PlayStation

NTSC U/C

PlayStation

GIAMBI

EA SPORTS™

TRIPLE PLAY

BASEBALL™

DUALSHOCK™ ANALOG CONTROLLER

L2
L1
R2
R1

SONY
PlayStation
SELECT
START
ANALOG

D-Button
Left Stick
Right Stick
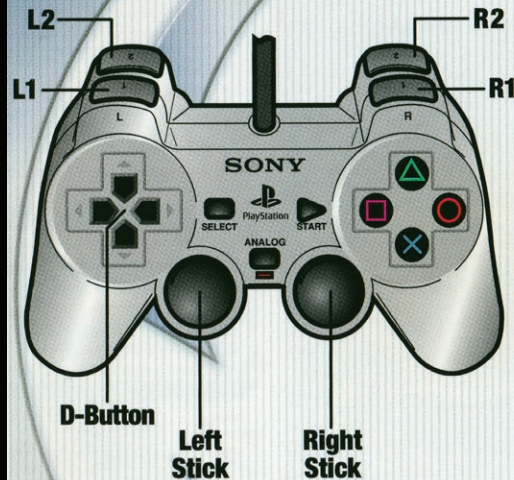
CONTROL SUMMARY

BATTING/BASERUNNING

Normal Swing	✕
Power Swing	▢
Bunt	◯
Steal	△ + D-Button

PITCHING/FIELDING

Select Pitch	✕ ◯ ▢ or △
Throw Strike	✕
Throw Ball	◯ + D-Button
Reset Pitch (after selection)	◯
Move Fielder	D-Button
Normal Throw	✕ + D-Button
Aggressive Throw	▢ + D-Button

INSIDE CASE BACK. NOT A PART OF THE MANUAL.

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 manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

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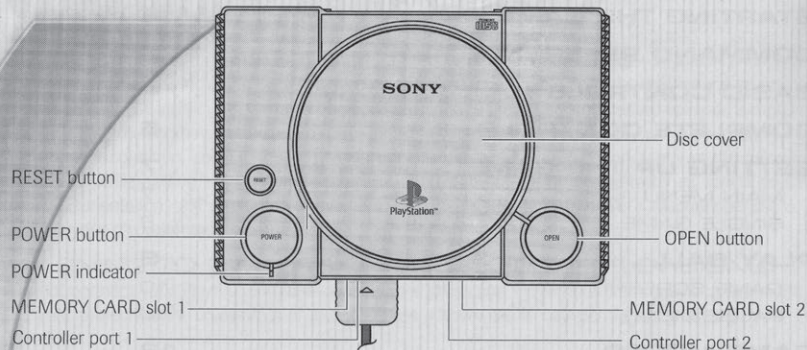
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

EA SPORTS™
TRIPLE PLAY
BASEBALL

STARTING THE GAME

RESET button

POWER button

POWER indicator

MEMORY CARD slot 1

Controller port 1

Disc cover

OPEN button

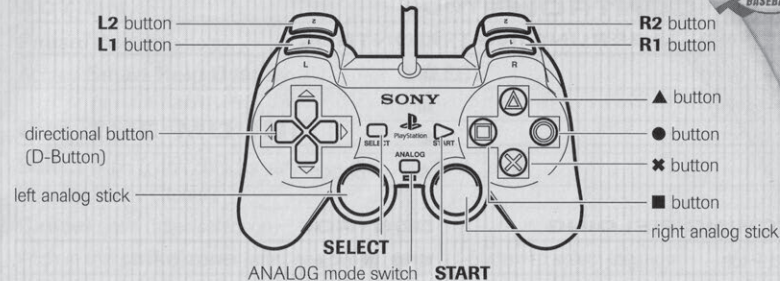MEMORY CARD slot 2

Controller port 2

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 Baseball* disc and close the Disc Cover.

