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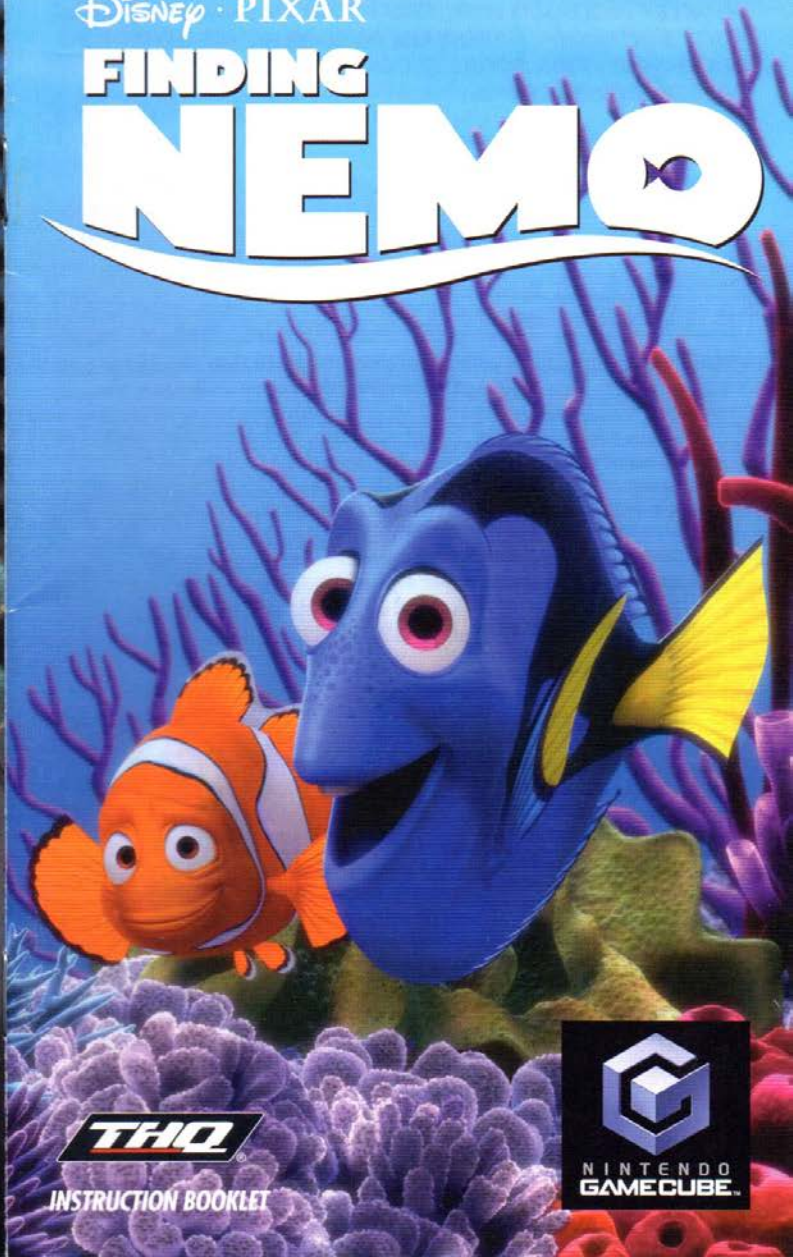
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THQ INC.
27001 Agoura Rd. Suite 270
Calabasas Hills, CA 91301
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Disney · PIXAR

FINDING NEMO



INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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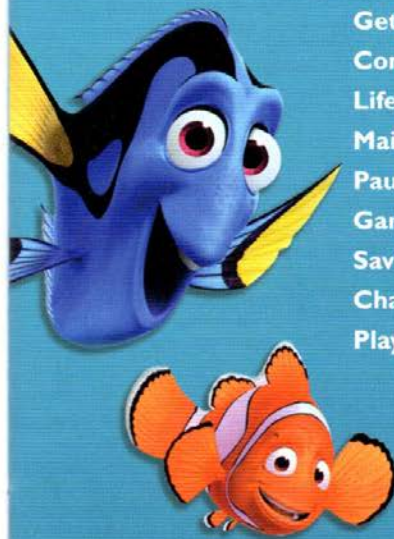


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GETTING STARTED

Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the *Disney/Pixar Finding Nemo* Game Disc on the disc tray with the label facing up. Manually close the disc cover and the game will begin to load.

Memory Cards

Insert a Nintendo GameCube™ Memory Card to load a saved game or create a new *Disney/Pixar Finding Nemo* game file. Before starting *Disney/Pixar Finding Nemo*, a Memory Card check will occur. If there is no saved *Disney/Pixar Finding Nemo* data on the Memory Card, then a new save file needs to be created manually. If *Disney/Pixar Finding Nemo* game data already exists on the Memory Card, then the saved game will need to be loaded manually.

Please refer to the Nintendo GameCube™ instruction booklet for directions on how to format and erase Memory Card files.



CONTROLS



Menu Controls

+Control Pad:	Highlight menu selection
Control Stick:	Highlight menu selection
A Button:	Confirm menu selection
Y Button:	Return to previous menu

Game Controls

+Control Pad:	Control character
Control Stick:	Control character
A Button (Move Button):	Speed up
B Button (Action Button):	Perform an action whenever a question mark (?) appears
Y Button:	Skip cinematic cut-scenes when replaying a level
START/PAUSE:	Pause the game and view the Pause Menu

Welcome to
Disney/Pixar Finding Nemo,
the video game that brings all of the excitement
and adventure of the animated movie to your
Nintendo GameCube™! Young Nemo is a little
clownfish with a weak fin but lots of heart. When
Nemo disobeys his father, Marlin, on his first day of
school, Marlin and Dory have to overcome all sorts
of obstacles to get Nemo home safe and sound.
All three of them need your help to make it
through their adventure, so don't let them down!

MAIN MENU

There are three options to choose from on the Main Menu:

- **New Game:** Start a new adventure from the beginning of the game.
- **Load Game:** Continue your saved game from a Nintendo GameCube™ Memory Card.
- **Play Trailer:** Watch the movie trailer for the film!



PAUSE MENU

Press START during the game to view the Pause Menu. You can select any of the following options on the Pause Menu by highlighting your choice with the +Control Pad or Control Stick and choosing it with the A Button:

- **Resume:** Continue the game from where you paused.
- **Restart:** Start over from the beginning of the level.
- **Exit:** Quit the game and return to the Level Select Screen.
- **Options:** Change the Game Options.

GAME OPTIONS

You can change the following Game Options by choosing OPTIONS from the Pause Menu:

- **Rumble Feature:** Turn the Rumble Feature ON or OFF.



GAME OPTIONS

- **Surround Sound:** Turn this option ON if your TV has surround sound. Otherwise leave it OFF.
- **Sound Volume:** Set the volume level of the sound effects, from 1 (lowest) to 10 (highest).
- **Music Volume:** Set the volume level of the background music, from 1 (lowest) to 10 (highest).
- **Voice Volume:** Set the volume level of the characters' voices, from 1 (lowest) to 10 (highest).
- **Subtitles:** If you want to read along with what the characters are saying, turn this ON. If not, turn it OFF.
- **Swap Controls:** If you want Nemo to move down when you press up, and move up when you press down, turn this ON. If not, turn it OFF.
- **Back:** Return to the Pause Menu.



SAVING AND LOADING

At the end of each level, you can save your game to a Nintendo GameCube™ Memory Card. This lets you turn off your system without losing the progress you've made in the game. When you want to start playing again, choose LOAD GAME from the Main Menu, and choose the game you saved.



Nemo

This little clownfish is the star of the game, but he's got a lot to learn before he can swim with the big fish! One of his fins is weaker than the other, which is one of the reasons Marlin is always so worried about him. By pressing the Action Button (B Button), you can make Nemo dart into objects, or you can hold it down to make him carry small items, such as pebbles*. He's not very strong, but his small size lets him get through areas that bigger fish would get stuck in.

*Note: Nemo must learn an action before he can use it, such as darting into an object or carrying a small item.

**Marlin**

Marlin is Nemo's father, and like any good dad, he's always trying to make sure that his son stays out of trouble! At the start of the game, Marlin is afraid of just about everything, but he becomes very courageous as he risks life and fin to save his son. You can make Marlin dart into objects and carry items with the Action Button.

**Dory**

Dory is bigger, faster, and stronger than Nemo and Marlin, but she's also pretty forgetful — she has trouble remembering anything for more than a couple of minutes! Dory will need a lot of help from you to keep her mind on what she has to do. Because of her strength, she can carry items and knock objects over by using the Action Button.

**Level Select Screen**

After clearing a level, you will view the Level Select screen, which will let you see how you did in the level and decide if you want to go back and replay the level to try and do better.

- **Time:** This is how long it took you to get to the end of the level.
- **Shell Score:** The more Shells you collect, the higher this score will be.
- **Starfish:** The number of Starfish you see here is the total number of bonus Starfish available in the level. If you found any during the level, they will appear gold.

To select a level that you want to go back and replay, use the +Control Pad to highlight the name of the level and press the A Button to select it.

If you want to play one of the bonus levels that your Starfish unlock, choose the Starfish with the +Control Pad and press the A Button to play its bonus level.

If you collect all of the Starfish in a level, highlight the Starfish with the +Control Pad and press the X Button to see bonus artwork from the movie!

PLAYING THE GAME

Items and Power-Ups

There's a lot going on under the water and there are many things for Nemo, Marlin, and Dory to use in their adventure. Be sure to keep a sharp eye out for the following items:



Bubbles: Swim into a Bubble to send it into the nearest enemy. Once the enemy is trapped in the bubble, dart toward the enemy with the Action Button to defeat it. You've got to be quick, though — enemies will pop out of Bubbles if you're too slow!

Bubble Rings: Swimming through a Bubble Ring gives you a little burst of speed. If you swim through all of the Bubble Rings in a level, you get a special bonus — a Starfish!



Bubble Trails: These tiny bubbles form a regular Bubble if you swim into all of them. Once they become a Bubble, you can use that Bubble to trap and defeat an enemy.

Krill: Run into a Krill to get it to follow Nemo, Marlin, or Dory. The Krill will stick around as long as your character doesn't bump into anything harmful. If you do, they will swim away, but you won't have to restart the level. If you don't have any Krill to protect you and you bump into an enemy, you will have to restart the level.



PLAYING THE GAME

Red Rings: Red Rings are just like Speed Rings. When you swim through them, you get a burst of speed. Unlike Speed Rings, though, the Red Rings are always there and never disappear.



Sea Anemone: Say it five times fast! If Nemo or Marlin swim into a Sea Anemone via the Action button, they get "charged up" and spin around for a short time so they can't be hurt by enemies. Watch out, though — as soon as they stop spinning, they can be hurt again!

Shells: Collect these brightly colored Shells for bonus points. The more you get, the higher your score will be!



Shell Rings: Shell Rings are special circles of Shells. If you swim through the center of a Shell Ring, you automatically collect all of the Shells in the Shell Ring!

Speed Rings: Some fish leave Speed Rings behind them when you're following them. You need to swim through the Speed Rings to catch up with the fish.



Starfish: Each level has special goals that you can try to achieve. If you complete a special goal, you earn a Starfish. If you collect all of the Starfish in a level, you will unlock game secrets from the Main Menu!

Enemies

The ocean is a dangerous place for a small fish, and there are enemies in it that would like nothing better than to see Nemo, Marlin, and Dory fail. Be on the lookout for these bad guys!

Electric Eels: These slimy shockers will zap Nemo, Marlin, or Dory if you swim too close to them. Fortunately, Electric Eels are found only in deep sea levels, and they always just swim back and forth between two areas.



