


THE POLAR EXPRESS.



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.
- 



CONTENTS

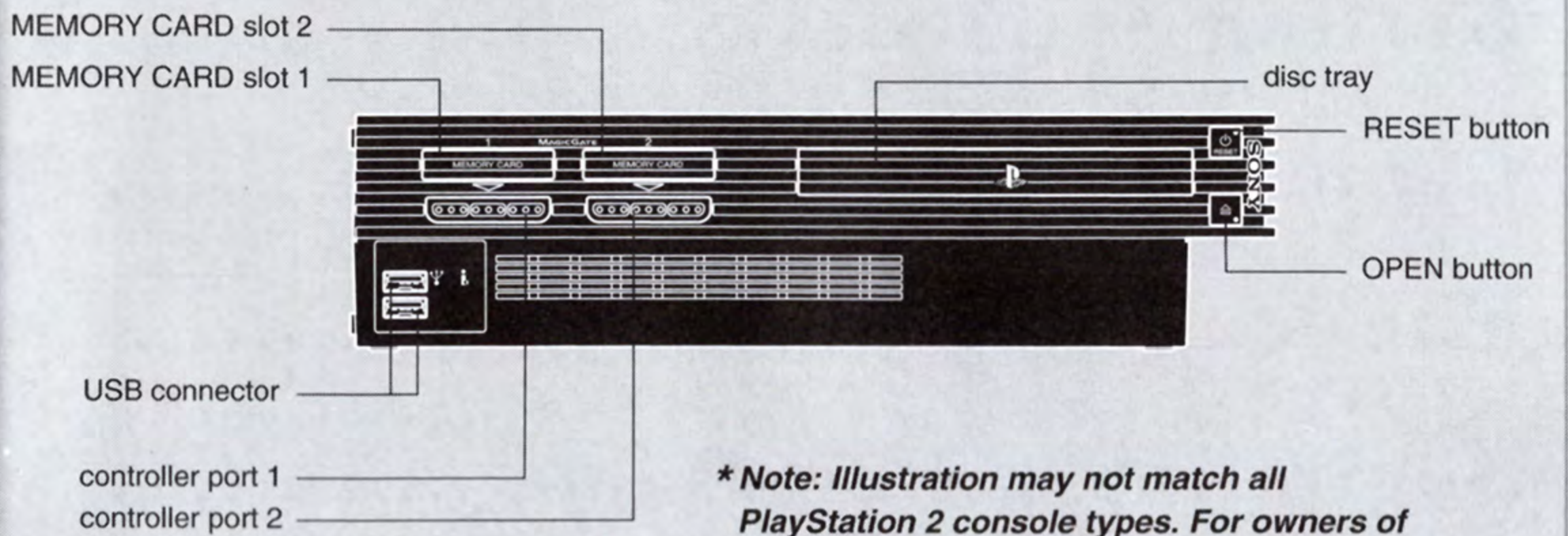


Getting Started.....	2
Game Controls	3
The Magic of Christmas.....	4
Beginning a New Game.....	5
Riding the Polar Express.....	6
Hints & Tips.....	7
Scrooge's Bag of Tricks.....	8
Bright and Shining Things	9
EyeToy™ USB Camera (for PlayStation®2) Games.....	10
Saving & Loading.....	11
Credits.....	12
Limited Warranty.....	16



GETTING STARTED

PE



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation[®]2 computer entertainment system according to the directions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator light comes on, press the open button and the disc tray will open. Place The Polar Express disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

