



Introduction

Finding Nemo already set box office records with its tale of a fish in search of his son. Now THQ brings the movie to a home console near you... with the game of the same name.

If you're having trouble swimming with the fishes, IGN has a guide for you. Packed with tips and info from the game's lead tester, this exclusive guide will get you all the way through the game, and teach you how to get all of the bonuses as well. Swim on, brave gamer!

Guide by: Travis Tholen, Lead Tester on *Finding Nemo*



Thanks to THQ for providing this walkthrough.

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Walkthrough: Part One

Going To School

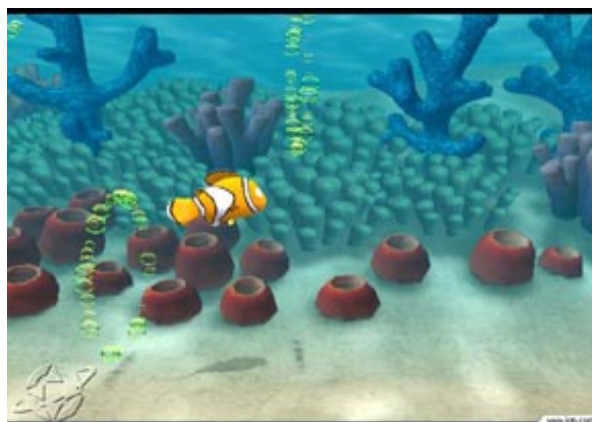
1st Section - Swim to the right until reaching Marlin. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Follow Marlin. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Swim to the right until reaching Tad and Sheldon. Continue right to the giant clam. Follow the cave down, to the right, and then upwards to Pearl. Lead Pearl back to Tad and Sheldon. Collect the pearl she drops and place it in the giant clam to get past it. Collect the green pebble, swim to the left, and place it on its corresponding pedestal. Go back to the cave where the green pebble was located. Enter the cave, go down the left path, and collect the red pebble.

Go to the left until nearing the beginning of the section and place the red pebble on its corresponding pedestal. Go right until reaching Marlin's stop point, collect the blue pebble, and swim left until passing the giant clam. Go into the cave and up the left path. Place the blue pebble on its corresponding pedestal to complete the pebble objective. Swim back to Marlin and dart through the rocks. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

4th Section - Race Nemo's new friends. Coming in



1st place completes the bonus objective.

5th Section - Knock the bubbles onto the baby clams and then dart into them to complete the level.

Bonus - Knock the ball through the bubble rings to complete the level.

Field Trip

1st Section - Swim right to Marlin. Continue right until reaching Nemo's friends. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

2nd Section - Follow Mr. Ray while avoiding enemies. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Bounce on all of the sponges to complete the bounce bonus objective. Continue to Nemo's friends.

4th Section - Follow Mr. Ray while avoiding enemies. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

5th Section - Collect the blue pebble, go to the right until reaching the wall, and then drop the pebble in the upper tunnel. Enter the lower cave, collect the red pebble in this area, and drop it in the tunnel on the left. Enter the upper cave, swim to the right, collect the blue pebble, and place it on the blue pedestal. Continue right, collect the green pebble, go left, and drop it in the lower tunnel. Enter the cave, collect the green pebble, and place it on the green pedestal. Enter the lower cave, collect the red pebble, swim left, and place the pebble on the red pedestal near the beginning of the section to complete the pebble bonus objective. Proceed back to the area the green pebble was found at and to Nemo's friends. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

6th Section - Follow Mr. Ray while going through the star rings and avoiding enemies to complete the level. Missing too many star rings causes Nemo to fall behind and restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Bounce on all of the sponges to complete the level. Use the caves to avoid the jellyfish.

The Drop Off

1st Section - Collect the red pebble from the platform, go to the right along the ocean floor, and place it on the red pedestal. Collect the green pebble, swim to the right along the ocean floor, and place it on the green pedestal. Collect the blue pebble, swim to the left along the ocean floor, and place it on the blue pedestal on the platform near the first two steam hazards of the section to complete the pebble bonus objective. Go to the right until reaching the drop off while avoiding enemies and hazards. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

2nd Section - Swim up the chain while avoiding enemies until reaching the surface. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Stay ahead of the diver until reaching the end of the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Solve the tile puzzle to complete the level.

