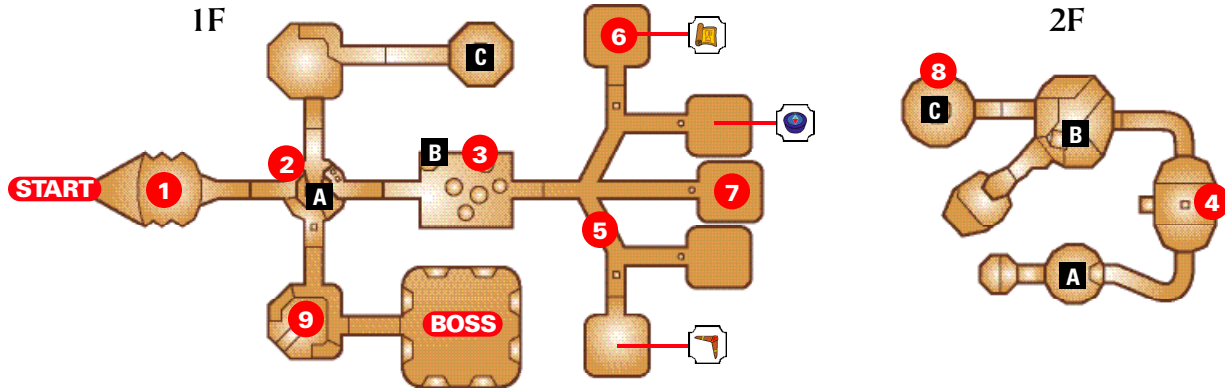




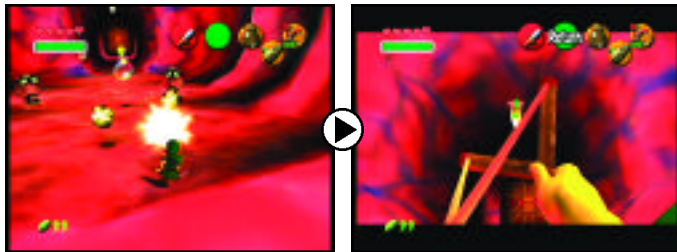
### Jabu-Jabu's Belly Map



**MapKey** 1 Strategy Callout A Floor Connection Map Compass Boomerang

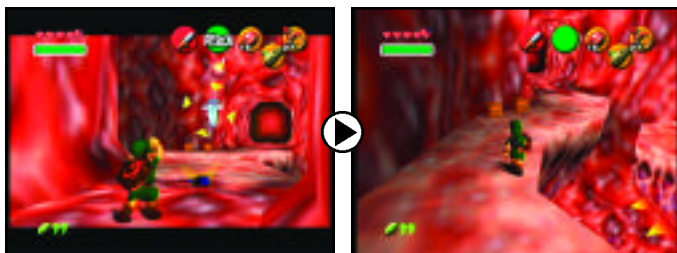
#### 1 INSIDE THE MOUTH

Once inside Jabu-Jabu's Mouth you will face two creatures. The first are the Shaboms, which are bubbles that float around the room. Use Deku Nuts to burst them from a distance. The second are Octoroks. Use your Deku Shield to bounce rocks back at them. To enter the next room, use your Fairy Slingshot to shoot at Jabu-Jabu's uvula hanging above the doorway.



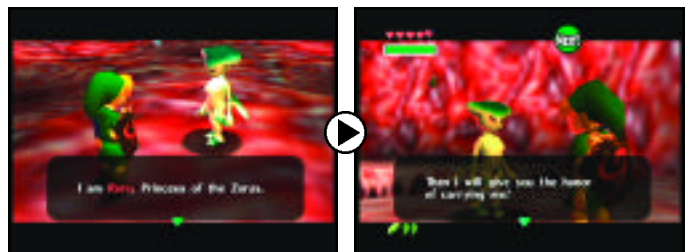
#### 2 NOW AND LATER

Watch out for the Bari, as they can give a fatal shock when touched. Use Deku Nuts to stun them, then follow through with your sword. The same method works for the Giant Bari. Continue on the path to your left around the big pit, taking note of the elevator to your right, which leads to another part of the belly. Go through doorway past the boxes.



