



EA
SPORTS™

TRIPLE PLAY™ 2002

EVERYONE
E
CONTENT RATED BY
ESRB



WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ⤵ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ⤵ 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.

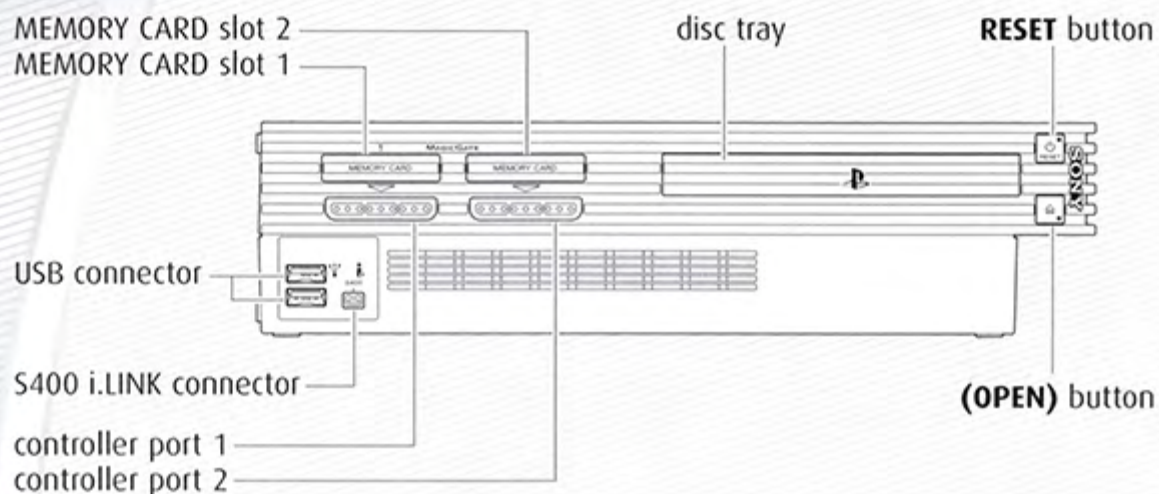


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STARTING THE GAME

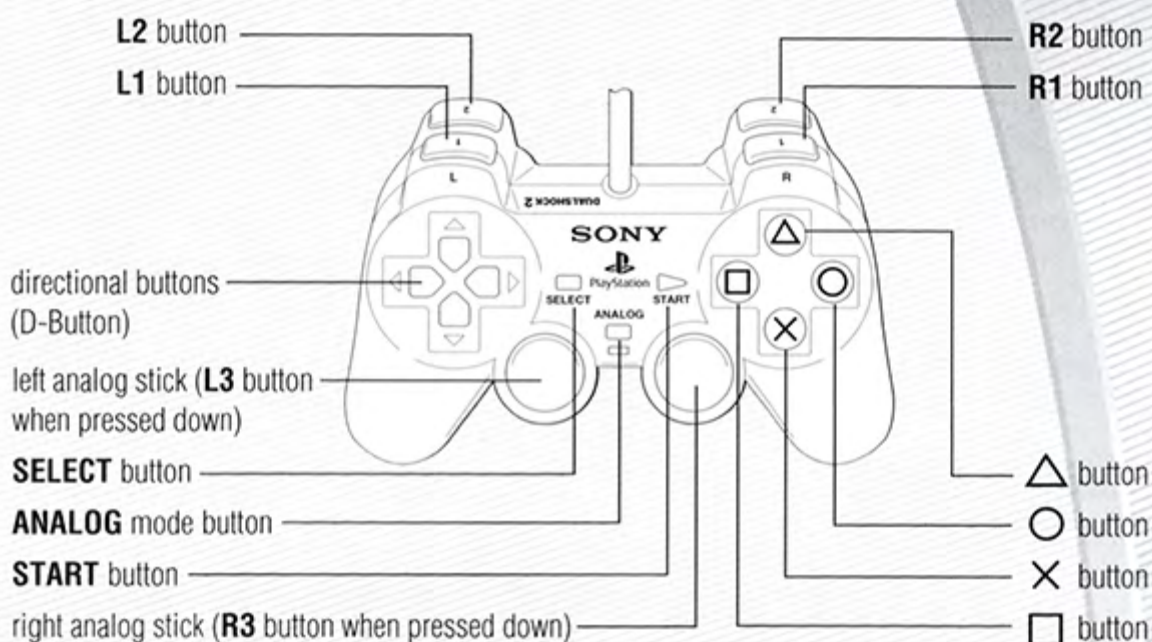
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *Triple Play™ 2002* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

ACTION	CONTROL
Highlight menu items	D-Button \updownarrow
Cycle choices/Move sliders	D-Button \leftrightarrow
Select/Go to next screen	× button
Return to previous screen	▲ button

BASIC CONTROLS

Triple Play 2002 gets you in the game fast. Just learn these basic controls and you'll be on the field in no time. To learn the more advanced moves, > *Complete Controls* on p. 6.

