



NOTE: I've added a Search Engine into all my FAQs now. To use this, if there's something you wish to find instantly in my FAQ, in the above table, on the left is the name of a section or sub-section. To the right is a weird code, like GOK5.1. Basically, if you wish to go to the section where I tell you about Goku under The Playable Characters Of The Story, on your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

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= I. Introduction . . . . . [ INTR1 ] =  
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Hey there and welcome to another one of my Walkthroughs. This time, I'm covering The Blues Brothers. Why you ask? No particular reason and I know, I know, who in their right mind would write for this? Well, I guess me. Anyway, as usual, I'd like to state that this walkthrough is to remain free and is also remain untouched in any way, shape or form and you need MY permission to do anything with it. I don't want some guy stealing my work and claiming it as his own to promote anything. This walkthrough is also ONLY to be available on GameFAQs and NO other side. Just stating this, but anyway, with that said, let's get down to business and well, onto the Walkthrough!

Update: This Walkthrough is now available at IGN, Neoseeker and any other sites I've allowed via E-Mail to host this file. If I did not give you permission to host this FAQ on your site, then you're hosting it illegally and if you're reading this on a site with any variatin of "cheat" in its name, please notify me so I may take the necessary action. Thanks.

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= II. Current Updates . . . . . [ CURUP2 ]=  
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5/19/07 - I've completed this walkthrough and done everything there is to do and I've marked it as the Final version. If I ever need to update it again for whatever reason, reader submissions or corrections, I will, but until that time, enjoy the walkthrough and I hope it helps you!

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= III. FAQ (Frequently Asked Questions.) . . . . . [ FAQ3 ] =  
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None as of yet. Oh well. If you have something to ask me, send it to ssj4kain@aol.com or if I get asked something enough, I'll through it up here.

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= [ IV. How To Play ] . . . . . [ HOTP4 ] =  
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- A. Controls And Menus . . . . . [ COAM4.1 ] -  
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Alright, well, let's start with the controls, shall we?

D-Pad - Moves your character around. Can't get more detailed than this.

Select - Use this to select Jake or Elwood or both, at the Title Screen, if you're playing with another Player. During the main game, if you're playing with another Player, hit the Select Button to switch between the two Brothers.

Start - Pauses the game.

B Button - Hold it down to make your character run.

A Button - Press it to make your character jump.

Ok, that does it for the controls. Now, since there's no real Menu in this game, there is an on screen menu. I'll go over what you see there, telling you the various stuff on the bar at the top of the screen, starting from the left:

Health - Green circles that flash in and out in relation to your Hearts or better known as Lives. Basically, every time you're hit, you lose one of these. If you lose them all, you'll lose a Heart or better known as a Life.

Heart - Represents how many Lives you have remaining. This flashes in and out in relation to your Health. If you run out of these, you have two "Encores" or Continues. Run out of these and it's Game Over.

J & E - Represents Jake & Elwood. Used to identify who you're playing and their current Health/Hearts.

And with that, that explains and covers the controls and "menus".

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- B. Moving Around . . . . . [ MOAR4.2 ]-  
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Alright, this is really basic. Like any platformer, you basically just move about, collecting things, defeating Enemies and clearing a Stage or whatever. Well...there's not much in this game, I'm afraid. There's no Points, no really solid way to defeat any Enemy and nothing really to collect. Basically, get from Point A to Point B to win. Be careful, as the majority of Enemies are brutal and can easily drain your Health, leaving you dead fast. You can also jump on some Enemies, mainly only the one Shark in the game, along with the few Dogs you'll come across. Once on them, you can control them and move about until you hit another Enemy or you simply hit the A Button to defeat them.

Also, if you hold Down on the D-Pad and move Left or Right, you'll crawl around. Useful for getting through tight spaces and avoiding Spiders above you in crowded areas. Along with this, to climb up a Ladder, simply jump at it and your character will grab onto it. Finally, when playing in 2 Player Mode, to switch between the two, hit the Select Button.

