

INSTRUCTION BOOKLET

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**BLUES
BROTHERS™
2000**



SOLD BY



NINTENDO 64



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Nintendo 64 Controller

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional 4-Directional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



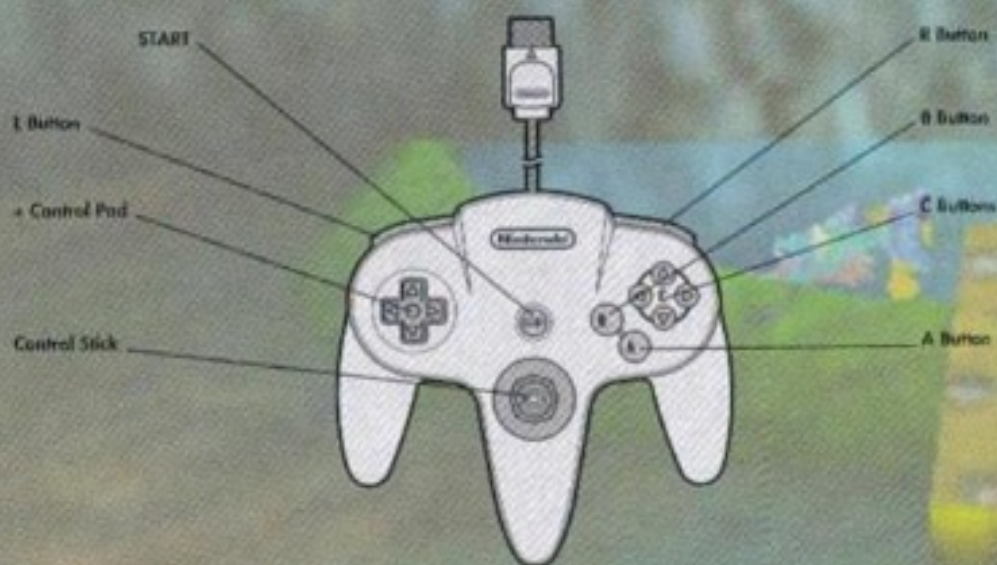
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



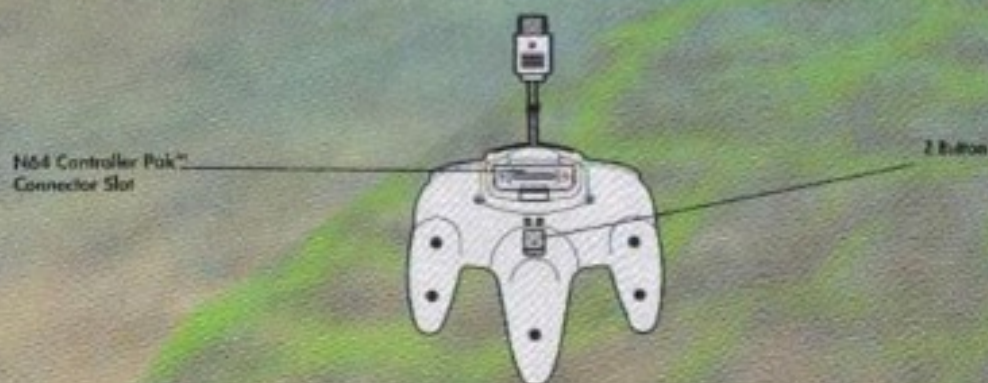
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

N64® Controller



Back of Controller



Controlling Elwood

Elwood has a variety of soulful moves!
Here are the basics:

A Button	Jump
B Button	Punch
B Button + B Button	Double Punch
B Button + B Button + B Button	Kick
R Button	Crawl
L Button	Backflip
Z Button	Soul Slide
A Button + Z Button	Butt Bounce
Z Button + B Button	Head Spin
Z Button + R Button	Throw Hat

Camera Controls

Use the C Buttons to control the camera:

C Button Up: Will let you see through Elwood's eyes. Move the Control Stick to look around. Press it again to go back to the regular view.

C Button Right and Left: Will move the camera around Elwood.

C Button Down: Will allow you to toggle between three different viewing distances from Elwood.



Game Introduction

It's a clear, clean morning as you prepare to take your first step towards freedom. Six years in the slammer and the suit is a bit baggier than you remembered. You straighten your tie, adjust your hat, and slide on the shades.

Elwood must set out on his mission: to find all of the members of the band.

Collect enough notes to learn each song on the set list. The more songs you learn, the more secrets you uncover (and the better the band becomes!). Scour city streets, walk through sewers, run from ghosts; pounce, shove and smash to collect as much cash as possible...all to complete your mission:
GET THE BAND BACK TOGETHER!



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Starting the Game

Insert the Blues Brothers™ 2000 Game Pak into the Nintendo® 64 Control Deck and turn on the power. Please do not touch the Control Stick at this time. Press START to begin the game.

The START Screen presents two options: Story Mode and Multiplayer. Use the Control Stick to choose your selection and press START to confirm.



Story Mode will begin a new single player game, or allow you to load a saved game. Once you press START, you will have the option of choosing your saved game slot.

When the game starts, you will be able to scroll through the 4 world menus, but only to the one you have completed. When you choose a world it will show you how many coins, notes, and instruments you've collected.