GAME CONTROLS

BATTING/BASERUNNING CONTROL

Move batting cursor	left analog stick
Swing	✕ button
Bunt	● button
Steal	D-Button ↑, ← (toward base)
Sprint	✕ button (rapidly tap)

PITCHING/FIELDING CONTROL

Move pitch cursor	left analog stick
Throw pitch	✕ button, ● button, ■ button, or ▲ button
Aftertouch to put movement on your pitch	left analog stick (after the ball is pitched)
Auto Throw to pitcher/cut-off man/best base	✕ button
Move fielder	left analog stick
Throw to specific base	✕ button + D-Button or right analog stick

◇ Pitching and throwing are pressure-sensitive. The harder you press the button, the harder the throw.



INTRODUCTION

Major League Baseball® is built on big moments, and no game captures the essence of big league drama like *Triple Play 2002* from EA SPORTS™. The game comes to life with new scanned player faces, new player models and a faster pitching interface that keeps the action moving. All the essentials are here for the most realistic baseball gaming experience yet. Break out the heavy lumber and take aim at October.

KEY FEATURES

- ❖ **Awesome Player Graphics**—Digitally scanned player faces, new facial and hand animations, and more personalized batting and pitching style animations than ever before.
- ❖ **Beautiful Ballparks**—We've enhanced the visuals on all the Major League™ stadiums, showcasing the stages for baseball's dramatic match-ups.
- ❖ **Swing for the Big Moment**—Unique camera angles and electric sounds build up the big moments that make baseball the greatest game on earth.
- ❖ **Insights from the Best**—All-new play-by-play analysis and color commentary by two of baseball's best broadcasters, Bob Costas and Harold Reynolds.
- ❖ **Four Fun Modes to Choose From**—Play a single game, take on an entire season, jump into the playoffs, or swing for the fences in the Home Run Derby™.
- ❖ **Home Run Derby Mode**—Take a slugger like Luis Gonzalez through an eight-player tournament, or compete one-on-one with the players of your choice.
- ❖ **There's More!**—All your favorite options are still here, including Create Player, Free Agents, and the Draft.



For more information on this and other titles, visit EA SPORTS on the web at www.easports.com.

COMPLETE CONTROLS

You can throw a fastball and you occasionally belt the round-tripper—but that's not enough. If you want to intimidate the opponent, you need to know how to manufacture runs and kill rallies. Learn these complete controls to give you all the weapons you need to be a real threat at the plate, on the bases, in the field, and on the mound.

ACTION

CONTROL

Pause/Resume game

START button

Access **Smart Help Overlay**

SELECT button

ON THE MOUND

You can pound the ball out of the park all day long and still lose if your pitching stinks. Get familiar with the arms on your staff—pitch selections, endurance, who's good in the clutch, etc.—so you can make informed decisions when setting your rotation and making calls to the bullpen. Otherwise, don't expect your hurlers to be putting up many goose eggs.

Throw pitch (pitch choices vary from pitcher to pitcher)

X button, **○** button, **▲** button, or **■** button

Move pitch cursor

left analog stick

Pitchout

D-Button **↓**

Pickoff attempt

D-Button **↔**, **↑** (toward base)

Activate **fielder positioning** menus

L1 button (outfield), **R1** button (infield)

Aftertouch to put movement on your pitch

left analog stick (after the ball is pitched)

Hide/Show pitching cursor

L2 button or **R2** button

❖ View the Pitch Selection bar at the top of the screen to see the available pitches.



TIP:

Keep an eye on the pitcher's energy level (> Pause Menu on p. 14). When the pitcher gets tired, consider bringing in a reliever. The more heat he throws, the more tired your pitcher will get.



NOTE: When Vibration is ON (> *Options* on p. 21), your DUALSHOCK®2 analog controller vibrates when you move the pitching cursor in and out of the strike zone.



✧ Pitching is pressure-sensitive. The harder you press the chosen pitch button, the faster the pitch is thrown.

IN THE FIELD

Some of baseball's most famous moments have come on truly embarrassing errors on the field. Unless you want to be remembered for letting a ball slip between your legs or bounce off your head, you'd best get your glove work down before you step in front of a dozen cameras waiting to record your blunder for posterity.