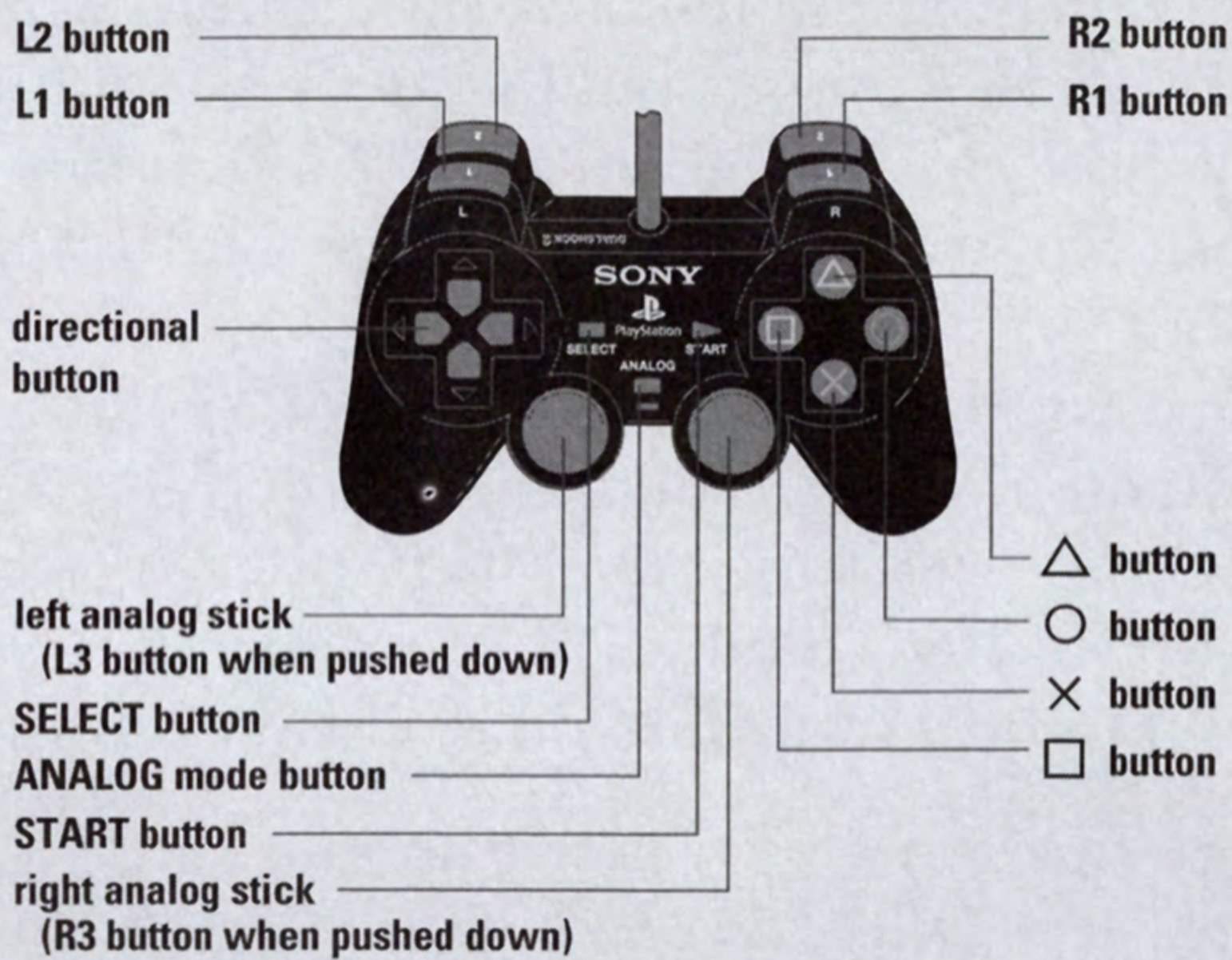
Memory Card (8MB)(for PlayStation[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

GAME CONTROLS



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Character Controls

Left analog stick:

× button:

□ button:

○ button:

△ button:

R1 button:

START button:

Move Hero Boy

Jump

Action

Duck

Secondary action

180° camera-flip

Pause game

Vehicle Controls

Left analog stick:

○ button:

× button:

START button:

L1 / **R1** button:

Change direction

Accelerate

Decelerate

Pause game

Air brakes (for tube car only)

Skiing Controls

Left analog stick:

× button:

○ button:

START button:

Change direction and speed

Jump

Speed boost

Pause game



THE MAGIC OF CHRISTMAS


PE

Every Christmas, as the holiday spirit sweeps across the world, a magical train sets out to gather a handful of lucky boys and girls. Together, they travel to the North Pole to visit Santa and receive the First Gift of Christmas.

This year, a young boy on the verge of disbelieving will embark on an adventure unlike any other. From snowball fights with a mischievous puppet to runaway rail cars to trips through mountains of presents, it's guaranteed to be a train ride no one will ever forget.

BEGINNING A NEW GAME



Press the  button to go to the Main Menu screen. The Main Menu has four choices: Play Game, Bonus Content, Options and Credits.

Play Game

From here, you can start a new game or choose a save game file. When you select a new game, a letter selection menu will appear to allow you to name the new file.