3. Insert game controllers and turn **ON** the PlayStation game console.

4. Press ✖ or **START** during or after the opening movie to access the Main menu (➤ *Main menu* on 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®.

COMMAND REFERENCE

DUALSHOCK™ ANALOG CONTROLLER

L2 button
L1 button

R2 button
R1 button

directional button (D-Button)

left analog stick

▲ button
● button
✖ button
■ button

right analog stick

SELECT

ANALOG mode switch **START**

MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲

BASIC CONTROLS

Before you're ready for the big leagues, you must master these fundamentals.

GAME CONTROLS

BATTING/BASERUNNING	CONTROL
Normal Swing	✖
Power Swing	■
Bunt	●
Steal	▲ + D-Button

PITCHING/FIELDING	CONTROL
Select Pitch	✖, ●, ■, or ▲
Throw Strike	✖
Throw Ball	● + D-Button
Reset Pitch (after selection)	●
Move Fielder	D-Button
Normal Throw	✖ + D-Button
Aggressive Throw	■ + D-Button

Triple Play Baseball includes many other moves you control. For more information about complete gameplay controls, ➤ *Complete Controls* on p. 5.

COMPLETE CONTROLS

EA SPORTS
TRIPLE PLAY BASEBALL

Add these advanced controls to your arsenal to dominate on the diamond.

ACTION	CONTROL
Pause/Resume game	**START**
Access **Smart Help Overlay**	**SELECT**

ON THE MOUND

Select pitch (pitch choices vary from pitcher to pitcher)	✖, ●, ▲, or ■
Cancel pitch (after selection)	●
Pitch in the **strike zone** (after selection)	✖ + D-Button to select location
Pitch **out of strike zone** (after selection)	● + D-Button to select location
Pitchout	■ + D-Button ⇓
Pickoff attempt	■ + D-Button to select base
Activate **fielder positioning** menus	**L2** (outfield), **R2** (infield)
Call up **Pitching Chart**	**L2 + R2**

IN THE FIELD
FIELDING THE BALL

Move at normal speed	D-Button
Speed burst	Tap ✖
Switch to fielder nearest ball	▲
Jump	■
Dive	■ + D-Button toward ball
Climb the wall	■ + D-Button ⇑ at the wall

AFTER THE CATCH

Throw to pitcher/cut-off man	✖ (or ■ for aggressive throw)
Conservative throw	✖ + D-Button to select base
Aggressive throw	■ + D-Button to select base
Run to base with ball	● + D-Button to select base

AT THE PLATE

Position batter	R2 + D-Button
Normal **swing**	✖
Aggressive power swing	■
Bunt	●
Activate **baserunning** menu (Automatic Baserunning only)	L2
Turn batter to **open/closed** stance	L1/R1
Call up **Pitching Chart**	L2 + R2

✎ **NOTE:** Pressing the D-Button ↕ to hit a fly ball or grounder only works in EASY batting mode. For more information, ➤ *Batting Mode* on p. 10.

HITTING TIPS:

➪ To hit a fly ball, press the D-Button ⇑ when you swing.

➪ To hit a ground ball, press the D-Button ⇓ when you swing.

➪ To hit a line drive, do not press the D-Button.

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-handers).

ON THE BASEPATHS

Steal (before windup)	▲ + D-Button to select base
Speed burst	Tap ✖
Advance/Return all baserunners	L1/R1
Slide feet-first/head-first (Manual baserunning only)	●/■
Increase a baserunner's **lead** (Manual baserunning only)	D-Button toward the next base
Decrease a baserunner's **lead** (Manual baserunning only)	D-Button toward the current base
Advance a baserunner after a hit	D-Button toward the next base
Return to previous base after a hit	▲ + D-Button toward the current base

⊘ When running or throwing, the D-Button corresponds to the diamond. For example, if you want to steal second, press ▲ + D-Button ⇑.

➪ To make an aggressive throw to first base, press ■ + D-Button ⇒.