FIELDING THE BALL

Move at normal speed	left analog stick
Sprint	left analog stick + X button (rapidly tap)
Switch to fielder nearest ball	▲ button
Jump	■ button
Dive	■ button + left analog stick (toward ball)
Climb the wall	■ button + left analog stick ↑ (at the wall)

AFTER THE CATCH

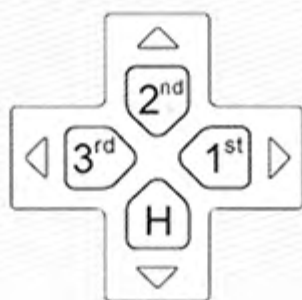
Auto Throw to pitcher/cut-off man/best base	X button
Conservative throw to specific base	X button (light) + D-Button (toward base)
Aggressive throw to specific base	right analog stick (toward base) or X button (hard) + D-Button (toward base)



TIP:

Aggressive throws are by nature less accurate than normal throws, so save them for when you have to make the big play.

- ✦ With Auto Throw, the CPU selects either a base, cutoff man, or the pitcher to throw the ball to, based on which play it thinks is best. You can override Auto Throw by pressing the right analog stick toward a base or by pressing the **X** button and pressing the D-Button to select a base to throw to.
- ✦ Throwing is pressure-sensitive, so the speed/aggressiveness of the throw depends on how hard you press the **X** button. A throw meter appears at the bottom of the screen to indicate the power of your throw.
- ✦ When throwing the ball to a specific base, remember that the D-Button and the right analog stick correspond to the diamond. For example, to make an aggressive throw to first base, press the right analog stick → or press the **X** button hard while pressing the D-Button →.



AT THE PLATE

When you're at the plate, all eyes are on you, so you better be prepared to step up and deliver. Sure, a walk is as good as a hit, but the fans don't pay cold hard cash to see the sluggers take four straight. So get that bat off your shoulders—if you go down looking, there's no place for you to hide.

Position batter	right analog stick
Turn batter to open or closed stance	L1 button or R1 button
Move batting cursor	left analog stick
Swing	X button
Check swing	X button (tap lightly)
Bunt	● button (hold)

- To **aim a hit**, use your batting cursor. To hit a fly ball, try to get under the ball (hit the bottom half of the ball). To hit a ground ball, hit the top of the ball. To hit a line drive, aim for the meaty center.



TIP:

The closer you get the center of your batting cursor to the center of the ball, the more power you get out of your swing.

The timing of your swing determines to which area of the field you hit. Swing earlier to pull the ball (left field for right-handed batters) or later to hit to the opposite field (right field for right-handed batters).

- To **aim a bunt**, press the left analog stick. Once you press the ● button to show bunt, the batting cursor disappears. The direction you are pressing the left analog stick when the ball hits the bat determines the direction and the strength of the bunt. For example, press the left analog stick up and right to bunt down the first base line.

ON THE BASEPATHS

OK, you got lucky and dropped a Texas leaguer in for a hit. Now what? Don't waste your good fortune by making a mistake on the basepaths. Get a good lead, but don't get caught napping. Watch out for double play situations and put on the hit-and-run if necessary. Most of all, try to get in scoring position to give your next slugger an opportunity for an RBI.



NOTE: The CPU automatically runs the bases for you, but you can override the CPU by performing the following moves.

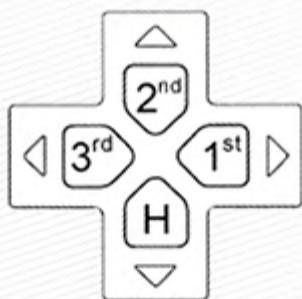
Steal (before windup)	D-Button ←, ↓ (toward base)
Advance single baserunner	D-Button ↓, ← (toward base)
Retreat single baserunner	Right analog ↔, ↑
Advance all baserunners	L1 button
Retreat all baserunners	R1 button
Sprint	✕ button (tap rapidly)
Slide feet-first	● button
Slide head-first	■ button



TIP:

If you're playing a team that gives up a lot of runs, you can afford to play it conservatively when running the bases. If you're facing a tough pitcher, you'd better get more aggressive.

- When running, the D-Button and the right analog stick correspond to the diamond. For example, if you want your man on second to steal third, press the D-Button ← or press the right analog stick ← (for third base).



TIP:

If it's going to be a close play at the plate for your baserunner, tap the ✖ button repeatedly to barrel into the catcher; the collision may knock the ball loose.