Bonus Content

Play bonus games and watch movies.

Play two EyeToy games:

- Decorating the Tree
- Driving the Polar Express!

The EyeToy USB camera must be plugged in and properly installed for this function to work. (EyeToy is sold separately).

Options

This allows you to adjust the sound, vibration, and load a saved game (see page 11).

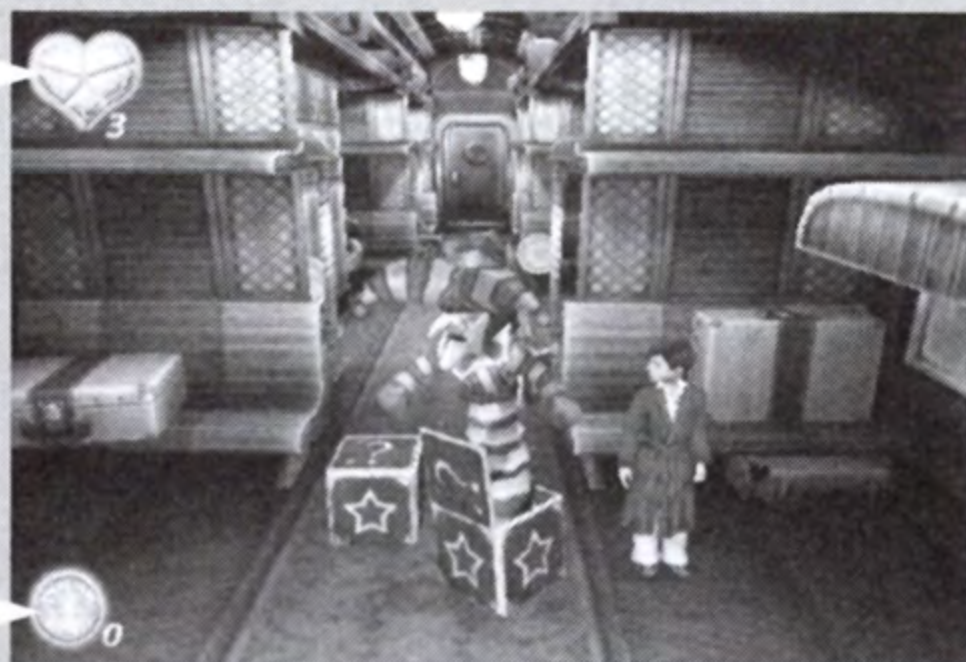
Credits

This allows you to view the game credits.

RIDING THE POLAR EXPRESS

PE

1



2


1. This health indicator shows that Hero Boy has the heart to keep going.

2. Twenty of these Gold Coins give Hero Boy another chance to continue his journey.

1



2

Secret toys are hidden in the train. To see the toys that you have collected and how many pieces you've found, enter the Pause screen by pressing the  button.




1. This indicates the total number of toy parts available and those collected in the current chapter.

2. This shows you the full and partially assembled toys you've collected over the course of the game.

HINTS & TIPS



A few tips on adventuring on the Polar Express:

- If you can't step out of the way of a flying object, try ducking or jumping over it.
- Keep an eye out for coins. With 20 coins, you gain an extra chance to continue if your health runs out!
- Find the hidden toys to unlock bonus games.
- If you're trying to kick or throw an object (like a ball or a toy mouse), a transparent green arc will appear to show you where the object will land.
- At times, you'll need a sense of rhythm to get things done. Just watch the buttons that appear on the screen and repeat the sequence in time with the music.
- You can pull and push some objects by pressing the  button.
- When driving the runaway train car, avoid potholes and other vehicles by leaning your train car to the left or right with the analog stick. You can also brake by pressing the  button and speed up again by pressing the  button.
- The Tube System transports elves all over the North Pole. To get Hero Boy to his destination successfully, he must hit the colored sensors in the tube in the same order that appear on his screen. If Hero Boy hits the wrong sensor, another color will appear on the screen that he must hit in order to return his tube car to the right track.

SCROOGE'S BAG OF TRICKS

PE

Poor Mr. Scrooge! Not content enough to ruin Christmas for himself, Scrooge has decided to ruin the children's trip on the Polar Express by stealing their train tickets.



Scrooge has manipulated some of the other puppets to get in your way as you search for the tickets! Look out especially for puppets who like to throw things.