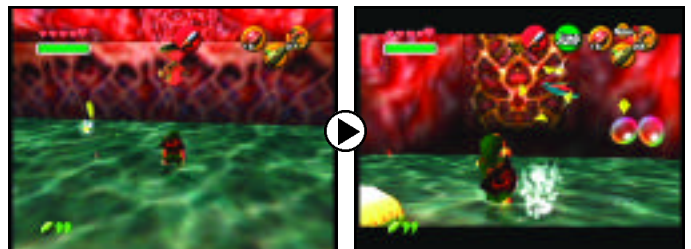
#### 3 THE PRINCESS

When you enter the next room you will meet Princess Ruto. She isn't too happy to see you, and doesn't want any help from you. She will drop into one of Jabu-Jabu's soft spots to the floor below. Follow Ruto through the soft spot and drop to the floor below. Talk to Princess Ruto until she decides to sit down. To get her to go you will need to carry her everywhere you go. Pick her up and leave the room through the door behind you.



#### 4 EXTRA BAGGAGE

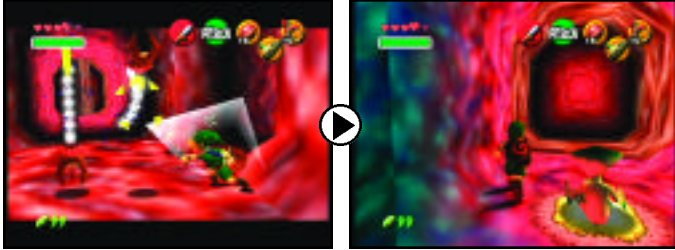
Follow the path and enter the next door until you come to a gap. Jump down to the water below and throw the Princess onto the other side. Watch out for the Stingers swimming in the water. Once you get too close to them they will fly up into the air and then dive bomb at you with an electric shock. Use Deku Nuts to stun them out of the water, then use your Fairy Slingshot. Hit the switch in the water and swim to the other side where Ruto is. Pick her up and head to the next door. You will need to shoot another uvula to get through.



**5 GOING UP**



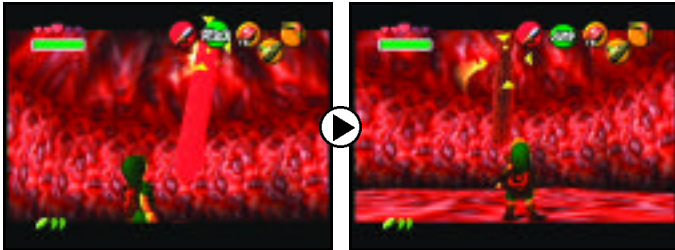
While holding Princess Ruto, jump onto the elevator and head up to the 1st Floor. On the 1st Floor, head to the room where you first met the princess and head through the other door. The path will branch off into five directions. You will also notice some Tailpasarans sticking out of the ground. They deliver quite a shock if touched. You will need to get close to get them to leave their resting place. Aim for the tail to finish them off. Next, head with the princess to the room to the far right. Place her on the switch to hold the door open and head through. Once inside, you will face five Stingers. Destroy the Stingers to reveal a large treasure chest that holds the Boomerang.



**6 JABU-JABU'S TENTACLES**



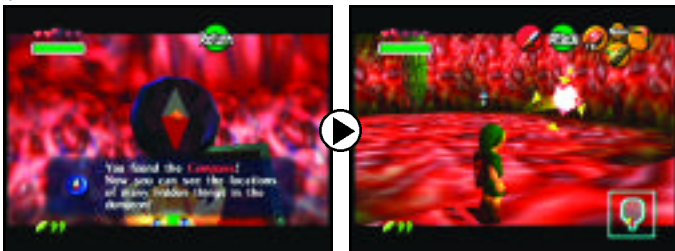
When you return to Princess Ruto she will be gone. You can find her again where you first met her. Pick Princess Ruto up again and head back to the five branching paths. This time, head to the far-left room. Set Ruto down on the blue switch and enter the room. Inside you will battle your first Parasite Tentacle. Lock onto the thin section of the Parasite Tentacle and get in close to lure it from the ceiling. Use your Boomerang, then dodge its powerful electric swing. Defeating it will reveal a large treasure chest holding the Dungeon Map. The Parasite Tentacles are connected to the Tentacles blocking the paths in this area of Jabu-Jabu's Belly. Destroying a Parasite Tentacle will remove the Tentacle blocking the path to the next one.