SETTING UP THE GAME



Whether you're a baseball purist or you like to tinker with the rules of the game, *Triple Play 2002* lets you play the way you want to play. Choose your game mode, change your options, or just head straight for the field and play ball.



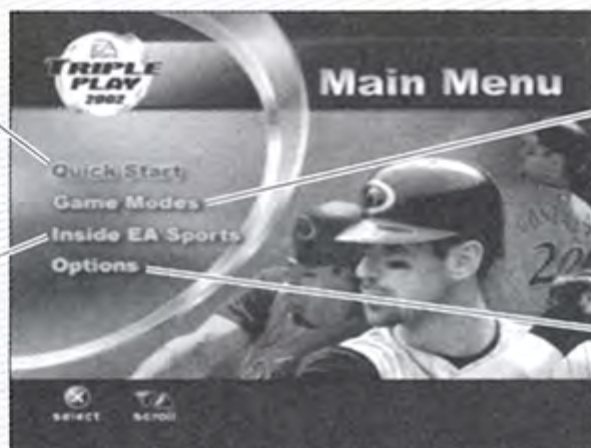
NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

From the Main menu, you can adjust your game options or skip all that fuss and Quick Start a game.

Quick Start a nine-inning, Rookie-level game between two randomly-selected teams

View credits for *Triple Play 2002*, check out the lineup from EA SPORTS, or view DVD extras



Choose a Single Game (> p. 12), Season (> p. 17), Playoffs (> p. 20), or Home Run Derby™ (> p. 15)

Set your game, roster options, and more (> *Options* on p. 21)

GAME MODES

SINGLE GAME

Play a single game between any two Major League Baseball® or All-Star teams. > p. 12.

SEASON

Take your team through a complete baseball season. You set the Season length, difficulty, and more. > p. 17.

PLAYOFFS

Skip the regular season and head right for the high drama of the playoffs. > p. 20.

HOME RUN DERBY™

Bust out the whoopin' stick for a Tournament or a One-on-One competition. > p. 15.

STARTING A SINGLE GAME

Like a Quick Start game, Single Game mode lets you play one quick, no-stakes game. But unlike Quick Start, Single Game mode lets you choose the teams and set the game options.

To start a Single Game:

1. From the Game Modes screen, choose SINGLE GAME. The Team Select screen appears.
 2. Press the D-Button \updownarrow to select an Away team, then press the D-Button \rightarrow to highlight the Home team window.
 3. Press the D-Button \updownarrow to select the Home team, then press the \times button to accept. The Controller Select screen appears.
 4. Press the D-Button \leftrightarrow to assign a controller to a team, then press the \times button to accept. The Pre Game screen appears.
- ❖ If you do not assign a controller to either team, you can watch two CPU-controlled teams play against each other.
5. At the Pre Game screen, highlight PLAY BALL and press the \times button to head to the field.

PRE GAME SCREEN

Start your game

Play in any Major League™ ballpark, plus check out the distances to the fences and other information for each park

View statistics in a number of categories for every player in the Major League™



Adjust your Game Options (\gg p. 24)

Create a player, sign a free agent, and more (\gg Roster Options on p. 21)

PLAY BALL!

The big moment has arrived. The fans are on their feet; the stage is set. *Triple Play 2002* lets you feel what it's like to be in the spotlight with the whole game riding on your shoulders. It ultimately comes down to one pitch, one swing of the bat—it's up to you to step up and deliver.

GAME FLOW

START OF GAME

During the warm-ups, award-winning announcer Bob Costas and renowned color commentator Harold Reynolds introduce the teams and provide their expert pre-game analysis.



NOTE: Press the **X** button if you wish to skip animations (batters warming up, home run trots, etc.) during the game. You can skip the pre-game analysis the same way.

BETWEEN INNINGS

Before each half inning, the computer shows an overlay of the first three batters due up.

END OF GAME

Following the victors' post-game celebration, the Game Results screen shows the line score, the game statistics, and the player of the game.

GAME SCREEN

The game screen in *Triple Play 2002* gives you the information you need to stay on top of the action without getting in the way of the action.



PAUSE MENU

Access the Pause menu at any time during the game to adjust your roster, change your options, or just take a break from the action.

➤ To access the Pause menu, press the **START** button.

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

➤ To check your pitcher's energy level, highlight his name on the Roster and press the D-Button ←.

To make a substitution:

1. Cycle through the roster in the Current Lineup screen, then select a player by pressing the **X** button. The bench menu appears.

2. Highlight a bench player in the Substitute column, then press the **X** button to insert that player into the lineup (press the **▲** button to cancel).