Mask Chase

1st Section - Proceed right along the ocean floor until reaching the blue pebble. Collect the blue pebble, swim to the left along the ocean floor, and place the pebble on the blue pedestal. Go back to the right and collect the green pebble. Go over the ridge on the right and place the pebble on the green pedestal. Continue right along the ocean floor until reaching the red pebble. Collect the pebble, swim up and then to the right of the eels, and place it on the red pedestal to complete the pebble bonus objective. Continue right until reaching the wall with white formations on it. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

2nd Section - Proceed down and to the right until reaching the wall to the next section while avoiding enemies and hazards. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

3rd Section - Proceed down and to the right until reaching the entrance to the next section while avoiding enemies and hazards. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

4th Section - Proceed down and to the right until reaching the wall to the next section while avoiding enemies and hazards. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

5th Section - Swim forward while avoiding the fish that come from behind Marlin to complete the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Match all of the pictures to complete the level.

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Walkthrough: Part Two

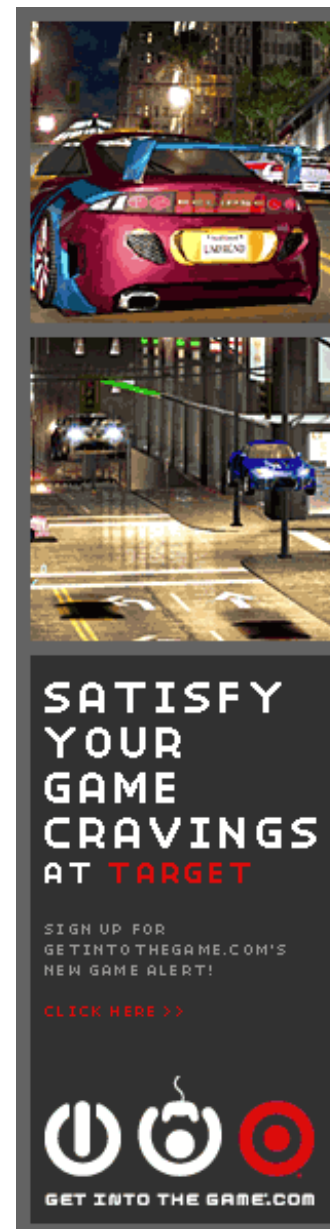
Catch Dory

1st Section - Swim through the star rings to catch up to Dory. Missing too many restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Swim through the star rings to catch up to Dory. Missing too many restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Swim through the star rings to catch up to Dory and complete the level. Missing too many restarts the section. Dart into trap doors to escape. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Solve the tile puzzle to complete the level.



Minefield

1st Section - Swim through the star rings to keep up with Bruce while avoiding hazards. Missing too many restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Swim through the star rings to keep up with Bruce while avoiding hazards. Missing too many restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Bounce across the mines to



complete the section. Too many bounces on one mine restarts the section. Bounce on all the mines to complete the bonus objective. Key for immediate exit: Up(2), left(3), up(1), left(1), up(2), right (3), up (3), right(3), up(1), right(1), up(2), left (4), up(2), left(3), up(3), right(4), up(1).

4th Section - Swim through the star rings to keep up with Bruce while avoiding hazards. Missing too many restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

5th Section - Swim through the star rings to keep up with Bruce while avoiding hazards to complete the level. Missing too many restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Knock the ball through the bubble rings to complete the level.

