

# THE BLUES BROTHERS™



INSTRUCTION BOOKLET



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM™  
**PAL VERSION**



DISTRIBUTED BY BANDAI UK, LTD.  
UNIT E1, FAREHAM HEIGHTS, STANDARD WAY  
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## The Story

**T**he Blues Brothers are back to play the blues. On their way to their first concert, they encounter a Jukebox and decide to listen to some good music, but as soon as they approach it, they get trapped by the evil machine.

Finding a way out will take the Blues Brothers through the sewers, warehouses and the suburbs of many large cities (thirty-four in the one-player mode and twenty-five in the two-player mode), but they won't be able to play the blues until they reach their final destination.

Can Jake and Elwood escape from the hungry jukebox and reach Chicago in time for the greatest concert of all time?

*Note: Do not attempt the actions you see in this game for real. They are dangerous.*

*Electricity is dangerous.*

*Do not play with it.*

*Do not harm animals.*



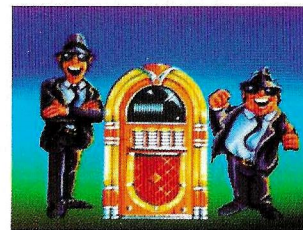
## To Start the Game

- 1 - Make sure the power switch is off.
- 2 - Carefully insert The Blues Brothers Game Pak in your Super Nintendo Entertainment System.
- 3 - Turn the power switch on.

After the license and copyrights screens, you can play the game immediately by pressing **START**, or change the option by pressing **SELECT**.

**SELECT** will alter the current option, **START** will accept it. You may choose mono or stereo sound.

After setting your option, press **START** to begin the game. A screen with Jake, Elwood and a Jukebox will appear. You may choose your character by pressing **SELECT** and darkening the character you do not wish to use.



If you don't darken either characters, they will both play during the game.

Press **START** to begin the first level.

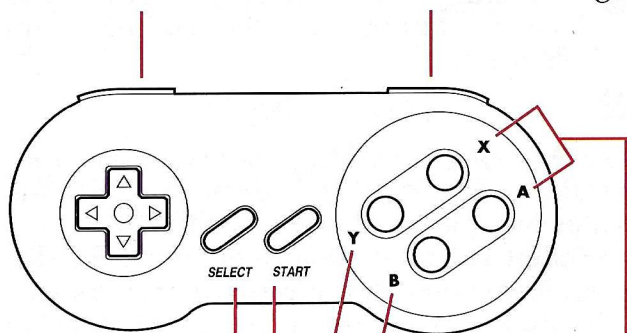
## The Controls

# L

Scrolls to the left.

# R

Scrolls to the right.



# SELECT

While in pause, will quit the current life.

# START

Pauses the game.

# Y

Accelerates your current movement.

# B

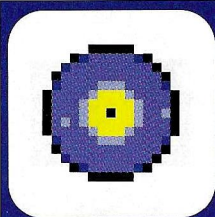
To jump.

# X, A

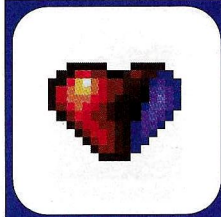
To throw a record. If you hold the X or A button until the record in the panel is spinning at maximum speed, you will launch a super record.

If you carry an enemy or your partner on your shoulders, press X or A to throw them off.

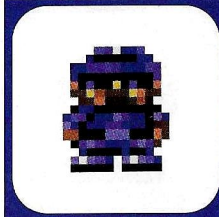
## Objects



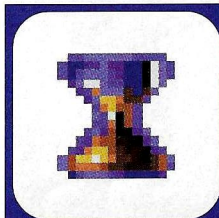
**Records :**  
You can throw them as weapons to defeat your enemies. (Strong enemies will take several hits before they die). In the two-player mode, you can give records to your partner by shooting at him. Records can destroy some brick walls.



**Hearts :**  
You begin with 7 hearts. You lose hearts each time you get touched by an enemy. The number of hearts you lose depends on the strength of the enemy. You can gain extra hearts by catching them (they are represented by red hearts).



**Lives :**  
You have five lives at the beginning of the game. You can gain extra lives by catching them (they are represented by small characters). You lose one life if you fall on spikes.



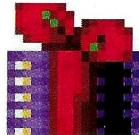
**Hour-glass :**  
Gives you extra time (50 seconds).

## Objects

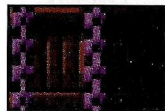


### Note :

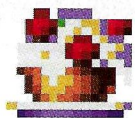
If you die, you restart where you found the last note.



**Record Collection :**  
Gives you 20 extra records.



**Crate :**  
In some buildings you must jump on crates. Watch out, they fall down fast. If you shoot them, they explode.



### Ice-cream :

Increases your strength and gives you the power of Super Blues!



**Mini jukebox :**  
You become invulnerable for a short period of time.



**Chain :**  
To grab and climb a chain, press the pad up or down.

## Objects



**Wooden Platform :**  
You must climb on platforms to progress. The fixed platforms fall after a short period of time, so hurry up.



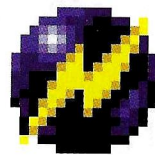
**Large jukebox :**  
The goal of each level. In the two-player mode, both players must touch the Jukebox simultaneously to complete the level.



**Mushroom :**  
A natural trampoline.



**Snake :**  
A friendly creature, you can jump on its back and control it. Avoid all objects or you will be knocked off.



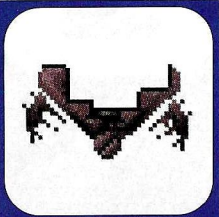
**Switch :**  
Switches the electric arcs when hit by a record.



**Spring :**  
A powerful trampoline.

## Your Enemies

You can catch some enemies if you grab them from underneath. You can throw them by pressing button X or A.



**Man traps :**  
Tenacious enemies, you can either shoot them or avoid them.



**Dogs :**  
Their bark is worse than their bite, but be careful anyway.



**Mosquitoes :**  
Very annoying insects.



**Lawnmowers:**  
Fast enemies.



**Snails :**  
Slow but numerous.



**Dodos :**  
Very powerful enemy.

## The Screen



On the top of the screen you can see the panel which includes the number of records, lives and hearts each player has.

When the time left is almost up, the music accelerates and dark curtains begin to close, showing you exactly how many seconds are left. If you succeed in catching an **Hour-glass** or reaching the **Jukebox** before the time indicator shows zero, the curtains will open up again.

When the player or players have lost, you are given the option to continue, providing you have credits remaining. The number of credits is shown at the bottom of the screen. Pressing **START** will use a credit, **SELECT** will quit. If you choose to continue, you will restart at the beginning of the last level reached.



# NINTENDO HOTLINE

Do you have a question about game play?  
Are you being stomped by a Thwomp in Mario 3?  
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If your answer to these questions is yes,  
then why not call the

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Why not telephone now, and one of our expert counsellors  
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**0703 652222**

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Super Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Super Nintendo Game Pak («Pak») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD.  
Nintendo Service Dept.  
Bandai Distribution  
Parham Drive  
Boyatt Wood  
Eastleigh, Hants  
SO5 4NU England  
Tel: (0329) 243 300

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