➤ Press the **R1** button to access the lineup and statistics for your opponent. Press the **L1** button to toggle between season and game stats.

✦ You cannot change an opponent's lineup.



NOTE: The Roster option is only available when you access the Pause menu while the pitcher has the ball in-hand and before a pitch selection has been made.



NOTE: Once you remove a player from the game, he cannot return to the lineup during that game.

OPTIONS

Adjust volumes and set your game options. For a description of all options, ➤ *Game Options* on p. 24.

INSTANT REPLAY

View an instant replay of the last play (➤ *Instant Replay* on p. 15).

CONTROLLER SELECT

Change which team you control or hand over control of both teams to the CPU.

QUIT

Quit the game and return to the Main menu.

INSTANT REPLAY

Sure, dominant pitching and power hitting get all the glory, but it's the stellar defensive plays that people want to watch on instant replay. Access Instant Replay from the Pause menu and you can watch that sweet snag or amazing throw again and again.

Return to the Pause menu

Return to the game



OTHER GAME MODES

In addition to Single Game play, *Triple Play 2002* offers other challenging and customizable game modes. Put yourself through an endurance test with a 162-game Season, go for the quick glory in Playoffs mode, or just bash the cover off the ball in a Home Run Derby™.

HOME RUN DERBY™

Nothing jacks up the fans like the long ball. So when you get the game's heaviest hitters together for the sole purpose of smashing as many homers as possible, there's sure to be some crowd-pleasing moments. Launch a Tournament or a One-On-One game in Home Run Derby mode then start launching the ball over the fence. The player who hits the most home runs before hitting the designated number of outs (from 1 to 10) wins the round.

❖ In Home Run Derby mode, an out is any ball that you swing at that does not clear the fence for a home run.

After the game ends, the Home Run Derby Results screen appears. If your performance ranks among the top ten, enter your initials to preserve your results.

❖ The default stadium for the Home Run Derby is Miller Park™ in Milwaukee, home of the 2002 All-Star Game®.

TOURNAMENT

In this age of the power hitter, when no home run record seems safe anymore, the Home Run Derby™ Tournament is naturally going to be stacked with some pretty stiff competition. You better be pumped up and dialed in if you want a shot at becoming the Home Run Derby Champion.

TOURNAMENT SET-UP

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

To start a new Tournament:

1. Select TOURNAMENT from the Home Run Derby screen, then select NEW. The Options window appears.
2. Adjust the Difficulty level, the number of Outs, which hand the pitcher throws with, and the Pitch Type, then press the **X** button. The Select Player screen appears.
 - ⤷ To replace a player, highlight him and press the **X** button, then choose the player you want to replace him with (press the D-Button ↔ to select a team, then ↓ to highlight a player) and press the **X** button again.
 - ⤷ Press the ■ button to toggle player control between CPU and USER.
3. When you have your lineup set, press the **START** button. The Round 1 screen appears.
4. Press the D-Button to highlight a match you want to play or simulate, then press the **X** button to select. A pop-up window asks if you want to simulate or play the match. Select PLAY.
 - ⤷ Press the ● button to simulate all matches.
5. Press the D-Button ↔ to assign a controller to a player, then press the **X** button. The Pre Game screen appears.
 - ⋄ From the Pre Game screen, you can change your Game Options or select a stadium.
6. Highlight PLAY BALL and press the **X** button to start your game.

If you're in the middle of a heated Home Run Derby match and have to tear yourself away for a while, save your match between rounds and load it later to continue the action.

To save a Home Run Derby game:

- ⤷ When you are between rounds or between matches, press the ■ button. The Save/Load screen appears. (➤ *Saving and Loading* on p. 25)

To save Home Run Derby Top 10:

- ⤷ After entering your initials, press the ■ button.

ONE-ON-ONE

Two big men with bats to match square off in a winner-take-all round of Home Run Derby™. There are no later rounds to save yourself for, so give it all you got right now!

To select a batter:

1. Press the D-Button \leftrightarrow to select a team, then press the D-Button \updownarrow to highlight a player.
2. Press the \times button to select the highlighted player.
3. Follow steps **1** and **2** to select another player.
4. When you have two players selected, press the \times button. The Controller Select screen appears.
5. Follow steps **5** through **6** of *To start a new Tournament* (\triangleright p. 16) to start your game.

SEASON

Even if you have a crummy April, you can dominate the rest of the year and still have a shot at the post season. That's one of the beauties of a 162-game schedule. If that many games sounds a bit daunting to you, you can always choose to play a shorter season.

