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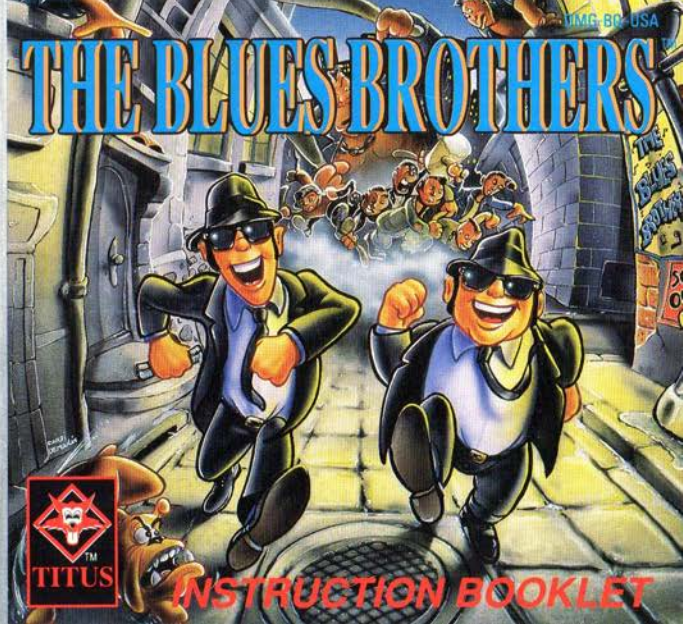
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TITUS

Printed in Japan

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THANK YOU

Thank you for purchasing **The Blues Brothers by TITUS** for your Nintendo® Game Boy® unit.

For maximum enjoyment, and to ensure proper handling of your new game, please read this instruction booklet before starting.
In doing so, you will be able to play the game better and enjoy it even more.
Save the booklet for future reference.

PRECAUTIONS

1) *If you play for long periods of time, take a 10 to 15 minute break every hour or so.*
2) *This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.*
3) *Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the unit and the game pak and/or Game Boy unit.*
4) *Do not clean with benzene, paint thinner, alcohol or other such solvents.*
5) *Always check the game pak edge connector for foreign material before inserting the game pak into the game boy unit.*
6) *Store the game pak in its protective case when not in use.*



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BACK IN TOWN

Bad luck had caught up to Jake and Elwood Blues once again.
Jake blew his top when the bass player announced that some of their equipment had been stolen overnight.
The other musicians, trying to restrain him, actually knocked him out.
Elwood took it more calmly, and declared:
"Well at least they didn't get my harmonica!" Since the harmonica in question was in a small, locked case permanently handcuffed to Elwood, stealing it would have been a much more delicate operation...
In another room, the telephone rang. The pianist entered the room and, seeing Jake still unconscious, held out the phone to Elwood.
"Hello, is that the fatman? Or his scrawny, brainless brother?".
Elwood immediately recognized the voice of Josh McKenzie, the town sheriff.*"Listen to me good, wise guys: You've been warned! I don't want to see you in my town. The last time you were here, it took us three weeks to clean up after you..."*

"If you're not on the first train outta here by the time I've hung up, you're gonna regret it! Oh yeah -- one more thing. I wouldn't bother to look for your missing instruments. I gave them to some underprivileged kids to build a fire. I figured they'd put them to better use than you could..."

Elwood, somewhat stunned, hung up and woke Jake to tell him what was going on. *"So what are we going to do?"* asked Elwood. *"Wha'd'ya mean, what are we going to do?"* shouted Jake. *"We've got a concert to play tonight! We're gonna find our instruments 'cause tonight's gonna be a party! They're going to remember it for the rest of their lives!"*
All fired up, Jake and Elwood went to work.
"Where do we start, Jake?"
"I think we'll do a little window shopping."
When they got to the entrance of the department store, Jake saw the poster for that night's concert. It said "THEY'RE BACK." Jake gave a little smile and grabbed a box. *"The Blues Brothers are back in town and you'd better be ready!"*

HOW TO PLAY

TO START THE BLUES BROTHERS:

Correctly insert the Blues Brothers game pak into your Game Boy compact video game system and turn the POWER switch to the "ON" position. "NINTENDO" will appear on the screen followed by the license and copyright screen.

Press the START button to access the title screen.

Press the START button again to access the selection screen.

Now get ready to play the Blues !

OBJECT OF THE GAME

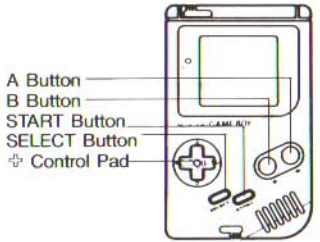
The Blues Brothers' equipment has disappeared. You have to help them find the missing objects so that they can play their concert. Each level has a corresponding item:

Level 1: Guitar
Level 2: Headphones
Level 3: Microphone
Level 4: Speaker
Level 5: Spotlight

You must help Jake and Elwood find their way out of each level.

Note: In order to move on to the next level, you MUST reach the EXIT of the level you're playing.

CHOOSE YOUR PLAYER



After the title, you will come to the Character Choice screen.
To select Jake or Elwood, press the RIGHT or LEFT arrow on the control pad.
Once you've made your choice, press the START button.
You will then move on to the introduction level screen.
Press START again to begin Level 1.

INDICATORS

Press the START button during the game to access the indicators screen.

BONUS: Indicates the number of disc bonuses.

ENERGY: The number of hearts represents your energy during the game.
You have 3 at the beginning and you can obtain up to 5.
If you have 5 hearts and earn another one, you gain an extra life.
You lose a heart if you collide with an enemy or when you touch a spike.
A life is deducted if you lose all your hearts.

LIVES: Corresponds to the number of lives you have left.

ENCORE: Indicates the number of encores granted (2 at the beginning).

