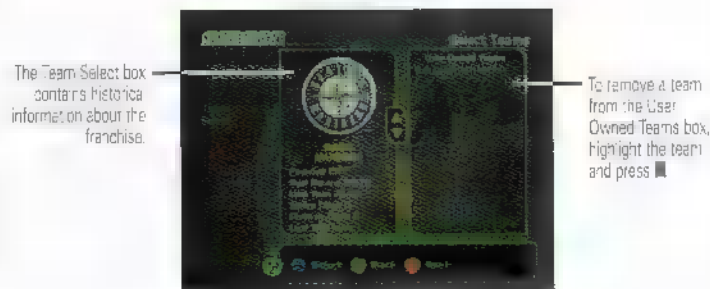|	
START SEASON	Select to begin a season with default settings.
DIFFICULTY	Play at a **ROOKIE**, PRO, or ALL-STAR skill level.
SEASON LENGTH	Compete in ▪ 15, 30, 60, or **162**-game season.
PLAYOFF LENGTH	Choose a playoff format to play in: 1-1-1, 1-1-3, 3-3-5, **5-7-7**.
INNINGS	Play games with 1, 3, 5, 7, ▪ **9** innings.
ERRORS	When ON, there's a chance that fielders will make errors.

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

➡ To advance to the Season Pick Teams screen, highlight **START SEASON**, and press **A** or **START**.

SEASON PICK TEAMS SCREEN

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

The Team Select box contains historical information about the franchise.

To remove a team from the User Owned Teams box, highlight the team and press ▪

To select the team you control:

1. Highlight **TEAM SELECT** and press **A**. The Team Select box highlights.

2. Control Pad ↕ to scroll through teams, then press **A**. The selected team appears in the User Owned Teams box.

➡ To continue, press **START**. The Season Schedule screen appears.

SEASON SCHEDULE SCREEN

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

Press **L** or **R** to cycle through the schedule day-by-day or C▶ + **L** or **R** to cycle month-by-month.

To play a game:

1. Highlight **GAMES**, then press **A**. The Daily Games menu highlights.

2. Highlight the appropriate game, then press **C▲** to toggle USER/CPU control for highlighted matchup.

3. Press **A** to play your game.

◆ For user-controlled games, proceed through the pre-game screens as you would for any other game (➤ *Play Ball Menu* on p. 11 and *Controllers Screen* on p. 10).

➧ At the end of each game, the Player of the Game screen appears. Press **START** to continue to the Season Schedule screen. Following the season, the Playoffs begin.

SEASON OPTIONS

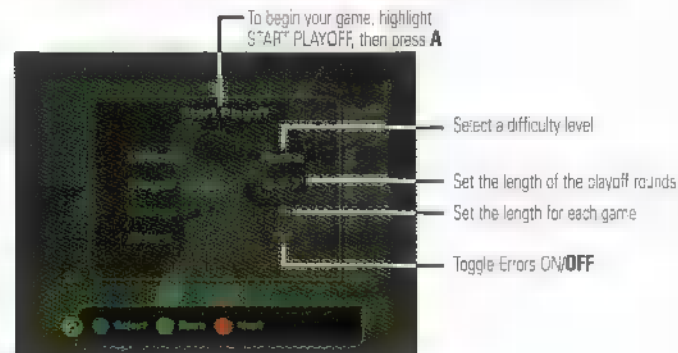|	
GAMES	Start a new game.
STANDINGS	View the current records of each team in the league.
▆▆▆ ALL	Simulate each of the day's games.
ROSTERS	View/change lineups, set the pitching rotation and defense, and more. ➤ *Lineup Card* on p. 25.
LEAGUE LEADERS	View the best players in each statistical category.
TRADES	Make a trade to strengthen your lineup ▆▆ fill a need. ➤ *Trades Screen* on p. 26.
▆▆▆ ROSTERS	Returns rosters to default settings.
STATISTICS	View the stats of any player in the league.
CREATE PLAYER	Design a new player for your league. ▆▆ *Creating A Player* on p. 24.
FREE AGENTS	Sign a free agent to bolster your roster. ➤ *Trades Screen* on ▆. ▆▆.
SAVE	Access the Save/Load screen. ➤ *Save/Load Options* on p. 27.