SEASON OPTIONS

Access the Season screen by selecting SEASON from the Game Modes screen. The default Season and Playoff lengths are the official Major League™ lengths.

DIFFICULTY	Set to ROOKIE (the easiest level), PRO, or ALL-STAR.
SEASON LENGTH	Choose a season of 15, 30, 60, or 162 games.
PLAYOFF LENGTH	Set the number of games for the three playoff rounds at 1-1-1, 1-1-3, 3-3-5, or 5-7-7 .
INNINGS	Choose 1, 3, 5, 7, or 9 innings for your game.
ERRORS	When ON , players will be prone to the occasional error on the field.
DRAFT	When ON, you participate in a draft. You may also have the CPU conduct the draft for you. When OFF , you play the season with Major League™ rosters.



NOTE: Team rosters in *Triple Play 2002* are based on actual Major League Baseball® rosters as of January 15, 2002.

\curvearrowright Press the \times button to advance to the Season Team Select screen.

SEASON TEAM SELECT SCREEN

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

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

THE DRAFT

This is your chance to build your own club from the ground up. All of the biggest bats, the fastest legs, and the strongest arms are thrown into one big draft pool, waiting to be added to your dream roster. Pick your favorite star first before he gets snatched up by another team.

- To conduct a draft, toggle the Draft option ON at the Season Options screen (➤ p. 17).

DRAFT ORDER SCREEN

Choose your own draft order, select the Major League Baseball® draft order based on the 2001 season, or have the CPU set the draft order randomly.

Create your own draft order. Press the **X** button or press the D-Button → to access the list of teams. Then press the D-Button ↓ and press the **X** button to add teams to the Draft Order box

Have the CPU randomly set the draft order

Set the draft order based on the official 2001 season



Have the CPU finish ordering the draft

Reset the Draft Order box and start over

- Press the D-Button → to access the Draft Order box, then highlight a team and press the **X** button to remove the team from the draft order.
- Press the **START** button when you have finalized the draft order. An overlay appears asking if you wish to draft manually. If you choose YES, the Draft screen appears.

DRAFT SCREEN

Conduct the draft yourself (CHOOSE PLAYER), or have the computer conduct the draft (CPU FINISH).

- You can see which teams have drafted which players at any point in the draft by pressing the **■** button to select Draft Review.

- Press the **START** button when you have finalized the draft. The Season screen appears.

SEASON SCREEN

From the Season screen you can access the season schedule, statistics, standings, league leaders, and more.

Access the season schedule and select a game to play or simulate

Access the Roster options menu (➤ p. 21)

View the full season statistics by team



View the current records of each team by division

Check out the top players in the major categories for batting and pitching

Save your season settings, stats and standings (➤ *Saving and Loading* on p. 25)

To start a Season game:

1. From the Season screen, select PLAY GAMES. The Season Schedule screen appears.
 2. Press the D-Button \updownarrow to highlight the appropriate game, then press the \blacksquare button to toggle USER/CPU control for the highlighted matchup (games involving teams you own default to **USER**).
 3. Press the \times button to choose your game. If you have chosen a user-controlled game, the Controller Select screen appears.
 4. Press the D-Button \leftrightarrow to assign a controller to a team.
 5. When you have your controllers assigned, press the \times button. The Pre Game screen appears.
 6. Highlight PLAY BALL and press the \times button. The game begins.
- ✦ At the end of each game, the Game Results screen appears. Select DONE to continue to the Season screen.
 - ✦ Following the season, press the **START** button at the Season Schedule screen to view season award winners, then press the \times button to begin the Playoffs.



NOTE: Even if your user-controlled teams don't make the post season, you can still choose to play any and all games in the playoffs.

PLAYOFFS

At the end of the season, three division leaders and one Wild Card team in each league head to the playoffs. Playoffs mode lets you skip the season entirely and straight to the post season with a well-rested roster.

PLAYOFFS OPTIONS SCREEN

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

PLAYOFFS TEAM SELECTION SCREEN

Choose the eight playoff teams. The American League™ bracket appears on the top half of the screen; the National League™ on the bottom half.

To change teams in the playoff bracket:

1. Press the D-Button \updownarrow to highlight a team, then press the D-Button \leftrightarrow to cycle through available teams.
2. Press the \blacksquare button to toggle CPU/USER control. Press the \times button to advance to the Playoffs screen.

PLAYOFFS SCREEN

View schedules, statistics, and more. The Playoffs screen offers the same options as the Season screen (\blacktriangleright p. 19), except that Playoff Leaders replaces League Leaders and there isn't a Standings option.