Submarine

1st Section - Avoid Bruce's attacks to reach the next section. A red exclamation point appears above Dory before each attack. Being caught restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Swim to the right until reaching the closed sub door. Swim down and to the left until reaching the green button. Dart into the button to open the sub door. Go back to the right and through the sub door. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

3rd Section - Avoid Bruce's attacks to reach the next section. A red exclamation point appears above Dory before each attack. Being caught restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

4th Section - Swim to the right while avoiding hazards until through the open sub door. Swim over the pipe and collect the green pebble. Take the lower path to the right until reaching the green pedestal and drop the pebble on it. Collect the red pebble and go back to the open sub door. Swim right along the bottom and place the pebble on the red pedestal. Swim up to the ceiling and follow it to the right. Go through the broken pipes until reaching the green button. Dart into the button and then go back to the green pedestal. Collect the blue pebble and go through the open sub door to the right. Go to the right until past the close flame hazards that are above and below Marlin. Swim up and to the left to reach the blue pedestal and place the pebble on it to complete the pebble objective. Continue right until reaching a large hollow pipe with bubble rings in it. Go up and to the left until reaching the green cannonball. Dart into the cannonball and then continue right through the hollow pipe. Go past the flame hazard near the open lid and to the green button on the left. Dart into the button, continue right, and go through the open sub door. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

5th Section - Avoid Bruce's attacks to reach the next section. A red exclamation point appears above Dory before each attack. Being caught restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

6th Section - Solve the tile puzzle, dart into the green button towards the beginning of the section, and go through the open sub door to complete the level. There is a key for the puzzle near the green button.

Bonus - Win the race by going through the red bubble rings and avoiding hazards to complete the level.

Hide and Seek

Swim over the rock on the left and down until a question mark appears. Press the ACTION button to find Bloat. Swim left, go over the red plant, and to the hut and coconut trees. Dart into all the coconuts to find Jacques. Swim left, collect the red pebble from the mouth of the tiki statue, swim over the volcano and white speckled plant, and place the pebble on the red pedestal. Go back to the right and into the volcano. Enter the red circle in the first chamber. Enter the orange circle in the second chamber. Enter the yellow circle in the third chamber. Enter the green circle in the fourth chamber. Find Gurgle in the fifth chamber. Exit the volcano, swim up to the diver, and continue left to find Peach. Swim to the bottom of the tank and go left until reaching the pirate ship.

Collect the key and bring it to the chest on the right to find Bubbles. Collect the blue pebble, go over the ship, and place it on the blue pedestal on the ground. Go back to the ship and collect the green pebble, go left until past the hut, and place the pebble on the green pedestal to complete the pebble objective. Go back to the ship and swim right at the level of the ship until reaching the tile puzzle. Solve the tile puzzle to find Deb and complete the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Match all of the pictures to complete the level.

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Walkthrough: Part Three

Mask Search

1st Section - Swim right until reaching Marlin. Follow him to the first pipe obstacle. Swim into the pipe and dart into the green ball. Tag Marlin, exit the pipe through the lower section, swim up, and then dart into the green switch to clear the way for Dory. Tag Dory and go through the barrel. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

2nd Section - Swim to the right until reaching Marlin. Follow him to the second pipe obstacle. Swim to the top of it and dart into the green switch. Tag Marlin, go through the opening Dory made, swim down, and then dart into the green switch. Tag Dory, dart into the next green switch, and then tag Marlin. Go through the opening and small pipe to reach the tile puzzle. Solve the tile puzzle, go through the opening, and go to the switch up and to the left. Dart into the switch, tag Dory, and then go through the barrel. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

3rd Section - Go right until reaching Marlin and follow him to the third pipe obstacle. Tag Marlin, swim through the small pipe in the upper section, and collect the blue pebble. Swim left until past the sub wreckage and place the pebble on the blue pedestal. Go back to the other pebbles and dart into the green bolt. Tag Dory, swim right, and dart into the green obstruction that is blocking the pipe. Tag Marlin, go through the pipe that was just cleared, and then dart into the green switch to open the door. Tag Dory, swim to the pebbles, and collect the red pebble. Swim right and along the floor until reaching the red pedestal and place the pebble on it. Swim up and dart into the two green switches. Tag Marlin, swim to and collect the green pebble, swim to the area below the pebble platform, and place the pebble on the green pedestal to complete the pebble objective. Swim right, take the path that Dory cleared, and dart into the green switch for the last door. Tag Dory and swim to the mask to complete the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

Bonus - Solve the tile puzzle to complete the level.