Floating Spiny Sea Slugs: These enemies are about as nasty as they sound! Spikes stick out from their bodies in regular patterns, so if you want to get by them safely, move by them quickly when they're pulling their spikes in.

Hermit Crabs: Hermit Crabs are found in many of the levels. They sit on the ocean floor and jump up at you when you swim too close. Make sure to stay out of the reach of their snapping claws, or try to trap them in a Bubble!



Puffer Fish: You'll find Puffer Fish in earlier levels of the game. If you touch a Puffer Fish, it will send you shooting into the sea! Watch their pattern of inflating, floating, deflating, and sinking to get past them.



Sea Urchins: Like the Puffer Fish, Sea Urchins puff themselves up too — but they've got spikes all around them that will hurt you if you run into them! Stay away from a Sea Urchin and it won't pop its spikes out. Swim too close, however, and you'll get a sharp surprise!

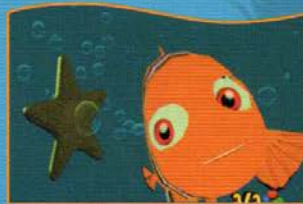
Snapping Clams: These villains are all mouth, and their favorite food is fish! Snapping Clams appear in most of the levels, and they jump up at you when you get too close. Send a Bubble their way to keep them quiet for good!



Squishes: Squishes bounce along the level and give you a painful sting if they run into you. Be careful to avoid these bouncing baddies!

Starfish Bonuses

Every level has a goal that you need to complete to move on to the next level, but every level also has at least one special goal that can earn you a Starfish if you complete it. If you collect all of the Starfish from a level, you can unlock bonus games and items! Following are some examples of these special Starfish bonus goals.



Bounce Bonus: Sometimes you can bounce on objects in a level, like mines, jellyfish, or turtles. If you bounce on every one of them at least once, you will earn a Starfish!

PLAYING THE GAME

Bubble Ring Bonus: Swim through every Bubble Ring in a level to earn a Starfish.



Hero Bonus: If you manage to trap every enemy in a Bubble and pop the Bubble, you will earn a Starfish as your Hero Bonus!



Pebble Bonus: Some levels have colored pebbles and platforms that match the pebbles' colors. Carry each pebble to the platform of the same color to earn a Starfish.



Race Bonus: Some levels have speed races in them. All you need to do is complete the race to move on to the next part of the level, but if you come in first, you will earn a Starfish!

Bonus Levels

After collecting all of the Starfish in a level, you can play a bonus level that rewards you with another Starfish if you complete it. If you collect every Starfish in the game, you will be rewarded with a nice surprise — beautiful artwork of your favorite finny friends! Here are the different types of bonus levels that you will see:

PLAYING THE GAME

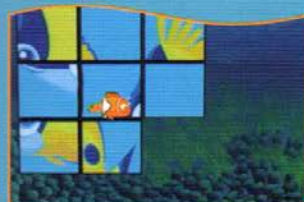
Luxo Ball Bonus: Send the Luxo Ball through all of the Luxo Ball hoops to earn a bonus Starfish.



Pairs: Match up the pairs of hidden pictures to complete this bonus level!



Simon Says: Copy the shapes that the school of moonfish form to complete this bonus level and earn a Starfish.



Slide Puzzle: Slide the tiles with the Action Button to form a picture. You can only move a tile up, down, right, or left, and you can only move it into an empty space. This one's tricky!

Teamwork: Nemo, Marlin, and Dory have to work together to complete the level. You can "tag" between the three friends and use their different sizes and strengths to clear obstacles.