SETTING UP THE GAME

Put down that hotdog and pick up that bat—it's time to take the field for another season of *Triple Play Baseball*.
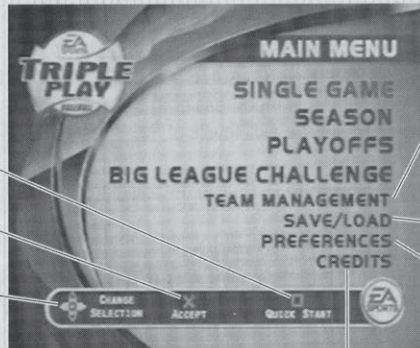
MAIN MENU

Use the Main menu to select your game mode and set up your game options.

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

Press ✖ to select the highlighted game menu item

Press the D-Button ↕ to cycle through game mode icons

MAIN MENU

SINGLE GAME
SEASON
PLAYOFFS
BIG LEAGUE CHALLENGE
TEAM MANAGEMENT
SAVE/LOAD
PREFERENCES
CREDITS

CHANGE SELECTION · ACCEPT · QUICK START

Access the Team Management screen to make roster moves, trade or create players, and sign free agents (➤ p. 16)

Save/Load game (➤ p. 19)

Access the Preferences screen to set music, crowd, announcer, and sound effects volume levels

Highlight and press ✖ to access Game Credits

GAME MODES

SINGLE GAME: Play a single game between any two MLB or All-Star teams. ➤ below.

SEASON: Take your team through a complete baseball season. ➤ p. 13.

PLAYOFFS: Skip the regular season and head right for the high drama of the playoffs. ➤ p. 15.

BIG LEAGUE CHALLENGE: Prove your longball prowess in a One-on-One, Extreme or Tournament competition. In Extreme mode, swing for both distance and accuracy. ➤ p. 12.

TEAM MANAGEMENT: Make trades, create players, sign free agents or reorder your starting lineup. ➤ *Team Management* on p. 16.

SINGLE GAME

Play a single game between two Major League clubs or All-Star teams.

⇨ To begin a game, select SINGLE GAME from the Main menu and press ✖. The Difficulty screen appears.

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

DIFFICULTY SCREEN

Set your difficulty level at **ROOKIE**, PRO, ALL-STAR or CUSTOM. **ROOKIE** is the best place to start for beginners. Hitting is much easier in this mode, and the CPU plays loose defense. In CUSTOM you can set the skill levels of individual game aspects such as fielding, pitching, and base running.

⇨ To set the game length, press the D-Button ↔ to select the number of innings, then press ✖ to accept.

CONTROLLERS SCREEN

Select a controller assignment setup. In a **1 PLAYER HOME** game, you get final at-bats against the CPU. Also choose from 1 PLAYER AWAY, 2 PLAYERS, or CPU vs. CPU.

TEAM SELECT SCREEN

Choose the two teams for your big league match-up. The yellow bars indicate the team's strength in each of the six categories.

OPTIONS SCREEN

PLAY BALL: Press ✖ to start your game. ➤ *Play Ball* below.

GAME OPTIONS: Set game details such as wind and batting and fielding perspectives.

SELECT STADIUM: Select any Major League Baseball park.

TEAM MANAGEMENT: Trade players, create players, set your pitching rotation, and more. ➤ *Team Management* on p. 16.

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

REWARDS: Receive rewards during gameplay for outstanding offensive or defensive achievements. Access the Rewards screen from the Options screen to activate rewards that you have unlocked.

🧤 **NOTE:** You must save a Preferences file to save your unlocked rewards.

DRAFT: Conduct your own version of the draft. ➤ *The Draft* on p. 14.