To start a playoff game:

1. Select PLAY GAMES from the Playoffs screen.
2. Press the D-Button \updownarrow to highlight a game, then press the \times button to select.
3. When prompted, choose to play the game or have the CPU simulate it. Highlight PLAY and press the \times button to begin your game. The Controller Select screen appears.
 - ❖ Selecting SIM does not allow you to watch the simulated game; it merely shows you the final score. If you wish to watch the CPU simulate a game, select PLAY then do not assign controllers to either team at the Controller Select screen.
 - ☞ For user-controlled games, proceed as you would for a Season game (\blacktriangleright *To start a Season game* on p. 19).

OPTIONS

You can make *Triple Play 2002* as easy or as challenging as you want by changing the options. If you think you're absolutely unbeatable, try setting the Difficulty level at All-Star and then trading away all of your star players for a roster full of bench-warmers.

Conduct trades, create new players, and more (> *Roster Options* below)

Adjust volume levels for Music, Sound FX, Crowd, and Announcer, plus set Playback at MONO or STEREO



Set game options such as Difficulty level and number of Innings (> *Game Options* on p. 24)

Save, load, or delete files (> *Saving and Loading* on p. 25)

ROSTER OPTIONS

Conduct your own mid-season blockbuster trades to add some drama to the playoff race. Or, give your starters a rest while giving your bench players some on-field experience. You can do all this and more from the Roster Options menu.

- When an option screen allows you to highlight a player (for trading, signing, etc.), press the ● button to view the highlighted player's statistics and other information.
- Press the **L1** button or press the **R1** button to cycle through the teams on most screens in the Roster Options menu.

TRADE PLAYERS

To trade players:

1. Cycle through the teams, then press the D-Button ↑ to cycle through the players or press the D-Button ↔ to switch between the two teams currently on screen.
2. Cycle through the team rosters, then highlight the players you want to trade and press the ✕ button to complete the deal.
3. When the deal is done, press the ▲ button to return to the Rosters screen.

CREATE PLAYERS

Create a custom player and give him your own name! Choose from several batting styles for position players and pitching styles for pitchers. After you create a player you can sign him to your team as a free agent (➤ *Sign Free Agents* below).



To create a player:

1. To name your player, press the D-Button \updownarrow to select a letter, then press the D-Button \rightarrow to move on to the next letter.
 2. When you have the player's first and last names entered, press the \times button.
 3. Press the D-Button \updownarrow to highlight an attribute, then press the D-Button \leftrightarrow to change the attribute.
 4. Once you have finished customizing a player, press the \times button to save the player.
- A popup window asks if you want to sign your created player to a team. Select NO to return to the Create Player screen. Select YES to advance to the Sign Free Agents screen.

EDIT/DELETE PLAYER

Select these options from the Create Player menu to edit/delete a created player. These options aren't available until you create a player.

- ❖ You cannot edit a created player's name, position, or jersey number.
- Press the \times button to save changes.
- Press the \blacktriangle button when you are done creating players to return to the Rosters screen.

SIGN FREE AGENTS

When you want to sign a player that is currently not on any team's roster, including your own created players, access the Sign Free Agents screen. This screen functions the same as the Trades screen (➤ *Trade Players* on p. 21).



NOTE: To sign a free agent, you must first release a player from the team to which you are signing the free agent.

LINEUP

Switch the batting order or replace starting position players with players off the bench.

✧ The process for changing your pitching rotation is the same as for your starting lineup, but must be done through the Pitching Rotation screen.

To change the batting order or insert a bench player into the starting lineup:

1. Press the D-Button \updownarrow and press the \times button to select a starter. The starter's name is highlighted.
2. Either stay in the Batting Order column or press the D-Button \rightarrow to highlight the Bench column, then press the D-Button \updownarrow again to choose another starter or bench player, then press the \times button. The players trade places.
3. Press the \blacktriangle button when you are done to return to the Rosters screen.



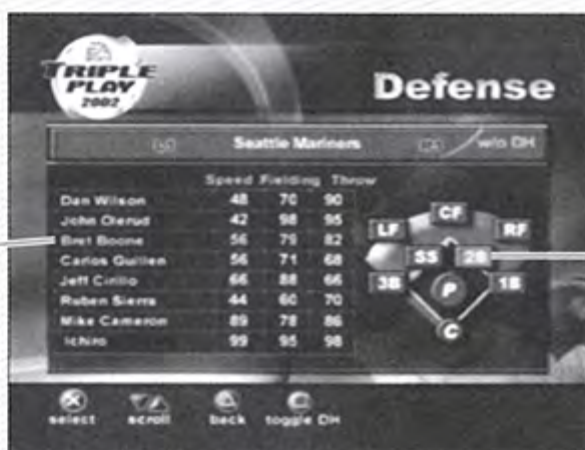
NOTE: You cannot substitute a position player with a pitcher and vice versa.