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The Worlds

Elwood Blues is back, on a mission from God: to reunite the band. Unfortunately, to rescue your Blues Brothers and to reunite the band will take all the Rhythm and Blues you've got!



Look out for prison guards and other jail-based bandits as you make your break for it! Rescue Cab and find your way out.

After escaping from prison, search through alleyways, parks, and sewers to save Mighty Mac, from the Russian mobsters. Watch out for the cops, and beware of the city folks who roam this town.



Take a cab to the Cemetery, search for the notes hidden somewhere in the Graveyard, and rescue Buster from the clutches of the hideous Evil Tree!



Elwood and the band head toward Queen Moussette's mansion to compete in the Battle of the Bands. Watch Out! The swamps are a dangerous place.



Characters

Band Members

There are three band members to locate: Buster, 'Mighty' Mac and Cab. To rescue them, you must use your musical skills, all your Blues Brothers cool and amazing acility to defeat the bosses that guard them! Don't give up! You need to save all three of your band members to ultimately compete in the Battle of the Bands!

Enemies...and friends!

Russian mobsters, tickling skeletons, swamp creatures, hillbillies...these are only some of the enemies you will encounter in your search. Not all enemies can be fought with a simple punch, and some are simply unbeatable! Not all characters are out to get you, so keep your eyes open for creatures wearing shades, you'll discover that they'll give you useful information!



The Blues Shuffle

In Story Mode, and in Multiplayer mode, you must guide Elwood through a series of dance steps. Use the Control-Pad or the Control Stick and repeat the button sequence shown at the top of the screen at least three consecutive times! As soon as Elwood misses a move in Story Mode, his teacher will ask him to try again until he gets it right.

The Final Battle of the Bands takes place in Queen Moussette's Mansion. To win you must beat her best dancer using your best moves!



Multi-Player Mode

In Multi-player mode, play against one other person to see who can get the highest score!

To win a round, you need to do the correct moves the fastest. Every time you win a round, you get a heart. You can gather up to five hearts. The final winner is the one who wins the most hearts out of the five.



Advanced Moves

Jumping

The harder you press the A Button, the higher you jump. With enough lead-time you will jump farther than normal.

Stomp Attack

By pressing and holding down the Z Button while jumping, you can achieve greater impact on enemies and activate switches placed on the ground.

Dive Roll

Run, jump, press and hold the B Button. You will make a dive roll in mid air. It will give you a "little extra" distance.



Look for outta place objects to bounce off of. They might lead to secrets.



On - Screen Display

Heart Meter

Each heart is worth one hit point. When Elwood is hurt, the hearts disappear. As the game progresses, you'll find crystal hearts. Elwood's heart meter will grow and he will be able to sustain more damage.



Cash/Lives Info

The cash/lives display contains the amount of coins you've collected as well as the number of lives remaining. Gather 100 coins to gain an extra life.



Pause Menu

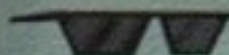
Pressing START during the game will bring up the Pause Menu. Here, you can do the following:

- **Resume Game:**
Will take you back to the game
- **Save Game:**
Will save the game to whatever slot you chose when starting the Story Mode
- **Options:**
Will allow you to change music and effects volumes
- **Exit Level:**
Will take you back to the world menu
- **Quit Game:**
Will take you back to the main menu



Note Data

Note data is a musical staff display. Colored notes are musical notes that have been found; gray notes indicate how many more you have to find in that particular world.



Collection Items

Sacred Hearts

Sacred Hearts designate how much damage you can take before you die. You have only 2 hearts at the beginning of the game.



Crystal Hearts



By collecting a crystal heart, you can withstand one additional hit. This is basically a heart container allowing you to collect more sacred hearts. You cannot have more than 8.

1 UPS

At the beginning of the game, you are granted 3 lives. Collect this icon to win an additional life. You can have up to 9 lives total.



Collection Items

Coins

As you explore each of the levels, you will acquire cash by bouncing on enemies, destroying objects, and finding secret areas. Collect 100 coins for an extra life!



Music Notes



In each of the 4 worlds, you can learn a song by collecting all 10 notes hidden throughout the levels. You will not be able to leave a world unless you find all ten notes!

Music Box

Occasionally, you will find floating question marks. When you see these, you can be sure there is a music box nearby! Punch the music box to start it playing. For the duration of the song, question marks will change into bonuses.



Jukeboxes



When touched, a jukebox acts as a checkpoint. It is this point you return to if you lose one of your lives. When you have lost all of your lives and the game is over, you must restart the game from your last save to a Controller Pak (done from the Pause menu).



Collection Items

Trampolines - Springs - Web Tramps

Use them to jump from platform to platform.



Speed Sneakers

The "Speed Sneaker note" will give you super speedy red sneakers for a limited period of time.



Spring Shoes

When collected, your jump becomes "spring loaded". for a limited time, you will jump higher than normal.



Collection Items

Invincibility

Collect the "super Elwood note" to become invincible. Furthermore, the super strength will allow you to defeat any enemy with one punch.



Gold Records

Gold records are scattered throughout the game. Step on them to receive useful hints.



Hey listen to your band members. They'll give you valuable info of boss weaknesses or potential secrets.