These bouncing toys seem harmless but when they pop open, they give quite a scare!



Scrooge wants to spread misery at this joyous time of year, stealing tickets, throwing soccer balls, and even turning into a giant puppet.

BRIGHT & SHINING THINGS

PE

Along the way, you'll meet a lot of new friends and pick up a few things to help make your journey to the North Pole a success.



Collecting 20 coins will award you with another Continue. This will allow you to retry your current objective after losing your health.



Each toy successfully collected unlocks a bonus game for you to play.



These rare items, if found, restore you back to full health.



It's a bag full of coins! Remember collecting 20 coins awards you with another continue.



Items like these help fix things such as the train car or Zeppelin.



Pick up items like this teddy bear and throw them at pesky puppets. Keep an eye out for snowballs to toss or soccer balls to kick, too!

EYETOY GAMES



With the magic of EyeToy, you enter the game using your body instead of a controller to direct the action. Before you begin playing, make sure that the EyeToy is properly installed by following the instructions provided with that accessory.

Decorating the Tree

Place decorations on the Christmas Tree! Wave your hand over the lighted doors. A few seconds later, a decoration will appear on the tree.

Mischievous marionettes will drop in from the top of the screen to take decorations off the tree. You can only stop them by swatting them with your hands as they come towards the tree. Decorate the entire tree and you've won the game!

Driving the Polar Express!

You have been given the awesome responsibility of driving the Polar Express. Get the train to the North Pole in the shortest time possible.

As you head down the track, wipe snow from the windshield so that you can keep an eye on the track. Every so often, train switches appear, telling you which intersection the train must take. Once you approach the intersection, press the correct button at the top of the screen to take the right track. Taking the wrong one will move the train through barricades that slow the train down and throw up a lot of snow on the windshield.

Watch out for snowmen who wander onto the track. Pull the whistle to alert them to get off the track, or else a whole pile of snow will end up on the windshield! The game is won once you pull into the North Pole station.

SAVING & LOADING



You can access a saved game from the main menu. At the end of each chapter, you are given the option to save the game in progress. To save your game, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of the console before starting play. You select from any of the save slots to load a saved game. You can play your saved games from the same memory card (8MB)(for PlayStation®2) or from any memory card (8MB)(for PlayStation®2) with previously saved The Polar Express games.

CREDITS



Voice-Over Actors

Tom Hanks

Jim Hanks

Daryl Sabara

Nona Gaye

Michael Jeter

Eddie Deezen

Jimmy Bennett

Andre Sogliuzzo

Charles Fleischer

Chris Edgerly

Amber Hood

Hope Levy

Game Voice-Over Director

Voiceworks Productions/

Voice QuestDouglas Carrigan

Recording StudioAtlantis Group

Recording EngineerJohn Chominsky

V.O. EditingSean Graham

BLUE TONGUE Ent. Ltd.

ProducerNick Hagger
Kevin Chan

Lead Game DesignNick Hagger
Drew Morrow
Morten Brodersen

Game DesignBlue Tongue
Polar Express Team

Lead ProgrammerGraeme Webb

ProgrammersPaul Baker
Conan Bourke
Derek Burnheim
Dan Chau
Alister Hatt

Additional ProgrammersHarvey Lee
Allen Weeks

Lead ArtistAndrew Dyson

ArtistsAdam Bras
Tim Brooks
Anthony Clare
Daniel Garcia
Stefan Kamoda
Julian Lamont
Drew Morrow
Heath Pagram
Dmitri Prokopov
Stephen Rushbrook
Darren Tibbles

Internal Quality

AssuranceMurray Lorden

Music Composed and

Orchestrated byStephan Schütze

Music

Performed byMelbourne Symphony

Conducted byBrett Kelly

Recorded atABC Southbank

Carols performed

byEltham East Primary School Choir

Choir DirectorAnne Williams

Sound DesignStephan Schütze

ChairmanRay Schoer

CEO/Managing Director ..Steven Spagnolo

Joint Managing DirectorAlbert Wong

CTO/DirectorShane Stevens

COO/DirectorAndrew Heath

CFO/CoSecChris Morcher

System Administration ..Stephan Neofitou

Office AdministrationRose Mitchell

THQ Australia Studios Pty. Ltd.

General ManagerSteve Dauterman

Studio ManagerRoy Tessler

ProducerDerek Proud

THQ Inc.