🧤 **NOTE:** The Draft option does not appear if you choose to play with an All-Star team.
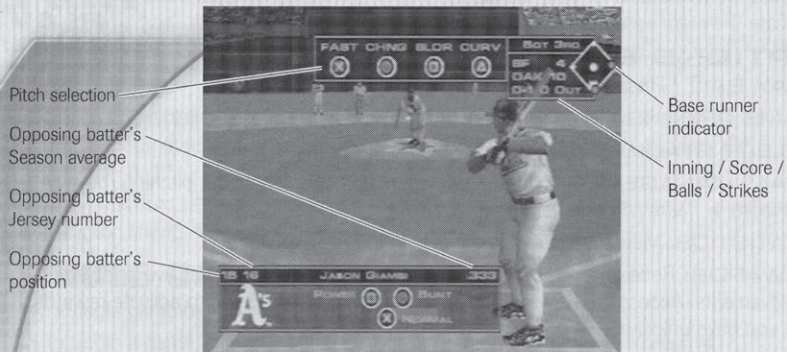
PLAY BALL

Announcers Buck Martinez and Jim Hughson provide pre-game analysis and introductions as well as play-by-play and color commentary. Get ready for some Major League action!

⇨ Press ✖, ■, ▲, or ● at any time to skip the commentary and get to the first pitch.

⊘ To learn all you need to know about hitting, fielding, pitching and more in *Triple Play Baseball,* ➤ *Complete Controls* on p. 5.

GAME SCREEN

Pitch selection

Opposing batter's Season average

Opposing batter's Jersey number

Opposing batter's position

Base runner indicator

Inning / Score / Balls / Strikes

PAUSE MENU

Adjust game options and conditions mid-game. Options that are not self-explanatory are described in this section.

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

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.

OPTIONS: Customize play settings, change volume, and alter other options, including:

Ball Cursor: When ON, the ball cursor helps you track the pitch location. This is a good way to learn how to tell the difference between a fastball from a slider when you're at the plate.

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, giving the pitcher an edge over the hitter.

Widescreen: Choose ON if you have a widescreen television.

DUALSHOCK™ANALOG CONTROLLER: Toggle **ON** if you are using a DUALSHOCK controller (**ON** is default only when a DUALSHOCK controller is plugged in).

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

To make a substitution:

1. Cycle through the roster in the Current Lineup screen, then select a player by pressing ✖. The Bench menu appears.

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

↪ Press **L2** to access the lineup and statistics for your opponent. Press **R1** to toggle between season and game stats.

⊘ You cannot change an opponent's lineup.

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 to "BN" for bench or "TH" for throwing.

3. When you are ready to have him pitch, substitute in the reliever like you would any other player.

⊘ Two pitchers can warm up at the same time. If a pitcher warms up for too long, he can tire. Use him when he's warm, or sit him down for later.

QUIT: Quit the game and return to the Main menu.

GAME MODES

In addition to Single Game play, *Triple Play Baseball* offers other challenging and customizable game modes.

BIG LEAGUE CHALLENGE

Show off your home run skills in three different modes where only balls that go over the fence count and anything that falls short is an out. In all three modes, each batter continues to bat until he has three outs.

After the game ends, the Big League Challenge Results screen appears. If your performance ranks among the top ten, enter your initials to preserve your results.

TOURNAMENT

Multiple rounds of head-to-head, long-ball action. Select an **OFFICIAL** (12 players) or 16-MAN competition.

TOURNAMENT SET-UP SCREEN

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.

ONE-ON-ONE

Two players slug it out in a classic home run contest. The rules are simple: the batter who clubs the most home runs, wins.

PLAYER SELECT SCREEN

To select a batter:

1. Cycle through the teams and players until you select two batters, and then proceed to the Info menu.

2. Highlight PLAY BALL and press ✖ to begin your game.

EXTREME

Extreme mode is a one-on-one battle where players gain extra points for hitting targets placed beyond the outfield wall. Target values range from 100 to 10,000 points.

SEASON MODE

Guide your favorite team through an entire season (including an All-Star Game™) and try to earn a playoff berth and a shot at the World Series.