That's basically all there is to the game...I wish there was more to write about, but this isn't exactly your top Platformer here. Sigh...

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- C. Tips & Tricks . . . . . [ TITR4.3 ]-  
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- For the love of God, if you play this, do it on an Emulator. Via a system, I'm near positive you'll become suicidal or fall to your knees

and curse the Heavens as to what possessed you to submit yourself to this game. The game's ridiculously hard, in the sense of just moving about and climbing over objects. One wrong move and you'll be repeating the last 10 minutes of your work. This is mainly speaking of Chapter 4 - Underworld.

- You can drop through some floors. Hold Down on the D-Pad and press the A Button to drop down. This is vital in some areas.

- I strongly, strongly recommend you avoid all Enemies AT ALL COSTS. It is NOT worth your time or effort to try and defeat them. Mainly, you can only drop Enemies either using Eggs that Birds drop or by ramming them with a Dog. Just avoid them as best as you can and move on, as you get no reward for defeating them.

- Jake and Elwood have no differences in gameplay style. Play as whoever you wish. However, I strongly suggest against 2 Player Mode, as the game will fix on Jake, while Elwood will be left behind if you lag him. This is no Sonic & Tails, so it'll become VERY frustrating VERY fast for the both of you.

- After taking damage, your character will become invincible for a short period of time. Use this in a sticky situation or to just get past a spike pit or something ridiculous, as there's a ton of these spots in the game.

- When riding Platforms, constantly keep jumping, as if you sit still for too long, the Platform will break and you'll fall. This doesn't apply to Platforms that move in any direction besides Up and Down.

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= V. The Walkthrough . . . . . [ THEWA5 ] =  
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Note: I PRAY TO GOD you're playing this game on a Emulator. I don't care how good you are, beating this game without cheating is near impossible. For how little there is to help you defeat any Enemy in this game, let alone just getting past a simple obstacle, this game makes me cry tears of blood. Anyway, good luck, you'll surely need it~

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- A. Beginning . . . . . [ BEGI5.1 ]-  
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Not much of a beginning, as there's no story, save what the manual states:

Jake and Elwood Blues are back in town to put on the greatest Rock'n'Roll show ever seen. However, Sheriff McGraw hasn't forgotten the chaos created the last time these two boys passed through town. To prevent The Blues Brothers from getting to the stage on time, the Sheriff has sabotaged all routes of access. Jake and Elwood have to find their own way to the stage.

Despite the Sheriff's Efforts, Jake and Elwood are pretty sure they remember the way, or at least the general direction. To avoid being detected, they pass quickly through the Shopping Mall and then sneak into the back of a Warehouse. Unfortunately, Jake and Elwood make a wrong turn and wind up in Prison. However, through their clever maneuvering, they manage to escape. The Blues Brothers continue on, sneaking through the Sewers and finally reaching the Concert Hall by passing through an abandoned building site.

Jake gave a little smile, "Watch out!" he shouted. "The Blues Brothers are

back and you'd better be ready".

Sigh. Just select your character(s) and get ready for some "fun".

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- B. Chapter 1 - Stairway To Heaven . . . . . [ C1STA5.2 ]-  
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After the absurd introduction to the stage, you'll find yourself in a Mall. Awesome. Alright, from where you stand, just run straight ahead, avoiding any Bouncing Blobs. When you reach some stairs, head up them and follow the path across, but be careful of where you jump. Ahead of you is a stationary Frozen Peas that'll easily hit you if you're not careful. After avoiding this, keep going and be careful of an Evil Cop nearby. Keep heading up and you'll hit a dead end...sort of. Jump up and you'll see a Platform coming down. Jump on it and then keep jumping so the Platform won't give way. Nearing the top, do a running jump to the left and you'll land in a secret area. Wait a moment and you'll see a Heart falling from the sky. Grab it, then jump to the left, but be careful of a Frozen Pea