PLAYOFFS MODE

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

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

PLAYOFFS SETUP SCREEN

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

To begin your game, highlight START PLAYOFF, then press **A**

Select a difficulty level

Set the length of the playoff rounds

Set the length for each game

Toggle Errors ON/**OFF**

PLAYOFFS PICK TEAMS SCREEN

Choose any teams to compete in your playoffs. The American League playoff bracket appears on the left side of the screen; the National League ▆▆ the right.

To change teams in the playoff bracket:

1. Control Pad ↕ to highlight a specific team in a matchup box.

2. Control Pad ↔ to cycle through available teams.

3. Press **C▲** to toggle **CPU**/USER control.

➥ After selecting teams, press **A** or **START**. The Accept menu appears. Press **A** to advance to the Playoffs Schedule screen.

PLAYOFFS SCHEDULE SCREEN

The Playoffs Schedule screen displays the current round of playoffs, plus playoff options.

To choose a game:

1. Select **GAMES**, and highlight the game you wish to play.

2. Press **C▲** to toggle **SIM**/PLAY control.

3. Press **A** to begin your playoff game.

GAMES	Start a new game.
SIM ALL	Simulate each of the day's games.
ROSTERS	View/change lineups, set the pitching rotation and defense, and more. ➤ *Lineup Card* on p. 25.
PLAYOFF LEADERS	View the best players in each statistical category.
TRADES	Make a trade to strengthen your lineup or fill a need. ➤ *Trades Screen* on p. 26.
RESET ▮▮▮▮	Returns rosters to default settings.
STATISTICS	View the stats of any player in the league.
CREATE PLAYER	Design a new player for your playoffs. ➤ *Creating A Player* on p. 24.
FREE AGENTS	Sign ▮ free agent to bolster your roster. ➤ *Trades Screen* on p. 26.
SAVE	Access the Save/Load screen. ➤ *Save/Load Options* on p. 27.

HOME RUN CHALLENGE

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

➥ To start a Home Run Challenge, select HOME RUN CHALLENGE from the Mode Select menu. The Select Difficulty and Controllers screens appear, followed by the Home Run Challenge Setup screen.

HOME RUN CHALLENGE SETUP SCREEN

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

To select ▮ batter:

1. Control Pad ⋯ to cycle through teams.

2. Control Pad ⇕ to cycle through players, then press **A**. After two batters are selected, the Play Ball menu appears.

➥ On the Play Ball menu, highlight PLAY BALL and press **A** to begin your game.
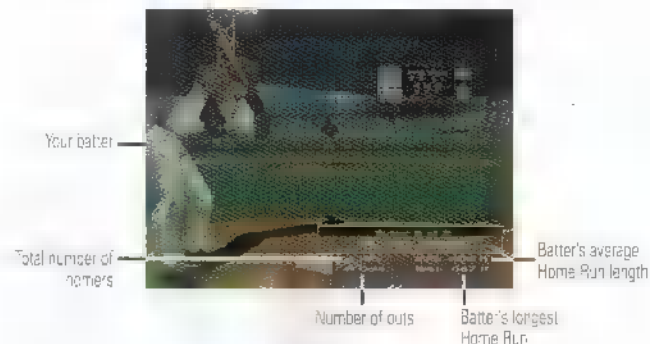
PLAY BALL MENU

The Play Ball menu lets you select ▮ stadium, change game options, and advance to gameplay.

➥ To select an option, Control Pad ⇕, then press **A**.