PITCHING ROTATION

You can adjust your pitching rotation in the same way you adjust your lineup (\blacktriangleright *Lineup* above).

DEFENSE

Triple Play 2002 lets you move players to different positions, so you can have a right fielder play catcher and vice versa.



Highlighted player

The highlighted player's position

To change the defensive lineup:

1. Press the D-Button \updownarrow and press the **X** button to select a player/position to swap.
 2. Follow step 1 to select another player who you want to trade positions with the first player you selected.
 3. Press the **X** button to complete the swap.
 4. Press the **▲** button when you are done to return to the Rosters screen.
- ✧ You can only change the position of your starters on this screen.
 - ✧ Pitchers cannot be switched for position players and vice versa.

SAVE/LOAD ROSTERS

Save your rosters to a memory card (8MB) (for PlayStation®2) (\blacktriangleright *Saving and Loading* on p. 25).

RESET ROSTERS

Restore the *Triple Play 2002* default rosters.

GAME OPTIONS

The Game Options screen lets you customize your game to make it as challenging as you want it to be. If you're a beginner, the best place to start is at **ROOKIE** Difficulty level with the Fielding aid turned **ON**.

DIFFICULTY

Select your skill level:

ROOKIE: The best place to get your feet wet. Hitting is much easier in this mode, and the CPU plays loose defense.

PRO: A moderate challenge in which the CPU takes more chances on the bases and reacts a bit quicker on defense.

ALL-STAR: A true test for even the most skilled gamer. The CPU plays very aggressively on offense and has a very tight defense.

INNINGS

Choose 1, 3, 5, 7, or **9** innings. The Innings option is not accessible from the Pause menu.

ERRORS

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

FIELDING AID

When **ON**, a cursor helps direct you to where the ball is going to land.

PITCH POWER METER

When **ON**, a meter appears above the pitcher's head showing the strength behind his pitch.

OVERLAYS

Select STATISTICS to view statistical-based overlays, **HELP** for more on-screen help during the game, ATTRIBUTES for your current batter's skill ratings, or CYCLE to cycle through both the HELP, STATISTICS and ATTRIBUTES overlays.



CONTROLLER 1 AND CONTROLLER 2 VIBRATION

Toggle OFF to turn off the vibration feature of your controller. Default is **ON**.

SAVING AND LOADING

Triple Play 2002 saves user-defined options and all data for a Season, Playoff, or Home Run Derby™ Tournament on a memory card.



NOTE: For *Triple Play 2002*, you can only Save or Load files from a memory card in MEMORY CARD slot 1.

SAVE/LOAD SCREEN

Go to the Save/Load screen in Season, Playoff, or Home Run Derby™ Tournament mode to load, save, or delete a file. You can also save or load options settings from the Main menu Options submenu.

To save a file: Highlight SAVE, then press the **X** button. Press the **X** button again, then enter a file name (press the D-Button → to add letters; press the D-Button ← to delete letters; press the D-Button ↑ to change letters, then press the **X** button.)

To load/delete a file: Press the D-Button ↑ to highlight LOAD or DELETE, then press the **X** button. Highlight the file to load or delete and press the **X** button.



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

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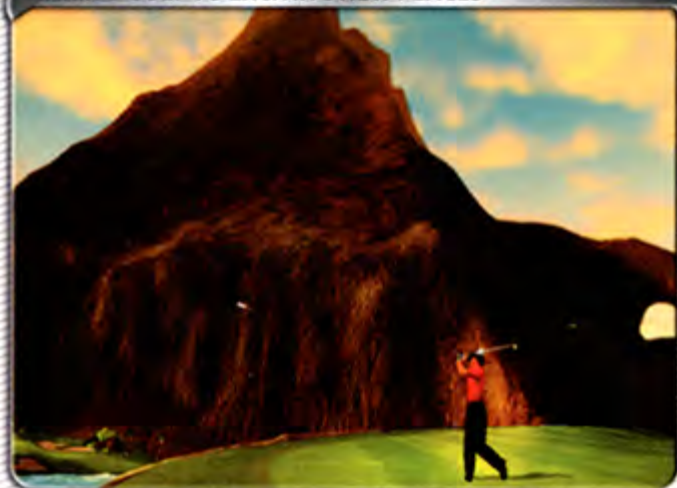
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