Anglerfish Chase

1st Section - Avoid the Anglerfish's attacks to reach the next section. A red exclamation point appears above Marlin before each attack. Being caught restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Avoid the Anglerfish's attacks to reach the next section. A red exclamation point appears above Marlin before each attack. Being caught restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Avoid the Anglerfish's attacks to complete the level. A red exclamation point appears above Marlin before each attack. Being caught restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Knock the ball through the bubble rings to complete the level.

Mount Wannahockaloogie

1st Section - Follow Jacques while avoiding hazards. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Swim right and dart into the pebble on the rock just past the first tiki hazard. Continue right along the floor and dart into the pebble below the mushroom rock. Dart into the sign above and note the tiki sequence. Continue right and dart into the pebble on the rock just before the tiki hazard. Swim to the tiki statues and blow into them in the order shown on the sign. Swim over the volcano and to the diver. Dart into the switch continuously to block the last leak. Swim over the diver to complete the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Solve the tile puzzle to complete the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

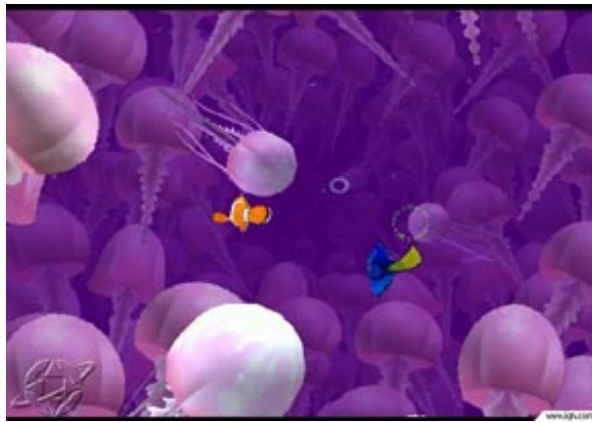
4th Section - Swim through the rings of fire to complete the level. Missing three restarts the section.

Bonus - Match the krills' shapes to the characters to complete the level.

Jellyfish Race

1st Section - Win the race through the jellyfish to complete the section. Bounce off the tops of jellyfish to stay ahead. Losing the race restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Bounce across the jellyfish to complete the section while avoiding the baby jellyfish. Bounce on all the jellyfish to complete the bonus objective. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.



3rd Section - Win the race through the jellyfish to complete the level. Bounce off the tops of jellyfish to stay ahead. Losing the race restarts the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Knock the ball through the bubble rings to complete the level.

Training With Gill

1st Section - Follow Gill while going through the star rings. Falling behind restarts the section.

2nd Section - Bounce on all of the snails. They all must be in their shells to complete the section.

3rd Section - Follow Gill while going through the star rings. Falling behind restarts the section.

4th Section - Knock the ball through the blue bubble rings to complete the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

5th Section - Follow Gill while going through the star rings to complete the level. Falling behind restarts the section.

Bonus - Bounce on all the snails while avoiding the jellyfish to complete the level.

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Walkthrough: Part Four

East Australian Current

1st Section - Catch up to Dory each time she swims away. Be wary of the time limit. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Bounce on the turtles to find the baby turtles. Go to the front with all five babies to continue. Bounce on all the turtles to complete the bonus objective.

3rd Section - Win the race to complete the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

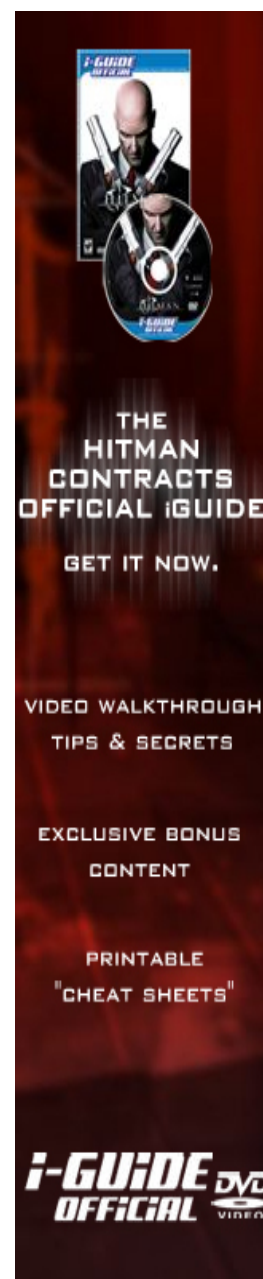
Bonus - Match the krills' shapes to the characters to complete the level.