> **NOTE:** In order to play a Season or Playoff game, you must have a MEMORY CARD inserted in MEMORY CARD Slot 1 (➤ *Saving and Loading* on p. 19).

SEASON SCREEN

Access the Season screen by selecting SEASON from the Main menu. The default Season and Playoff lengths are the official Major League lengths. Options that are not self-explanatory are described below.

ERRORS: When ON, players will be prone to the occasional error on the field.

POINTS CAP PLAY: When **ON**, each team is allotted a limited number of points to spend on draft selections. Additional points may be earned and added to your Points Bank during the season by meeting certain criteria during gameplay. You may spend those points in the Season Store (➤ *Season Store* on p. 18) or on unequal trades (➤ *Trades Screen* on p. 16). The cap is the same for every team: 1875 points.

SMART TRADES: When ON, the CPU offers trades to user-controlled teams during the season and makes deals with other CPU-controlled teams.

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 Baseball* are determined by actual Major League Baseball rosters as of January 1, 2001.

➡ Select START SEASON to advance to the Season Team Select screen.

SEASON TEAM SELECT SCREEN

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

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

THE DRAFT

Triple Play Baseball asks if you wish to draft manually. Select NO to have the CPU conduct the draft for you.

DRAFT ORDER SCREEN

Choose your own draft order, select the 2000 Major League Baseball draft order, or have the CPU set the draft order randomly.

⇨ To create your own draft order, press ✖ to highlight the Select Teams box. Then press the D-Button ↕ and press ✖ to add teams to the Team List box.

⇨ Press the D-Button ↔ to access the Team List box, then highlight a team and press ✖ to remove the team from the draft order.

⇨ Select CPU FINISH from the options bar to have the CPU finish a draft order that you started.

⇨ Press **START** when you have finalized the draft order. A pop-up message asks if you would like to draft manually. Select **YES** to make your draft selections or NO to have the CPU conduct the draft for you.

DRAFT SCREEN

Conduct the draft yourself, or have the computer conduct the draft.

SEASON INFO SCREEN

From the Season Info screen you can access the season schedule, statistics, news, and more.

GAMES: Select PLAY GAMES from the Season Info screen to access the season schedule, then select a game to play or simulate.

To start a game:

⇨ Press the D-Button to highlight a game, then press ■ to toggle USER/CPU control (games involving teams you own default to USER). Press ✖ to begin your game.

⌀ For user-controlled games, proceed through the pre-game screens as you would for any other game. (➤ *Controllers Screen* on p. 8.)

⌀ At the end of each game, the Game Results screen appears. Press ▲ or select DONE to continue to the Season Info screen.

⌀ Following the season, press **START** at the Season Info screen to view post-season award winners, then press **START** again to begin the Playoffs.

STANDINGS: View the current records of each team by division.

TEAM MANAGEMENT: ➤ *Team Management* on p. 16.

MLB™ NEWS: Before the All-Star break, visit the MLB News screen to see who's leading in All-Star Voting. After the break, MLB News shows the leading candidates for the End-Of-Season awards. The MLB News screen also keeps you updated on the Home Run race throughout the season.

LEAGUE LEADERS: Check out the top players in the major categories for batting and pitching.

STATISTICS: View the full season statistics by team.

SAVE: Save your season settings, stats and standings. (➤ *Saving and Loading* on p. 19.)

PLAYOFFS MODE

Eight teams battle it out in the playoffs: three division leaders and one wildcard team in each league. You can guarantee your team a spot in the post-season by skipping the regular season and heading straight for the playoffs.

NOTE: In order to play a Season or Playoff game, you must have a MEMORY CARD inserted in MEMORY CARD Slot 1 (➤ *Saving and Loading* on p. 19).

PLAYOFFS SCREEN

Set the playoff length (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 left of the screen; the National League™ on the right. Select the away teams (on the top) in both leagues first, then the home teams (on the bottom) in both leagues.