**7 BUBBLE BOPPIN'**

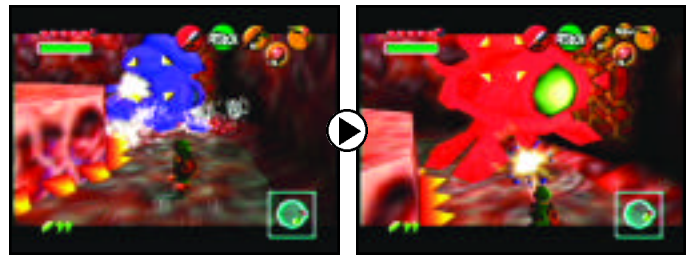


When the Red Tentacle is defeated, another Tentacle will be removed from another passage. Head to the cleared passage. Instead of a Parasite Tentacle, quickly defeat the handful of Shaboms. A large treasure chest containing the Compass will appear. Leave the room and make your way to the far right side. The Tentacle that was blocking the door will be gone, allowing you to enter. Inside, defeat another Parasite Tentacle to remove the Tentacle blocking the center passage. Enter the room and face the final Parasitic Tentacle surrounded by four Bari. Eliminate the Bari first with the Boomerang and then go after the Tentacle. This will remove the Tentacle in the room where you first met Princess Ruto.



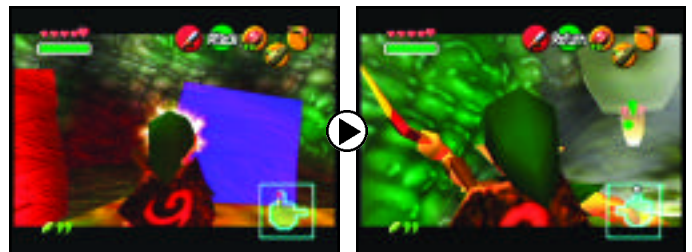
**8 BACK TO THE PRINCESS**

Return to the room where you first met Princess Ruto. Pick her up and fall through the hole that will make you land on the ledge where the green Tentacle used to be. You can now go through the door that was previously blocked by a Tentacle. Take the Princess through this door and throw her toward the Spiritual Stone of Water. The platform she lands on will rise up. When it returns there will be a giant Bigocto on it. To defeat it, run away from it by hugging the inside of the spinning platform. Avoid the spikes and catch up to the back of Bigocto. L-Target and use your Boomerang to stun him, then switch to your sword and strike. Repeat this process until it's defeated. Remember to always run the opposite way of the spinning platform.



**9 PATH TO THE BOSS**

Ride the platform to the 2nd Floor. Catch the Fairy inside the breakable pot if you have an empty bottle handy. Head down the pathway and through the door. In the next room you will see two moving appendages. To get across, stun the first one with your Boomerang and hop onto it, then stun the next one. Jump across and exit room. In the next room jump onto the ledge and ride it to a locked door on the 1st Floor. You will need a box to hold down the switch to enter. On the other side of the room you will see two boxes near where you started. Pick one up and place it on the switch to keep the door unlocked. Head through and climb the wall. Use your Boomerang to hit the switch. You will have to get the right arc with your Boomerang to get around the clear wall and hit the switch. It will unlock the door to the Boss.



**BOSS** **BARINADE**

Through the door, jump on the ledge to lower it to the previously inaccessible door below. Hit the cow with your Fairy Slingshot to reveal a small treasure chest, then head through the next door. Defeat the Like Likes in the room, then target the two cow heads in the wall with your Fairy Slingshot. The left cow will drop a small treasure chest. Hit the right cow head to make it rise. A second hit will make it rise again. The third shot will unlock the door to the Boss.



The first thing you need to do is to make the Barinade release the Bari surrounding its body. Target the tentacles at the top with your Boomerang.



Once you've hit all of them, the Bari will spin away from its body. Use your Boomerang to stun its body, then individually target and eliminate each Bari.



Continue this process while avoiding the bolts of electricity until there are no more Bari. Finally, target the Barinade's body to stun it and strike with your sword until it has been defeated.

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