PLAY BALL	Press **A** to start your game.
GAME OPTIONS	Customize your gameplay options:
INNINGS	Play a game with 1, 3, 5, 7, or **9** innings.
RADAR GUN	Toggle **ON**/OFF. Displays the speed of the pitch.
WIND	When **ON**, the wind can affect ball drift and distance, turning ▮▮ 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 ▮▮▮▮. Weather does not affect gameplay.
TIME OF DAY	Select DAY, DUSK, NIGHT, or **RANDOM**.
FIELDING VIEW	Cycle through available camera angles.
BATTING VIEW	Cycle through available camera angles.

➥ To accept the changes and return to the Play Ball menu, press ▮ or START.

STADIUM SELECT: Select any Major League Baseball park.

Your batter

Total number of homers

Number of outs

Batter's longest Home Run

Batter's average Home Run length

GAMES	Start a new game.
SIM ALL	Simulate each of the day's games.
ROSTERS	View/change lineups, set the pitching rotation and defense, and more. ➤ *Lineup Card* on p. 25.
PLAYOFF LEADERS	View the best players in each statistical category.
TRADES	Make a trade to strengthen your lineup or fill a need. ➤ *Trades Screen* on p. 26.
RESET ▮▮▮▮▮	Returns rosters to default settings.
STATISTICS	View the stats of any player in the league.
CREATE PLAYER	Design a new player for your playoffs. ➤ *Creating A Player* on p. 24.
FREE AGENTS	Sign ▮ free agent to bolster your roster. ➤ *Trades Screen* on p. 26.
SAVE	Access the Save/Load screen. ➤ *Save/Load Options* on p. 27.

HOME RUN CHALLENGE

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

➡ To start a Home Run Challenge, select HOME RUN CHALLENGE from the Mode Select menu. The Select Difficulty and Controllers screens appear, followed by the Home Run Challenge Setup screen.

HOME RUN CHALLENGE SETUP SCREEN

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

To select ▮ batter:

1. Control Pad --- to cycle through teams.

2. Control Pad ↕ to cycle through players, then press **A**. After two batters are selected, the Play Ball menu appears.

➡ On the Play Ball menu, highlight PLAY BALL and press **A** to begin your game.
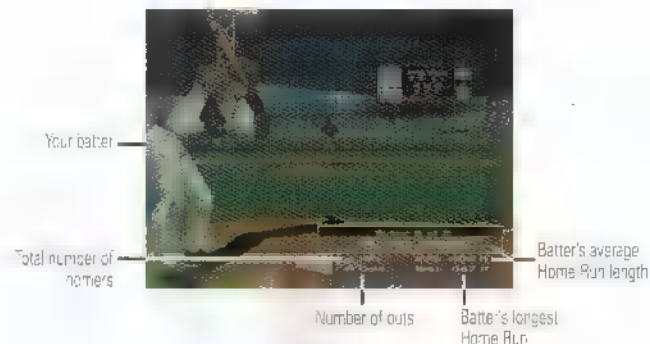
PLAY BALL MENU

The Play Ball menu lets you select ▮ stadium, change game options, and advance to gameplay.

➡ To select an option, Control Pad ↕, then press **A**.

PLAY BALL	Press **A** to start your game.
GAME OPTIONS	Customize your gameplay options:
INNINGS	Play a game with 1, 3, 5, 7, or **9** innings.
RADAR GUN	Toggle **ON**/OFF. Displays the speed of the pitch.
WIND	When **ON**, the wind can affect ball drift and distance, turning ▮▮ 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 ▮▮▮▮▮. Weather does not affect gameplay.
TIME OF DAY	Select DAY, DUSK, NIGHT, or **RANDOM**.
FIELDING VIEW	Cycle through available camera angles.
BATTING VIEW	Cycle through available camera angles.

➡ To accept the changes and return to the Play Ball menu, press ▮ or **START**.

STADIUM SELECT: Select any Major League Baseball park.