To change teams in the playoff bracket:

1. Press the D-Button ↕ to highlight a matchup box, then press the D-Button ↔ to cycle through available teams.

2. Press ■ to toggle CPU/USER control. Press ✖ to advance to the Playoffs Info, then ✖ again to advance to the Playoff Schedule screen.

PLAYOFFS INFO SCREEN

View schedules, statistics, and more.

GAMES: Access the playoff schedule and select PLAY GAMES to choose a game to play or simulate.

To start a game:

1. Press the D-Button to highlight a game, then press ✖ to select.

2. When prompted, choose to play or have the CPU simulate the game. Press ✖ to begin.

▻ To watch the computer simulate a game, select PLAY then select CPU VS. CPU.

⊘ For user-controlled games, proceed through the pre-game screens as you would for any other game. (➤ *Controllers Screen* on p. 8.)

PLAYOFF LEADERS: See who's dominating the post-season in the major categories for batting and pitching.

TEAM MANAGEMENT: ➤ *Team Management* below.

STATISTICS: View the playoff statistics.

SAVE: Save your playoff settings, stats and standings. (➤ *Saving and Loading* on p. 19.)

TEAM MANAGEMENT

Make a trade, sign a free agent, or tinker with your starting lineup. As General Manager, your job is to give your team the tools necessary to reach the playoffs.

▻ Access the Team Management screen from the Main menu or an Info menu.

TRADES SCREEN

To trade players:

1. Press **L1/R1** to 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 highlighted players appear in their Trading Blocks.

3. Press ■ to complete the deal.

⊘ If you try to trade players with an unequal Points value, a box pops up indicating that it is an illegal trade. Select **NO** to cancel the trade or YES to accept it.

⊘ With Points Cap Play **ON**, trades deemed unfair cost you points from your Trading Bank. This prevents you from loading your roster with all of the highest rated players. (➤ *Points Cap Play* on p. 13.)

▻ To view a player's statistics, highlight the player and press ●.

4. When the deal is done, press ▲ to return to the Team Management screen.

CREATE PLAYERS SCREEN

Create and name a custom player. For position players, you have 24 batting styles from which to choose. For pitchers, choose one of eight pitching styles. After you create a player you can sign him to your team as a free agent (➤ *Sign Free Agents Screen* below).

▻ Once you have finished customizing a player, press ✖ to save the player.

▻ To add a created player to a team, you must pick up the player from the free agent pool.

EDIT/DELETE PLAYER

These options aren't available until you create a player.

⊘ You cannot edit a created player's name, position, or jersey number.

▻ Press ▲ when you are done creating players. A popup asks if you want to sign your created players to a team. Select **NO** to go back to the Team Management screen. Select YES to advance to the Sign Free Agents screen.

SIGN FREE AGENTS SCREEN

NOTE: To add a free agent to your team, you must first select a player to waive from your roster (i.e., make one of your players a free agent).

To sign a free agent:

1. Press **L1/R1** to cycle through the highlighted teams.

2. Press the D-Button ↕ to highlight a player, then press ✖ to remove the player from the team. The player appears in the left Free Agent Block.

3. Press the D-Button ⇒ to highlight the Free Agent box, then select the player you want to sign by pressing ✖. The player appears in the right Free Agent Block. Press ■ to complete the deal. ·

4. When you finish signing, press ▲ to return to the Team Management screen.

LINEUP SCREEN

View and change your lineup. Change the batting order or put starters on the bench.

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

1. Press the D-Button ↕ and press ✖ to select a starter. The starter's name is highlighted.

2. Press the D-Button ⇒ to highlight the Bench column, then press the D-Button ↕ again to choose another starter or bench player, then press ✖. The players trade places.

PITCHING ROTATION SCREEN

Set the pitching rotation for your squad.

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

DEFENSE SCREEN

⇒ To change players' positions, press the D-Button ↔ and ✖ to select a player, then press the D-Button ↔ and ✖ to select another player. The players switch position.