The Plan

Swim to the right until reaching the three clams. Collect the red pebble from the large clam and place it in the filter. Swim to the right until reaching the diver's helmet. Dart into the front of it, collect the red pebble, and place it in the filter. Swim to the right until reaching the pirate ship. Enter the lower section and then go onto the deck. Collect the red pebble, swim through the hole in the deck, and place the pebble in the filter. Swim to the left and enter the volcano.

Collect the red pebble in the second chamber and place it in the green hole. Enter the left circle,



collect the red pebble, and place it in the purple hole. Exit the volcano and swim to the top. Collect the red pebble and place it in the filter. Swim to the left until reaching the skull. Dart into the glass covering the eye socket and collect the red pebble. Place it in the filter to complete the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Knocking the ball through the blue bubble rings is optional but needed to complete the ball bonus objective.

Bonus - Win the race by going through the red bubble rings to complete the level.

Whale Chase

1st Section - Attempt to stay ahead of the whale for as long as possible. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

2nd Section - Bounce across the whale's tongue while avoiding jellyfish. Bounce on all the taste buds to complete the bonus objective. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

3rd Section - Swim down the whale's throat while avoiding hazards.

4th Section - Swim through the whale's stomach while avoiding hazards. The pebble bonus is located in this section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

5th Section - Swim out of the whale's blowhole to complete the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Match the krills' shapes to the characters to complete the level.

Treatment Plant

1st Section - Swim past the sewer brushes. Continue right until reaching the chamber with the two large hermit crabs. Enter the grate, go up, and dart into the next grate. Continue through the next grate, go down, and dart into the next grate to complete the section. This may be difficult due to current. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

2nd Section - Swim through the section while avoiding hazards. Dart into the green buttons to activate the gears and advance. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

3rd Section - Swim down the tunnel and through the middle of the fan. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

4th Section - Jump over the gates when the water rises. Continue past the rotating brushes and to the area with current. Enter the third passageway and follow it to the gate. Going through bubble rings is optional but needed to complete the bubble ring bonus objective. Trapping and defeating enemies is optional but needed to complete the enemy bonus objective.

5th Section - Take the upper path to make it to the sliding blocks. Continue to the area with current. Collect the blue pebble in the current, go down the third lower passageway, and place it on the blue pedestal. Collect the red pebble, go down the first lower passageway, and place it on the red pedestal. Go up the middle upper passageway and collect the green pebble. Go down the second lower passageway and place it on the green pedestal to complete the pebble objective. Go back up the upper middle passageway to complete the section. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

6th Section - Swim down the tunnel to complete the level. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Knock the ball through the bubble rings to complete the level.

Fishing Net Rescue

Find Dory and have her instruct all the fish in the net to swim down to complete the level. Follow Marlin to find her. Avoid the falling hazards and be wary of the time limit. Going through bubble rings is optional but needed to complete the bubble ring bonus objective.

Bonus - Tag Dory, swim down, and dart into the rock blocking the small cave. Tag Marlin, dart into the latch straight ahead, and then enter the small cave. Dart into the latch on the left, swim over the next cage, and then dart into the latch at the top of the cage that follows. Tag Dory, go through the tunnel, and dart into the top of the cage. Go left, dart the rock off the second cage, and then tag Marlin. Go through the small cave and dart into the latch on the right. Tag Nemo, enter the first cage, and collect the red pebble. Exit through the right side of the cage and place the pebble on the red pedestal in the next cage. Collect the green pebble, swim to the upper right area of the level, and place it on the green pedestal in the small cave. Enter the trap down and to the left of the cave and collect the blue pebble from the tunnel below it. Place the pebble on the blue pedestal on the right side of the cage to complete the level.

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Everything!

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