Note: When you lose a life, the bonus counter is reset and the heart counter is set at 3. You carry all hearts, lives, and bonuses on to the next level.

THE COMMANDS

MOVEMENTS



Fig. 1

Jake and Elwood move in the direction of the control pad.

To squat down, move the control pad towards the bottom. You can also crawl by holding the control pad towards the bottom and pushing in either direction (LEFT or RIGHT) (Fig.1).



Fig. 2

To jump vertically, press button A (Fig.2).
To jump over a hole or an obstacle, press button A and press LEFT or RIGHT.

Note that the longer you hold button A, the higher your character will go.



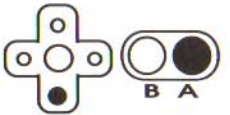
Fig. 3

To climb up or down a ladder:
Position your character in front of the ladder and move the control pad towards the top or bottom to make him climb up or down (Fig.3).

It's possible to pass through certain floors or pass through objects. To do so, push button A + DOWN on the control pad (Fig.3).

When you catch a balloon, you can steer your character to the RIGHT or LEFT while rising. You can release the balloon at any moment by pressing the B button.

To pause, press SELECT during the game.
To pause and display your lives, press START(Fig.4).



BUTTON A + DOWN
on the **CONTROL PAD** to
pass through certain floors

Fig. 3



SELECT to pause
START to pause and see
your lives during the game

Fig. 4

HOW TO ELIMINATE YOUR ADVERSARIES

In order to progress, you must eliminate the adversaries you encounter.

To do this, boxes are scattered about on every level. To eliminate an enemy, pick up a box; when your enemy appears on the screen, throw the box at him.

To pick up a box, place yourself on a level with it (but don't climb on) and press button B (Fig.1).
You can then move around with it.



Fig. 1

To throw the box, place yourself opposite your adversary and press button B (Fig.1).
You can also throw a box at an enemy who is higher up than you are by jumping before throwing the box.

Note: Your character jumps less high with the box because of the extra weight. It is not possible to swim with a box.

BONUSES



RECORDS:
A disc is worth + 1 bonus point. If you have 100, you gain an extra energy heart.



BROKEN RECORDS:
A broken disc is worth -10 bonus points.



HEARTS:
Add an extra energy heart.
You lose a heart if you collide with an enemy or when you touch a spike. A life is deducted if you lose all your hearts.



HAT & GLASSES:
They add an extra life.

Note: You carry all hearts, lives and bonuses on to the next level.

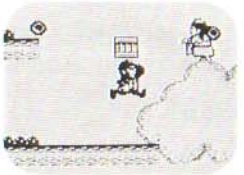
ACCESSORIES



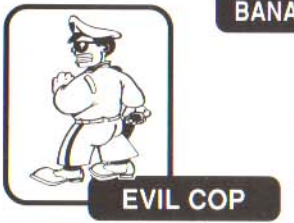
SPRINGS:
They can push you upwards or you can use them to jump and hop.



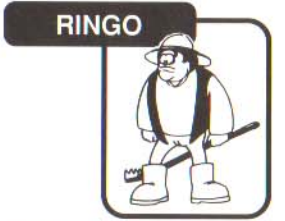
BALLOONS:
They help you to reach places not easily accessible.
To catch one, jump on.

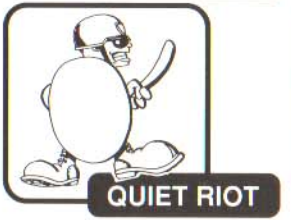


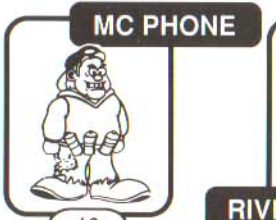
YOUR ENEMIES















HERMAN



MARILYN



E+MC2



BOB

and many others...

CHAPTERS

CHAPTER 1 : STAIRWAY TO HEAVEN

Can you dance through a department store? A crazy waitress forces Jake and Elwood into treacherous elevators and steep stairways as they battle their way up to the heavens.

CHAPTER 2: WAREHOUSE

Launched into a giant deep freeze, the Blues Brothers forge ahead. You will be the victim of punks and maniac machines determined to package you in at the warehouse.

CHAPTER 3: JAILHOUSE ROCK

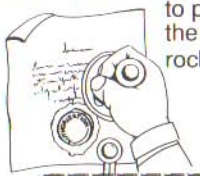
Jake and Elwood fight to defeat the jailhouse blues. Will they overcome the crazy Quiet Riot and avoid Herman the Mad Doctor? Help your heroes dodge the armored riot police and escape from this maximum security penitentiary.

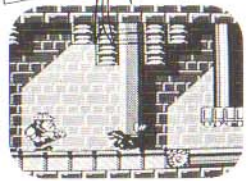
CHAPTER 4: UNDERWORLD

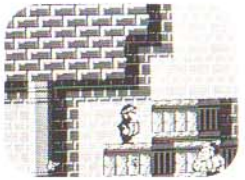
The Blues Brothers rock on, battling against punks. Climbing up and down they search for the hidden passage leading to the outside world.

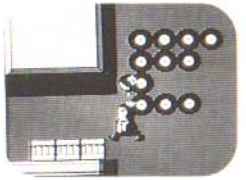
CHAPTER 5: DEMOLITION EXPERTS

An explosive finale! Cops charge, hippies interfere, and building workers try to prevent you from reaching your key to success: the concert authorization enabling you to give the greatest rock show in history.





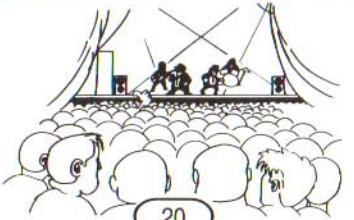




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PLAYING NOTES: