Disney · PIXAR
FINDING
NEMO

Finding Nemo

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Following the death of his partner, Coral, and most of his unborn children, Marlin the clownfish is left to raise his son, Nemo, by himself. Unfortunately, this tragedy has left deep emotional scars on Marlin – the once carefree clownfish now a cautious, overprotective parent. It is this overprotectiveness that will lead to a rift between him and his son, and an argument stemming from this friction will result in Nemo being taken by human divers. So will begin Marlin's journey to rescue his son. What role will you play in the events to come?

You arrive in this world the morning of Nemo's first day of school. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the options below. Fish here tend to have more expressive faces than you would find in a more typical world, and also seem to be able to make use of their fins as hands with limited dexterity in some cases. There may also be other minor differences between a fish and their typical counterpart.

Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Fish

This is the catch-all option for small fish and sea creatures. Want to be a clownfish like Marlin and Nemo? Sure! A blue tang like Dory? You got it! A starfish, cleaner shrimp, or porcupine pufferfish? No problem!

The only limits here are that your chosen species would be at home in a fish tank, and that they don't have significant special advantages.

[Free] Human

While humans lack the ability to communicate with the fish here, they nonetheless play an important role in this world.

[Free] Barracuda

A larger, predatory fish. One such fish killed Coral, and most of her children.

[Free] Bird

With this option, you can choose to be a pelican, seagull, or loon.

Fortunately, unless you take a certain drawback, you can say more than 'Mine!'.

[Free] Ray

Like the aptly named Mr. Ray, you are a spotted eagle ray. Your wide, flat, body may help you act as transport for smaller fish.

[Free] Sea Otter

Aww, you're an adorable sea otter! I'm sure others would love a cuddle from you!

[Free] Sea Lion

You're a sea lion, like Fluke, Rudder, and Gerald. You'll find it extremely comfortable to laze about on a rock, provided you can actually find a nice rock off your own.

[Free] Sea Turtle

You're a sea turtle, dude! Sea turtles have a protective shell, and possess a notably long lifespan.

[100cp] Anglerfish

A deep-sea fish. Via bioluminescence, you are able to light up your dorsal fin, which can be used to attract prey before ambushing them.

[100cp] Octopus

You are an octopus, of the same variety as Hank. Notably, you have an extremely potent camouflage ability, which allows you to near-instantly, and very effectively, pass yourself off as a variety of objects, or blend into the background.

[200cp] Shark

With this option, you can choose to be a whale shark, mako shark, hammerhead shark, or even a great white shark.

As a shark, you'll have few threats to contend with in the ocean, but may have trouble earning the trust of most fish.

[200cp] Beluga Whale

Like Bailey, you are a beluga whale. You possess an extremely powerful echolocation that can be used to accurately track objects significantly far away from you. The world's most powerful pair of glasses, as some might describe it.

[200cp] Giant Squid

You are a giant squid, capable of lighting up in a blue light via bioluminescence. One such squid is a major predator in the waters near the California Current.

[300cp] Blue Whale

You are a giant blue whale. With such sheer size, you'll have few threats to contend with in the ocean.

-Background-

You must choose one of two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Finder

You're a protagonist of this tale, the kind of person that would journey across the ocean to rescue a loved one. Let's hope it doesn't come to that!

Found

Being stolen from your family is a horrible thing. Perhaps it's happened to you already? Perhaps it *will* happen to you… or not, your future is your own, after all.

-Location-

You may freely choose to begin at any of the following locations.

Great Barrier Reef

Located off the coast of Queensland, the Great Barrier Reef is a giant coral reef. It is home to Marlin and Nemo.

Shark Lair

A sunken submarine, surrounded by sea mines. Bruce the shark and his vegetarian cohort meet here regularly.

Jellyfish Forest

Located above a spooky looking but notably safer trench is this habitat for jellyfish. Try not to get stung!

East Australian Current

The East Australian Current (EAC) is a significant current of water. If you are a fish meaning to travel from the Great Barrier Reef to Sydney, you'll want to hitch a ride on it.

Sydney Harbour

Home of the Sydney Opera House, the Sydney Harbour Bridge, and the office of one Phillip Sherman, dentist.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Finder Perks

[100cp, Free for Finders] Clowning Around

Whether or not you are a clownfish, you are certainly good at jokes, both in terms of coming up with new ones that can be appreciated by your audience, and in terms of delivery.

There is a catch; you only benefit from the effects of this perk so long as you maintain a relaxed, optimistic, attitude. Those constantly stressing about every possible danger will draw nothing from this. Perhaps it's time you learnt to let go?

[100cp, Free for Finders] Just Keep Swimming

You are impressively adaptable and mentally resilient. This will help you press on even when situations look bleak, and quickly adjust to changing situations, even those arising from a loss of information or memory.

[200cp, Discounted for Finders] It's Time To Let Go!

Parenting can be challenging at the best of times, but in an ocean packed with danger, it can be especially hard to get right. Falling into excessive caution and overprotectiveness is all too easy – thankfully, this perk will help you with that.

Your parenting ability has been greatly improved thanks to this perk. Moreover, you are able to find the sweet spot between caring and protecting your children, and giving them room to breathe, to develop, to experience the world. Maybe you could give Marlin some advice?

[200cp, Discounted for Finders] I Speak Whale

The effects of this perk vary based on your chosen species, as explained below:

- By default, like Dory you have learned how to speak and understand the whale language, across its various dialects. You'll find that this language works in other worlds too, though in worlds with less intelligent whales, the quality of conversation is likely to be much lower.
- For whales and whale sharks, this perk instead provides you with the general fish language used in this world, as described in *Speaking With The Fishes*.
- Humans that purchase this perk do not gain either language.

Regardless of the species you purchased this perk as, at the start of each new jump, you can choose a new language to become fluent in. This language must be possible to learn naturally, and common to the local setting. Post-chain, you gain this same opportunity once ever ten years.

[400cp, Discounted for Finders] One Dedicated Father

Word of your noble deeds spreads surprisingly quickly, particularly if you go out of your way to tell others of your exploits. Others will feel almost compelled to relay these exploits from person to person, over their usual gossip. Moreover, the tale of your deeds tends to outstrip your own travel speed – tell someone about them as you travel to a destination as efficiently as possible, and you'll often find those at your destination already know about it, even if it was spread solely by word of mouth.

Naturally, such gossip will work to establish and maintain a positive reputation for yourself. In fact, you may even find that some natural predators will be so impressed that they elect to help you along your journey rather than eat you.

Additionally, if you are trying to rescue someone in particular, then tales relating to this endeavour are almost guaranteed to reach them in some form, so long as it is remotely plausible. These individuals will find themselves buoyed by this news, and may be inspired to take action that better affects their successful recovery.

Note that the effects of this perk solely applies to events that actually happened. Events you deliberate misrepresent, or make up wholesale, will not spread in this way.

You may toggle this perk on and off as you like, but doing so will not undo what has already occurred.

[400cp, Discounted for Finders] I Don't Want To Forget

Memory loss can be a horrific thing. Imaging forgetting your family, the ones you love, and then blissfully going about your day, no wiser to your loss. Or imagine knowing you have forgotten vital information, without knowing exactly what you have forgotten. Fortunately, it's not something you have to worry about anymore!

Thanks to this perk, you now have a perfect, eidetic memory, along with the required mental capacity to handle it. You won't be forgetting what matters to you.

[600cp, Discounted for Finders] No Eating Here Tonight

So you're a clownfish, or a blue tang. Not exactly top of the food chain. Fortunately, you have what it takes to swim with the sharks (or away from them), thanks to this perk.

You are now extremely impressive when it comes to dodging and fleeing from others. You move much faster than usual, you better time dodges, and identify opportunities to make such dodges, and parts of the environment you can move into that your attacker cannot. You are also just plain luckier during such situations, such that a pursuing anglerfish might somehow trap themselves via a diver's mask before they can chow down on you.

Found Perks

[100cp, Free for Found] Sharkbait

You have a much easier time making friends, and adapting to the flow of established social groupings. Helpful for your first day at school, or should you find yourself stuck in a tank with a bunch of strange fish.

[100cp, Free for Found] *Voilà. He is clean.*

Like Jacques, you have an impressive talent for cleaning, allowing you to quickly clean people and places. This is most prominent when underwater, allowing you to "decontaminate" a creature your size in mere moments.

[200cp, Discounted for Found] *That took guts, kid.*

You are courageous, able to find that resolve within yourself to face down danger and put yourself in harms way when you need to, even when the danger in question very nearly killed you already.

This perk won't make you more of a thrill seeker on its own, it merely enables you to act when you believe you must.

[200cp, Discounted for Found] ***He seems to be favoring that one lately.***

Whether through long-term exposure or proper schooling, you have learned the ins and outs of dentistry. As a human, you could perform this profession with aplomb. As a fish… well, you could give running commentary on a dentist's work.

[400cp, Discounted for Found] Swim Down!

When fish are scooped up in a net, they swim in any direction, ruining their chances of escape, and those trapped with them. At least, that's what would happen without you around.

You are now able to speak in a loud, clear voice that cuts through the noise of a panicked crowd, allowing yourself to be heard. Speaking in such a manner will help you coordinate crowds of strangers, better convincing them to follow your suggested approach in perilous situations. It can even help you reach those in panicked states, allowing them to come to their senses and focus on the matter at hand, instead of flailing wildly and harming their own chances of survival.

[400cp, Discounted for Found] The Great Escape

When it comes to escaping imprisonment, you are a mastermind. You are able to identify vulnerabilities in mechanisms that either are holding you directly or play a role in keeping you in place (like a fish tank's filter). You are able to effectively assess how useful other prisoners may be in assisting you in engineering an escape. Most importantly, you are able to put this and other information together to put together plans to break you and others out.

Just remember to have an idea of what to do after you're out.

[600cp, Discounted for Found] Bite of Blenny

Looks can be deceiving. The anglerfish uses a pretty light to lure in unsuspecting prey. You have learned your own kind of deceptive predation.

Now, you are able to briefly but ludicrously expand your head in order to deliver a powerful bite, or swallow prey whole. A fish smaller than a clownfish could use this to swallow an entire anglerfish, while large forms are capable of a similar rate of expansion.

You'll also find that your stomach is effectively a hammerspace, allowing you to digest the meals you are swallowing whole, without appearing any different from the outside, and also not putting on unwanted weight as a result of regular use of this ability.

Try not to think about the logic of this too much.

General Perks

[Free] Speaking With The Fishes

Exclusive to non-humans.

In this world, sea creatures, including sea mammals like seals and certain birds like pelicans, are able to freely converse with each other, as well as understand human speech. Additionally, some creatures like whales speak in their own unique language, and seagulls are able to understand speech but are limited to saying 'Mine!'.

This perk provides you the ability to speak this shared language across all forms you can take – a language that can be spoken by fish even underwater.

If you are a whale or whale shark, this perk works slightly differently. Instead, it provides you with the whale language. If you want the general fish language, you must also purchase *I Speak Whale*.

In either case, you'll find that your language works just as effectively in other worlds, though in settings with less intelligent sea creatures, the quality of conversation will probably be much worse.

[100cp] *Fish are friends, not food.*

From now on, no matter what form you take, you will be able to sustain yourself in a healthy manner via a vegetarian diet. You'll still need to consume the same general amount of food, but you now have much greater freedom in how you go about that.

After all, you are not a mindless eating machine.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] Films

A copy of Finding Nemo, Finding Dory, any additional content found on their DVD/Blu-Ray releases, and Dory's Reef Cam, on your preferred form of physical media.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

A lot of Finding Nemo related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Finding Nemo branded collectibles and odds and ends. A fish will likely find even less use for these products. Even so, they might serve as a memento of your time here.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Diver's Mask

A diver's mask, which comes in the colour of your choice.

Upon purchase of this item, choose a phrase to be written on the mask, such as a name and address. Those that read the phrase will find that it sticks clearly in their mind, even if they are normally the forgetful sort. At the start of each jump, you have an opportunity to change the phrase. Post-chain, you may do so every ten years.

Should the diver's mask be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Fish Food

This is a replenishing supply of food, suitable for taking care of a tank full of fish, or for eating yourself if you happen to be such a fish.

You can be assured that no intelligent creatures were harmed in the production of this food.

[100cp] Sea Anemone

This sea anemone makes a wonderful home for clownfish. It is located at your starting location, in a location that is convenient for you – whether that prioritises safety or a nice view is based on your preferences. It remains in its prime indefinitely, but may still be destroyed or killed.

At the start of each jump, you can choose for it to be moved to your starting location, to another property you own, or to your Warehouse. Where no suitable body of water exists, a small pool of water will accompany it. Post-chain, you can move it to your Warehouse or to a suitable location controlled by you once every ten years.

Should your sea anemone be destroyed or killed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead be moved to your Warehouse.

[100cp] Fish Tank

A wonderfully decorated fish tank. It is equipped with an AquaScum 2003, described as an all-purpose, self-cleaning maintenance free salt water purifier that is guaranteed to even extend the life

of your aquarium fish. It will keep the fish tank at an ideal temperature and pH balance, and remove foreign contaminants, keeping the tank clean without you lifting a finger. So long as the fish inside aren't actually smart enough and motivated to break it, that is.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Food, Not Friends

Don't feel comfortable eating intelligent creatures to survive? Consider this item.

This is a replenishing supply of enough fresh fish to sustain a great white shark, or enough fresh krill to sustain a blue whale. They are kept in a special subspace until you need them.

Though fresh, they are not alive and never were, allowing you to consume them freely without them weighing on your conscience.

[200cp] Butt

A speedboat, like the one owned by Phillip Sherman, the dentist. It never seems to run out of fuel, and general upkeep is not necessary, allowing you to use it as often as you like – provided you are capable of such a thing in the first place, that is.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] Party Place

A sunken submarine, surrounded by sea mines. You don't want to be the one popping these balloons!

It will take serious work, perhaps more than it is worth, to bring the submarine back to usability. As a small mercy, it will retain upgrades. Perhaps more importantly, it does still carry a load of torpedoes.

At the start of each jump, you may choose for the submarine and surrounding mines to be moved to a suitable body of water, close to your starting location, or to be held in a special subspace until such a time you have a body of water you wish to place it in. Post-chain, you may move the submarine to a body of water controlled by you, or back into the subspace, once every ten years.

Torpedoes and sea mines that are lost, used, or destroyed, will be resupplied at the start of each jump (post-chain, after ten years). Should the submarine itself be lost or destroyed, a replacement will appear in its special subspace after 24 hours.

[400cp] Dentist's Office

A dentist's office located in Sydney. If you are including the events of Finding Dory, it may alternatively be located in California. It is prime real estate, with a wonderful view of the ocean right outside the window.

All bills associated with the property will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given. Best of all, you'll always be considered a legitimate dentist when you choose to operate out of it, even when you are a bit sloppy (though customers can still be driven away by poor performance).

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, either close to your starting location, or somewhere that provides a nice view of the ocean. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Jumper Barrier Reef

A massive coral reef, on par with the Great Barrier Reef. It may even be the Great Barrier Reef if you like, though obviously this can only be true once across multiple purchases.

Your coral reef is incredibly resilient to environmental damage, and is populated by a variety of appropriate marine life, of the kind found in this setting. Both the reef and this population is maintained effectively without effort on your part.

Should the reef be placed out in the world, you will find that this causes minimal environmental disruption, with fish from the outside not naturally intruding on it, and fish from the reef not naturally leaving it.

At the start of each jump, you can choose for the reef to be moved to your starting location, to another property you own, or to your Warehouse. Where no suitable body of water exists, an appropriately sized body of water will accompany it. Post-chain, you can move it to your Warehouse or to a suitable location controlled by you once every ten years.

Should your reef be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead be moved to your Warehouse.

[600cp] Marine Life Institute

A large aquarium, on par with California's Marine Life Institute. It may even be the Marine Life Institute if you like, though obviously this can only be true once across multiple purchases.

The aquarium displays many kinds of sea life (of the kind found in this setting), the population of this will be maintained as necessary to sustain the aquarium. Where possible, it will also rescue, rehabilitate, and release local sea life in peril. The aquarium comes with sufficient human employees to run and maintain it, without any effort on your part. These employees are considered followers, and will be replaced at the start of the next jump (post-chain, after ten years) if any perish.

A variety of popular actors and actress have leant their voice talents to your aquarium, for pre-corded announcements and audio guides. If you are choosing to have an original aquarium, you may choose any actors and actresses you like for this, so long as they would exist in a typical Earth circa

2003. If you are receiving the Marine Life Institute, you will have the voicework of Sigourney Weaver among others. In either case, even in other worlds where these individuals exist, you will never run into issues using this voicework.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the aquarium be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Finding Nemo (or Finding Dory if you have included it via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with Finding Nemo, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[0cp] Disney Sequel

Using this toggle, you can determine whether Finding Dory is a natural part of this world's events. These events occur a year after the events of the original film, and see Dory head to California in search of her forgotten family.

If you like, you may also override your starting location to California.

[0cp] Early Start

With this toggle, you can arrive in this world a bit earlier; either the day before Coral would normally be killed, or (if you've also included the events of Finding Dory), the day Dory was separated from her family. This will allow you to fully experience the events to come, or dramatically shift them off course.

You'll still be leaving the jump at the same time you otherwise would, so this adds to the total time you will be staying here.

[0cp] Extended Stay

Taking this toggle will extend your stay in this world anywhere up to a total of ten years. Before taking it, it might be a good idea to be sure you can actually live that long, which may be a legitimate concern based on your species choice

[+100cp] Irritable

You are easily irritated, and have little patience for the antics of others, even when those others are doing their best to help you, or when those antics aren't something they can control – like short-term memory loss.

[+100cp] Your Sister Flo

You are convinced that your reflection is actually an identical twin of yours, and cannot be persuaded otherwise.

In most cases this is a minor oddity that merely makes others think of you as weird, but trying to keep track of where your twin has gone during emergency situation may put you in additional danger.

[+100cp] Mine!

For the duration of the jump, you are only able to say “mine”, like the seagulls of this world. Communicating with others will be more of a challenge, as a result.

[+200cp] Trauma

You are haunted by a great tragedy in your past. This might be something from a time before the jump, part of your background in this jump, or if you are Dropping In and no such events have occurred to you, you’ll be afflicted by false memories of a tragedy that never occurred, and even knowing they are false will not stop them impacting you.

The manner in which this trauma influences you varies based on your nature, but it will negatively impact you, and may lead to fracturing relationships between you and those you care for. Overcoming this trauma is possible, but will require great efforts. Perks or powers that could help in this endeavour fail to do so.

[+200cp] Lucky Fin

One of your fins, or an equivalent body part for non-fish forms, is either underdeveloped or severely damaged. This cannot be fixed, and will persist across any form you take here.

This is likely to significantly impact your ability to move about as you desire.

[+200cp] Off The Wagon

You are particularly susceptible to your vices, to habits you would love to kick. The smallest provocation is enough to send you over the edge. For example, a shark wishing to avoid eating fish would enter a violent frenzy at a whiff of fish blood.

It will take immense effort, and likely assistance from your friends, to overcome these habits. Unfortunately, any perks or powers that would help you fail to do so.

[+300cp] Form Locked

Must not be Human, Giant Squid, Shark, Beluga Whale, or Blue Whale.

For the duration of the jump, you are locked to the form you have chosen here. You cannot switch or blend alt-forms, or utilise any shapeshifting powers or similar means of altering your form.

[+300cp] Short-Term Memory Loss

Like Dory, you suffer from an extreme case of short-term memory loss. Barring rare exceptions, you will quickly forget most new information you are exposed to. At least you'll remember that you suffer from this affliction.

As you might expect, this can cause you all manner of problems, and makes it more difficult for you to build and maintain friendships with others.

[+300cp] Finding Jumper

At some point during your stay, you will be abducted and imprisoned by (likely well-meaning) humans.

Reasoning with these humans is impossible; you must escape, or be rescued by an ally. If you are still in captivity by jump's end, you will fail your chain.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Beyond the Sea: You choose to remain in this world. Your chain ends here.

Just Keep Jumping: You choose to continue your chain. Proceed to the next jump.

Just Trying To Get Home.: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Note: this synopsis only covers Finding Nemo in its entirety, but indicates where Finding Dory fits in.

At the Great Barrier Reef, two clownfish (Marlin and Coral) live in peace, expecting their clutch of eggs to become many children. This peace is shattered when a barracuda attacks, eating Coral and all but one of the eggs. Vowing to protect the egg, he names it Nemo.

Marlin raises Nemo further into the reef, becoming overly protective as a result of the incident. As a result of the damage the egg took, Nemo has an underdeveloped fin which he calls his lucky fin. Marlin takes Nemo for his first day at school. However, after learning they are going to the edge of the reef, he decides that Nemo isn't ready yet. Nemo argues with him, and becomes upset when Marlin says that just because he thinks he can do something doesn't mean that he can. Nemo swims out to a fishing boat against Marlin's protests, but suddenly a pair of human divers appear. One catches Nemo whilst the other takes a photo of Marlin with disorients him. As the divers leave on the boat, one accidentally knocks their mask into the water.

Marlin swims after the boat but loses it. Asking for help, he swims into Dory. It is quickly revealed that Dory suffers from short-term memory loss. Before Marlin can leave her he is stopped by Bruce, a great white shark. He insists the fish join him at a get-together he's having, and escorts them to his lair in a sunken submarine surrounded by sea mines. They meet Bruce's friends Anchor and Chum, and discover that this is a support group for sharks not wanting to eat fish.

Marlin spot's the diver's mask, but cannot read it. Before they can leave, he ends up fighting over it with Dory – the resulting tug of war causes the strap to snap into Dory and make her bleed. Smelling this blood puts Bruce into a frenzy, and despite Anchor and Chum's efforts he mindlessly chases after Dory and Marlin, in order to eat them. During this chase, the pair realise that Dory can read human words, before they hide in a torpedo well. Dory launches the torpedo; Bruce throws it away, but comes to his senses in time to see it collide with a sea mine. He flees with the sharks before a chain reaction explosion is set off.

Meanwhile, Nemo finds himself in a fish tank in a dentist's office. He meets with the other fish in the tank: Bloat the pufferfish, Bubbles the yellow tang, Peach the starfish, Gurgle the royal gramma, Jacques the shrimp, and Deb (who believes her reflection is twin sister). A pelican named Nigel perches on the window as the fish give commentary on the dentist's work, but is shortly shooed away. The dentist shows Nemo a picture of his niece, Darla, saying that he will be a present for her. The other fish tell Nemo that Darla is a fish killer, causing Nemo to panic and try to escape. He gets stuck in the suction tube of the filter. The other fish attempt to help but are stopped by Gill, who tells Nemo how to escape himself.

Marlin and Dory awake after the explosion to find the submarine hanging precariously over an edge. They avoid being hit by it, but lose the mask in the process. Marlin assumes it lost, but Dory encourages him to just keep swimming and takes him down into the abyss to find it. There, they narrowly avoid being eaten by an anglerfish, but are able to use its light to allow Dory to read the writing on the mask: P. Sherman 42 Wallaby Way, Sydney. Dory is happy that she is somehow able to remember it.

In the fish tank at night, Nemo is initiated into the “tankhood”, and nicknamed Sharkbait. Gill unveils his plan for everyone to escape – have Nemo slip a pebble into the filter, and when the fish are taken out of the tank for it to be cleaned and put into baggies, roll out the window, across the street, and into the ocean. Nemo agrees to the plan.