Head back up the Platform and go to the right this time, into the water. Careful of how you fall, as you'll either land on the Hyposhark or he'll end up hurting you. Defeat him by jumping on him, then hitting the A Button, then jump up and drop down into the next area, as an Evil Cop appears. Avoid him and the Frozen Pea and get onto the highest Platform above you and perform a running jump where the "I" is. Watch out for falling Eggs and then fall into the next area. You'll encounter another Evil Cop, along with a Frozen Pea here that homes in on you. Ugh. Jump onto the Platform you see and keep jumping as usual and do a running jump when you feel ready and try to hit the next area to the right. Drop down and BE CAREFUL HERE, as if you fall, you're going back to the very beginning. Fun, huh?

Make your way up the Platforms and after exiting, jump across the gap, again being careful and you'll come across a Flying Bomber. Avoid it and run and jump to the next area, but be careful, as you'll probably slam right into an Evil Cop. Go past him and climb up the tree, then trek across the clouds here, again being careful of a Flying Bomber here. When you see a tree below you, make a running jump as far right as you can and just hold right as you fall. If you're lucky, you'll exit the Stage and avoid 2 Evil Cops, otherwise, you'll take damage and have to jump over them to exit the Stage.

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- C. Chapter 2 - Warehouse . . . . . [ C2WAR5.3 ] -  
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Another boring introduction...anyway, when you're ready, head straight ahead and be careful how you make this jump over a Battling Blob onto a Ladder, as you could get hit, due to the ice on the floor. After you make it, head along, climbing a Ladder and avoiding 2 Frozen Peas from the ceiling. Again, be careful of your jumps here, due to the ice. After you pass the second Frozen Pea, directly below you is a Mad Dog. Watch for him and fall onto him to ride him. Run across the spikes up ahead, and jump onto the crates, making your way up. Head left and head up the Ladder quickly, as a Frozen Pea that homes in on you is nearby, along with a Frozen Pea. Carefully jump across the spikes here and head up another Ladder FAST, as a Mad Dog will quickly block the way.

Ride him or avoid him, dodge another Frozen Pea and make your way across, down a Ladder and past more spikes and Frozen Peas and another one that homes in on you. At the end, a Mad Dog MAY be above you, be careful. Also, the jump here with two spikes above you is difficult, so time your jump well. Once you're past this, head left outside and drop down and you'll see a Frozen Pea. Go under him and jump to the left to latch onto a Ladder. Be careful of a Flying Bomber dropping Eggs and make your way up the series of Ladders here. At the top, you'll see a weird little Spring thing. Jump onto it a few times to be propelled high up to another area, with a Frozen Pea that homes in...yay. Rush to the right and drop down, but watch it as the ground will try to push you off to the left, so move right and jump. On this ledge, drop but hold to the right and then repeat and you'll enter a new area.

In this area, head upwards and to the right, but be careful of another homing Frozen Pea and a Mad Dog nearby. If you wait, you'll see a Music Note, so grab it and keep going. Ignore the man in the ice, I have no idea what this is. Use the Mad Dog to ram the Battle Blob or Frozen Pea, as either way you'll probably take damage here, then head upwards, but be careful of another Mad Dog. Jump on him and wait for a homing Frozen Pea to hit you to destroy it, then move on. ANOTHER homing Frozen Pea is nearby, avoid it, jump onto the Ladder and into the water, then crawl through the tight space to see a Battling Blob. Wait for it to disappear after 2-3 jumps, then jump onto the Spring yourself. Now, after the first Spring, jump onto the second one as fast as possible to try and avoid a Flying Bomber, then hit another Spring to fall over the wall and land into another area.

Avoid the Battling Blob here and jump onto the Spring you see to reach the top, where you'll enter a pipe. Afterwards, avoid a Frozen Pea and another homing one to your right to hit the edge of the Stage, where this Level will end.

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- D. Chapter 3 - Jailhouse Rock . . . . . [ C3JAI5.4 ]-  
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After the introduction, head down the two Ladders and keep to the right, pass the Psycho Spider and you'll come to a series of ledges. Ignore them and drop down to the left, hugging the wall and crawl through the small space. Head down the Ladder nearby and get ready to jump over a "Quiet Riot", then continue on and run and jump to a ledge and climb up quickly to find a Mad Dog after you. Jump on him and run to the left with him, knock the "Quiet Riot" here, which won't kill the Mad Dog and keep left past the small crawl space. Kill the Mad Dog and climb the Ladder and to the far left, climb down the Ladder, but be careful of a Frozen Pea here. Wait for it to move and jump to get a Music Note, but fall to the right to land on a ledge, otherwise you'll hit some spikes. Jump back up to the Ladder and to the right a bit, drop down via Down + A Button and hold to the right after you grab this Music Note to land safely without hitting more spikes.

At the bottom here, climb down the Ladder and jump onto the Mad Dog, then cross the spikes with them and afterwards, ditch him and head down the Ladder nearby, carefully bypassing two Frozen Peas. Make your way across the series of Ladders here and you'll encounter a Psycho Spider. Wait for it to jump into the ceiling, then crawl underneath it and head down the Ladder. Jump onto the Mad Dog and ride it across the spikes, then ditch it. You'll see a "Quiet Riot" above you, so go to the right, avoid him, jump over the spikes and climb up and you'll see a Platform above you.

You can't reach this yet, so jump onto the ledge and do a running jump to the left, but be careful, there's another homing Frozen Pea nearby. Fun, huh? I sure know it. At the top, use the Spring to jump onto the ledge and then jump across onto that Platform now, then do a running jump to the right to reach the next area.

Watch out for another "Quiet Riot" and quickly move across the top part and drop through the small hole here and quickly head down the Ladder. While still holding on, drop to the left a bit and then do a running jump off this ledge and continue on. Careful of the Frozen Pea here and make your way through, until you see a Psycho Spider. Again, wait until it jumps onto the ceiling and then crawl underneath it. Climb up the Ladder and drop down, making your way across this death trap carefully, as you avoid the Psycho Spider. Now, here comes a fun part. After you drop down, hold to the left to avoid a spike, then turn around and face the oncoming Psycho Spider. It'll jump up, so go underneath it and it'll lay an Egg. Wait for it to go below you, then ram the Egg hard so it goes to the area below, where there'll be two Psycho Spiders.

Jump over the spike, and just casually hit the Egg onto them as you walk forward and clear the Stage.

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- E. Chapter 4 - Underworld . . . . . [ C4UND5.5 ]-  
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After that heart warming introduction, once you start this Stage, head straight ahead and you'll come across a Psycho Spider. Wait for it to jump up, then ignoring the Ladder below, along with the Hyposhark, enter the Pipe. Once you're out, dodge the two Bouncing Blobs and enter the next Pipe you see. Hold to the right as you exit to avoid landing on a spike, then continue on and avoid a Hyposhark, onto another Ladder and jump across the gap and into another Pipe. Once you're out, head to the left and watch out for the Psycho Spider behind you. Dodge the Sssnake here and drop down into the Pipe below you. Once you're out, head upwards to the left, avoiding two Bouncing Blobs here and drop down, as you'll either hit a Ladder or land into a Pipe. Quickly enter the Pipe again if you landed in it, as a homing Frozen Pea is nearby and you'll also notice a Heart falling that you can't reach.

Quickly after exiting the Pipe, go down the Ladder and make your way through to jump across and get that Heart now. Next, drop down the Pipe here and crawl under the Spider that'll soon jump onto the ceiling. Continue on and avoid the falling Frozen Peas and enter the Pipe, then backtrack by running across the gaps here. Climb up the Ladder and while avoiding the Frozen Peas, climb up and make your way to the right, then jump over the spikes and quickly hold to the left to avoid another set. Now, here comes what's possibly the bit that'll make you quit this game if you're on a NES, not using Save States. You'll see a few ledges here where you can slip off them and one wrong move will throw you below, where you have to backtrack. Fun, right?

Make your way up carefully and to the right, then fall below to the bottom here. Avoid the Psycho Spider and jump over the spikes, then get ready for another "fun" part. You need to either just sacrifice a Health or time this jump so well you jump over the spikes, don't hit the Sssnake, jump over the Sssnake without being hit, land on the ledge, immediately jump over another Sssnake and then go down below. If you can afford it, take the hit, otherwise I hope you're skilled here. After this, enter the Pipe and once you're thrown out, try and jump up to the right and enter the

next Pipe. Once you exit, a homing Frozen Pea will greet you, so carefully jump onto the ledge, do a running jump to the next one, then the next and then head left and climb upwards, moving to the right and avoiding spikes.

Avoid the Sssnake here and get ready to try and avoid two homing Frozen Peas as you try and make your way upwards at the far right...do your best, heh, as this is another part that may make you just give up on this game. After you jump across carefully to the left, do a running jump to reach the next ledge, jump up two more ledges, then do a running jump to the right and pray you make it, as you don't wanna land on the spikes, but the Platform above. If you can make it to this one, simply jump to the next one over to end this hellish Stage.

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- F. Chapter 5 - Demolition Experts . . . . . [ C5DEM5.6 ]-  
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Alright, if you've made it this far, especially on the NES, you're really damn good. Good job. Even if you made here through Emulation, it's a challenge really. Anyway, after the introduction, head straight and carefully jump over the blocks, so you don't hit the spikes. Head up the Ladder, but again, be careful of a Flying Bomber dropping Eggs here. Head left, over more blocks and avoiding spikes, as well as a Sssnake. Quickly climb up a Ladder and grab a Music Note, then jump onto the blocks here carefully and do a running jump up to the left and climb up the Ladder here. Wait for a moving Platform to arrive and ride it until you find another, then jump onto it and move yourself to the right of it and duck down to avoid some spikes.

After this, jump up onto the ledge and then do a running jump to the right and keep moving and be ready to jump to avoid a Evil Cop. Now, here comes one of the "fun" parts of this Stage. Drop down and you'll hang onto the fence here, surrounded by a ton of spikes. At this point, if you're loaded on Health and Lives somehow, don't be afraid to take a few hits here and there to just run past some stuff, but don't over due this, you may need all you can get later. Now, quickly navigate through this hell, just be warned there's only one Frozen Pea in here, but it's somewhat easy to avoid. At the bottom, you'll find a Heart, which'll help, so after getting this, move on and head upwards, using the Springs to get up and try to avoid the spikes here. There's one really pain in the ass part where a Spring's right under a block. You need to be bouncing on the edge and try to time it right so you move to the left and it shoots you up.

This is pretty hard and very frustrating. If you make it past this, be ready to lose some Health and/or Lives. Climb up and then you'll see a bunch of spike balls below you. Drop down between them, but be ready to get hit a couple times. At the bottom, head forward and watch out for an Evil Cop. Evade him and climb up the Ladder once you reach it, then get ready for the final part of the game. This is ridiculous and I hope you have the Health and even Lives to try this. Anyway, when ready, ride the moving Platform here, ducking under the spike ball and jump onto the ledge when you reach it. Next, do a running jump up to the next ledge and just run across all these, you won't fall.