**Vice President,
Product Development**Philip Holt

**Executive VP
Worldwide Studios**Jack Sorenson

**Director,
Quality Assurance**Monica Vallejo

Test SupervisorDavid Sapienza

Test LeadJonathan McMullen

TestersAbraham Flores
David Tseng
Dil-Domine Leonares
Luke Daley
Michael Ricco
Sean Phillips
Tavien Cobb
Edouard Guilbaud

First Party SupervisorIan Sedensky

First Party SpecialistsLori Arrowood
Marc Durrant
Arielle Jayme

**Operations Manager
Quality Assurance**Mario Waibel

**Quality Assurance
Technicians**James Krenz
Brian McElroy

**Mastering Lab
Technicians**Charles Batarse
Glen Peters
Jon Katz

**Database Applications
Engineer**Jason Roberts

Game Evaluation TeamSean C. Heffron
Scott Frazier
Matt Elzie

**Senior Vice President,
Worldwide Marketing**Peter Dille

**Director of
Global Brand Management**John Ardell

**Product Marketing
Manager**Kevin Hooper

Associate Product ManagerAli Bouda

**Director of
Creative Services**Howard Liebeskind

**Associate Creative Services
Manager**Melissa Roth

**Creative Services
Coordinator**Melissa Donges

**Senior Public Relations
Manager**Jennifer Campana

Instruction ManualBill Maxwell

**Package &
Manual Design**Michael Jacobs
Beeline Group

Special Thanks

Brian Farrell
Tiffany Ternan
Germaine Gioia
Leslie Brown
Brandy Carrillo
Jenae Pash
Amy Bernardino
Tami Aversa
Jenni Carlson
Michelle Moreno
Susanne Dieck
Bernd Kurtz
Andreas Herbertz
Thomas Dalamitros
Patrick Fedtke

**WARNER BROS. INTERACTIVE
ENTERTAINMENT**

ProducerHeidi Behrendt

Associate ProducerJeff Nachbaur

VP, ProductionPhilippe Erwin

Marketing ManagerSusannah Scott

Marketing Coordinators ..Marielle Henault
David S. Cohen

**Director,
Sales & Marketing**Scott Johnson

Special Thanks

Debra Baker, Steve Bing,
Steve Boyd, Wendy Bozzi,
Chris Browne, Doug Chiang,
Nancy Corshen, Claudia Gvirtzman Dichter,
Will Files, Steve Fogelson,
Amber Fredman, Gary Goetzman,
Maire Gorman, Michelle Greeno,
Carolyn Hadfield, Jason Hall,
Tom Hanks, Tamara Johnston,
Playtone, Jack Rapke,
Martin Shafer, Gary Sheinwald,
Brad Simonsen, Remi Sklar,
Sony Imageworks, Craig Sost,
Lee Speidel, Lisa St. Amand,
Brett Skogen, Steve Southgate,
Steve Starkey, Michael Steuerwald,
Michelle Sucillon, Pamela Tarrabe,
Chris Van Allsburg and Robert Zemeckis

LIMITED WARRANTY



Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46048. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with

products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.



THE POLAR EXPRESS Software © 2004 THQ Inc. Developed by Blue Tongue Entertainment Limited. Blue Tongue and its logo are trademarks and/or registered trademarks of Blue Tongue Entertainment Limited. Portions of this software are copyright 1998-2004 Criterion Software Ltd. and its Licensors. Uses Bink Video. Copyright © 1997-2004 by RAD Game Tools, Inc. FMOD sound and music system, copyright © Firelight Technologies Pty, Ltd., 1994-2004. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective owners.

THE POLAR EXPRESS and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.
WBIE LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s04)



www.thq.com

THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

THE POLAR EXPRESS Software © 2004 THQ Inc. Developed by Blue Tongue Entertainment Limited. Blue Tongue and its logo are trademarks and/or registered trademarks of Blue Tongue Entertainment Limited. Portions of this software are copyright 1998-2004 Criterion Software Ltd. and its Licensors. Uses Bink Video. Copyright © 1997-2004 by RAD Game Tools, Inc. FMOD sound and music system, copyright © Firelight Technologies Pty, Ltd., 1994-2004. THQ and its logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective owners.



THE POLAR EXPRESS and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.
WBIE LOGO, WB SHIELD:™ & © Warner Bros. Entertainment Inc.
(s04)

bluetongue

104537