⚾ You can only change the position of your starters on this screen.

⚾ Pitchers cannot be switched for position players and vice versa.

SEASON STORE

Perform well during your games and earn points to spend in the Season Store on improving your team (when Points Cap is turned **ON**. ➤ *Points Cap Play* on p. 13). Boost your players' attributes, or buy the club a new stadium. You cannot buy anything at the Season Store until you earn points during the season.

⚾ After a game, access the Points screen from the Game Results screen to see how many points you earned during the game and your total points available.

SAVING AND LOADING

Triple Play Baseball saves user-defined options and all data for a Season, Playoff, or Big League Challenge on a MEMORY CARD.

NOTE: For *Triple Play Baseball*, you can only Save or Load files from MEMORY CARD slot 1.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

NOTE: In order to play a Season or Playoff game, you must have a MEMORY CARD inserted in MEMORY CARD slot 1.

If you don't have a MEMORY CARD:

Every time you start *Triple Play Baseball,* the default options and rosters are used. You may enter Season and Playoffs modes without a MEMORY CARD and sim games. Team win/loss records and player stats are kept only while the PlayStation game console is on. If you wish to save these records and stats, you must insert a MEMORY CARD and save before entering gameplay.

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.

⚾ Season, Playoff, and Big League Challenge save files require 7 blocks of space on a MEMORY CARD. Rosters, Preferences, and Records save files require 1 block.

SAVE/LOAD SCREEN

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

To save a file: Highlight SAVE, then press ✖. Press ✖ again, then enter a file name (press the D-Button ⇒ to add letters; ⇐ to delete letters; ↕ to change letters, then press ✖.)

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

⚾ **NOTE:** Never insert or remove a MEMORY CARD when loading or saving files.

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place 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 product, including warranties of merchantability and fitness for a particular purpose, are limited to the 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 limitation 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 which vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for products not in its possession.

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com, by phone at (650) 628-1900, or by fax at: (650) 628-5999.

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 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.

NEED A HINT? 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). 95c per 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.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints, tips, or codes are available from the Technical Support number. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: www.ea.com

FTP: 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 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435.

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.

Software and documentation © 2001 Electronic Arts Inc. All rights reserved.

Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, and "if it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved.

PlayStation and the PlayStation logos are registered trademarks and DUAL-SHOCK is a trademark of Sony Computer Entertainment Inc.

© 2001 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo and Triple Play Baseball are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. 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. EA SPORTS™ is an Electronic Arts™ brand.

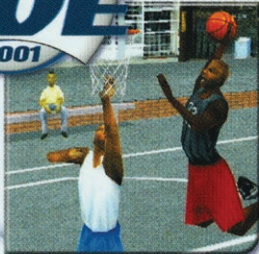Photo Credit: Jonathan Daniel/Allsport Photography

EA SPORTS

TRIPLE PLAY BASEBALL

PROOF OF PURCHASE
TRIPLE PLAY BASEBALL

0 14633 14270 9

>NBA LIVE 2001™

EXPERIENCE IT LIVE

>TOTAL CONTROL IN THE POST
Feel the contact as you back down the defender, position yourself to finish with authority, or go up and under with finesse.

>REWARDS SYSTEM
Hit in-game milestones to earn rewards—boost player ratings, unlock hairstyles, shoes, and player features, and earn a new outdoor court.

>NEW LIVE PLAYER INTERACTIONS
NBA personalities and emotions come out on the sidelines and on the floor—players contest calls, celebrate big plays, encourage teammates, and more.

>CHALLENGE THE GREATS
Play with Michael Jordan and other all-time NBA legends. Take 'em on 1-on-1 or go 5-on-5.

>NEW SOUNDTRACK FEATURING MONTELL JORDAN
Platinum recording artist's original song "Unstoppable" highlights another stellar LIVE soundtrack.

EVERYONE

E
CONTENT RATED BY
ESRB