**TRAVELLER'S TALES****Executive Producer**

Jon Burton

Producer

Ralph Ferneyhough

Lead Programmer

John Hodkinson

Lead Artist

James Cunliffe

Lead Animator

Jeremy Pardon

Design

James Cunliffe
 Ralph Ferneyhough
 John Hodkinson
 Jeremy Pardon
 Arthur Parsons
 Jon Burton

Programming

Ralph Ferneyhough
 John Hodkinson
 Michael Jackson
 Martin Smith

Character Animation

Chris Dicker
 Jeremy Pardon
 Paul Underwood
 Antony Whiteley

Character Modelling

Nicola Daly
 Chris Dicker
 Jeremy Pardon

Level Artwork

Neil Allen
 Dave Burton
 Bev Bush
 James Cunliffe
 Rhoda Daly
 Leon Warren

Level Layout

Laurence Alexander

Engine Programming

Alistair Crowe
 Dave Dootson
 Steve Monks
 Glynn Scragg
 Richard Taylor

Nintendo GameCube Programming

Jon Arden
 Andy Holdroyd
 Chris Payne

Additional Programming

Jon Arden
 Andy Holdroyd
 Roland Hougs
 Chris Payne

Office Manager

Emma Hoskins

Music by Swallow Studios

Andy Blythe
 Marten Joustra

Sound Effects by DevSound

Steve Cowell

THQ Inc.**Producer**

Stephen Jarrett

Executive Producer

Duncan Kershaw

Production Support

Emerson Escobar
 Karlo Kilayko

Additional Production Support

Jim Boone
 Marcel Samek

Vice President - Product Development

Philip Holt



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Quality Assurance Senior Testers

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TRAVISty Tholen

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Quality Assurance Testers

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David Langeliers

David Orlich

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Hollie Blackman

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Jason Burchfield

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Nars Del Rosario

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Nicholas Saliani

Patrick Walsh

Ryan King

Shirley Alovera

1st Party Submission Specialists

Evan Icenbice

Ian Sedensky

Keith Michaelis

1st Party Testers

Adam Affrunti

Antonio Herrera

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Joe Lerman

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Lee Unkrich**Producer**
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Michele Spane**Creative Resources Coordinators**
Anne Barson
Shannon Brown**Creative Resources Project
Manager**
Leeann Alameda**Creative Resources Artist**
Ben Butcher**Lead Technical Director**
Clay Welch**Script/Story Manager**
Blake Tucker**Art Department Coordinator**
Bert Berry**Special Thanks**
Paul Cichocki
Keith Kolder
Jeff Raymond

CREDITS

DISNEY INTERACTIVE

Senior Producer
Peter Wyse

Associate Producer
Pat Larkin

V.P., Product Development,
Console
Dan Winters

Director of Marketing
Bob Picunko

Marketing Manager
Nichol Bradford

Promotions and Synergy Manager
Deborah Lawson

Special Thanks

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John Blas
Ryan Fons
Michelle Goldman
Tom Kier
Susan Lambert
Eitan Levine
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Georgia O'Conner
Jack Pan
Jeff Powers
Luigi Priore
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Claudia Ross
Fred Tio
Dave Wong

Disney Character Voices

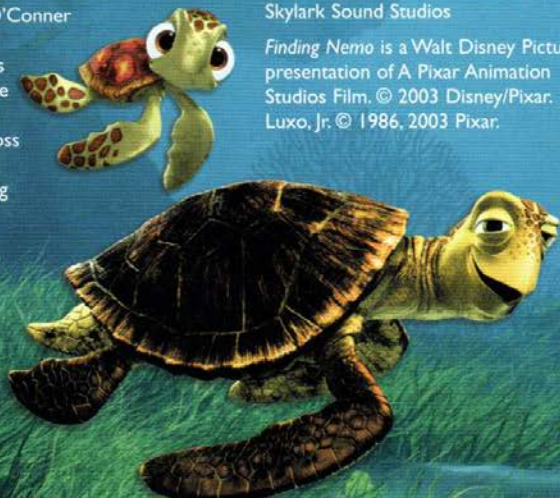
Ben Hoppe
Bryan Monroe
Ned Lott
Renee Johnson
Susan Ryan

Featuring the Voice Talents of:

Erica Beck
Albert Brooks
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Brad Garrett
Alexander Gould
Jennifer Hale
Jess Harnell
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Vicki Lewis
Austin Pendleton
Erik Per Sullivan
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THQ Inc.
Customer Service Department
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Calabasas Hills, CA 91301



THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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