Another fun part's next. Jump onto the moving Platform and then quickly crawl through this area, making your way across and carefully getting above to the next place. After doing so, climb upwards and jump across to the right, then run and just fall across the spikes to land on the next ledge. Now, do a running jump across to the next ledge and then jump up carefully, noticing the ledge above you is icy. Head to the right now and



get onto the moving Platform, ducking when needed and jump onto the next one you come across. Jump onto the Springs you come across and jump up to the left. Now, here comes the final challenge. From your ledge, jump across to the left onto the Spring here and try to reach the next moving Platform. Once you cross through the spikes, drop down to the next moving Platform and ride it to the end, then fall down and hold Down so you're crawling onto the next moving Platform.

Simply jump up when you're able, jump across and head as far left as you can and congratulations! You've just beaten The Blues Brothers! Now get ready for your eternal hell.

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- G. Ending . . . . . [ ENDI5.7 ] -  
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Um...not much of an ending. The Blues Brothers reach their concert, which just leaves you with an image of them, allowing you to play the songs in the game...as if hearing them throughout each Level over and over and over wasn't enough. Congratulations on beating the game though, even more so if you did this on an actual NES. Now for the love of God, burn this game and go play something else to erase this from your memory forever.

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= VI. Item List . . . . . [ ITLIS6 ]=  
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I know this list is small, but yeah. Wish there was more to add...

Item Name: Heart.  
Information: Grants you an extra Life.

Item Name: Music Note.  
Information: Restores your Health by one point.

Item Name: Spring.  
Information: When jumped on, the more you hit the Spring, the higher you'll jump. Can be used to reach out of place areas.

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= VII. Enemy List . . . . . [ ENELI7 ]=  
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Note: All Enemies can be defeated by Eggs or ramming them with Mad Dogs. There is no other way to kill them. For the most part, just avoid them at all costs, as it's not worth the effort to try and defeat them.

Enemy Name: Battling Blob.  
Information: A green Dog thing that fires Bouncing Blobs at you.

Enemy Name: Bouncing Blob.  
Information: A green blob that just jumps up and down.

Enemy Name: Evil Cop.  
Information: A Cop that shoots at you. Avoid them at all costs, they are deadly.

Enemy Name: Flying Bomber.  
Information: A bird that flies around and drops Eggs to try and kill you. Can use the Eggs to kill Enemies.

Enemy Name: Frozen Pea.

Information: Two types of this Enemy. One is basically just moving or stationary, basically an obstacle to cross. The other is a homing type, that's constantly moving and trying to hit you. VERY annoying.

Enemy Name: Hyposhark.

Information: A shark with goggles, just swims back and forth, trying to kill you. You can ride him if you jump on his back.

Enemy Name: Long Teeth.

Information: An Alligator that tries to chomp at you. Just avoid these.

Enemy Name: Mad Dog.

Information: A Pit Bull that homes in on your position and tries to bite you. Can be ridden on if you jump on it. To kill it, press the A Button or ram into another Enemy with it. You can walk on spikes with Mad Dog as a heads up.

Enemy Name: Psycho Spider.

Information: A Spider that can climb walls and jump. It lays eggs sometimes, use these to kill it or other Enemies.

Enemy Name: "Quiet Riot".

Information: An armored Prison Guard that rushes at you with his night stick. He's big, so try and jump over and avoid him.

Enemy Name: Sssnake.

Information: A Snake that moves back and forth, trying to kill you.

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= VIII. Secrets . . . . . [ SECRE8 ]=  
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None at the moment. If you think you have one, E-Mail me at ssj4kain@aol.com with the subject as "Submit-Terminator" and I'll be sure to give you full credit for it.

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= IX. Credits . . . . . [ CREDI9 ]=  
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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people:

Titus Software - For making this utter, piece of garbage game. I hope you never made any cash and may you rot in gamer hell.

Myself - For putting myself through hell (Actually, 3 hours.) to write this walkthrough. Thanks me.

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= X. My Words . . . . . [ MYWOR10 ] =  
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Thanks for reading my walkthrough first of all. I sure hope it helped you. If you wish to submit something to this walkthrough, send it to ssj4kain@aol.com and label the subject as "Submit-Blues" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the

subject as "Question-Blues please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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