Your batter

Total number of homers

Number of outs

Batter's longest Home Run

Batter's average Home Run length

TRADES SCREEN

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

To trade players:

1. On the Trades screen, select the **SELECT TEAMS** option. The left Team box highlights.

2. To cycle through the highlighted teams or free agent list, press **L/R**.

3. To cycle through the players, Control Pad ↕.

4. To cycle between team boxes, Control Pad ←→.

5. Highlight the players you want to add to the Trade Block and press **A**, then press **B**. The Trades menu highlights.

◆ An equivalent number of players from each team must appear in the Trade Block. For example, you cannot trade two players from Team A for one player from Team B.

6. Select ACCEPT to complete the deal.

◆ If the deal is not accepted, a menu appears detailing the reason.

The teams involved in the deal

Players on the Trade Block
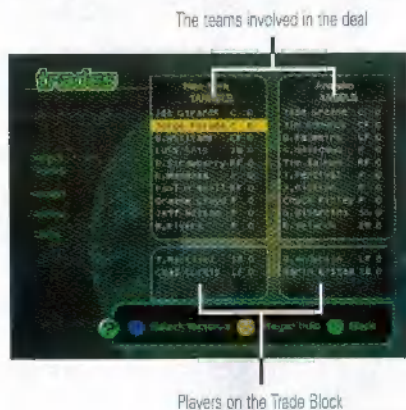
SAVE/LOAD OPTIONS

Triple Play 2000 saves user-defined options and all data for a Season or Playoff on a Controller Pak.

NOTE *Never insert or remove a Controller Pak when loading or saving files.*

If you don't have a Controller Pak:

Every time you start Triple Play 2000, the default options and rosters are used. In Season and Playoffs modes, team win/loss records and players stats are kept only while the Control Deck is on.

If you do have a Controller Pak:

All player and team stats, user-defined options, created players, and player trades are maintained in a data file on your Controller Pak.
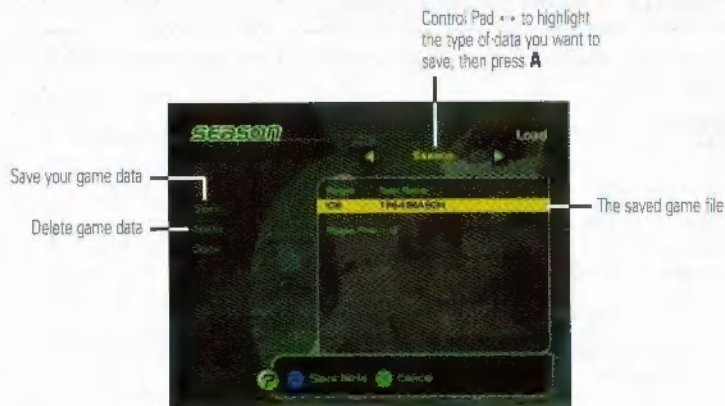
SAVE SCREEN

Go to the Save screen to save or delete a file.

To save a file:

1. Select SAVE from any Play Ball or Games menu. The Save screen appears.

2. On the Save screen, select SAVE, then Control Pad ←→ to highlight SEASON, PLAYOFFS, OPTIONS, or ROSTERS.

NOTE *The game mode that is currently being played is the only one that can be saved. Therefore, some save options may not always be available.*

3. Press **A** to save your game data.

Control Pad ↔ to highlight the type of data you want to save, then press **A**

Save your game data

Delete game data

The saved game file

LOAD SCREEN

Go to the Load screen to load or delete a file.

To load a file:

1. Select LOAD from the Mode Select screen. The Load screen appears.
2. On the Load screen, select LOAD, then Control Pad ↔ to highlight **ROSTERS**, OPTIONS, SEASON, or PLAYOFFS.
3. Press **A** to load the saved data.

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Performed by: Only Bgod2n Sun
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Narcotique & Untie Me Reverend (Radio edit)
Performed by: subClassic
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