Marlin and Dory get directions to Sydney from a school of moonfish, who tell them to take the East Australian Current (EAC). They warn Dory that when they encounter a trench to go through it and not over it, but by the time she catches back up to Marlin she has forgotten and is persuaded to go over the top. They soon find themselves surrounded by jellyfish. Marlin makes a game of bouncing on the top of the jellyfish to keep Dory positive, and gets into the fun himself, but ends up leaving without her and has to go back to retrieve her as she has been zapped into near unconsciousness. He escapes the jellyfish with her but soon passes out.

Nemo and Gill talk, with Gill explaining that all drains lead to the ocean, and that fish aren’t meant to live in a tanks. Nemo attempts to execute the plan, however the pebble dislodges and the other fish are forced to pull him to safety before the fan shreds Nemo. Realising that his plan nearly killed Nemo, Gill gives up on it.

Marlin wakes up to find himself on the shell of Crush, a sea turtle. They are riding on the EAC and Dory is with them, unharmed. Crush’s son Squirt is accidentally knocked out of the EAC. Marlin panics, but Crush relaxes him and they watch as Squirt makes it back by himself. Marlin tells the hatchling turtles and Dory the story of Nemo being taken and his journey so far – this story is quickly spread by the sea creatures, eventually reaching the ear of Nigel. Nigel reports this news to Nemo and the fish tank crew, which motivates Nemo to try again – this time he successfully clogs the filter.

Marlin and Dory exit the EAC at the right point, but soon become lost. They notice a whale in the distance, and Dory tries to speak with it. Marlin grows frustrated, not believing she can speak whale, just as the whale approaches from behind and swallows them.

Back in the fishtank, the lack of filter has caused algae to spread through it. The dentist sees this, and decides he will clean the tank the morning before Darla arrives.

In the whale’s mouth, Marlin futilely attempts to break out, blaming Dory for the situation. Dory talks to the whale when it comes to a stop, which tells them to get to the back of its mouth. Marlin doesn’t trust the whale or even Dory’s ability to speak to it. As the whale raises its tongue, Marlin and Dory hold on to stop from falling to the back of its mouth. Marlin shouts at Dory, repeating his line to Nemo earlier, even calling her Nemo by mistake. Dory lets go but is grabbed by Marlin. Dory tells him to let go, and with reluctance he does, which allows the whale to fire them out of his blowhole. They are in Sydney.

The following morning, the tank crew realize that the tank has suddenly been cleaned while they were asleep thanks to the installation of the AquaScum 2003. The fish try but fail to stop Nemo being put in a baggie, and when Nemo tries to roll the bag out of the window, the dentist puts it in a tray to keep it from moving. Darla arrives at the dentists.

Marlin and Dory are searching the harbour for the boat when they are scooped up by a pelican trying to eat them. They fight back, causing it to gag as they are caught in its throat. Noticing the plight of his fellow pelican, Nigel steps in to assist, and is surprised when he recognises Marlin from the stories. Marlin and Dory flee from Nigel as he tries to convince them he is safe and knows his son. When they are surrounded by seagulls, Nigel manages to do so, scooping up both Marlin and Dory with his mouth and escaping the flock of seagulls.

Nemo attempts to fool the dentist by playing dead in order to be flushed down the toilet. The dentist believes it, but goes to put him in the trash instead. Nigel arrives at the window, and Marlin forces him into the room. Marlin sees Nemo and believes him to be dead, before Nigel is shooed out of the room. Darla starts to shake Nemo's baggie, when the tank fish use the tank's volcano to launch Gill at her, causing her to drop the baggie onto a table of tools, breaking it. Gill is able to flip Nemo into the sink on the dentist's chair, allowing him to escape.

Nigel flies Marlin and Dory back to the ocean, and offers his condolences. A dejected Marlin swims away. Dory begs to stay with him, saying that her memory is better when he is around, but he doesn't want to remember any of this and leaves without her.

Marlin narrowly avoids running into Nemo, who soon encounters Dory. Dory has forgotten Nemo, but when she sees a piece of piping with Sydney on it, the memories rush back. She leads him in the direction of his father. They learn that Marlin headed towards fishing grounds and reunite with him amongst a large school of grouper. The school of fish then cries out in panic as a large net from a fishing trawler above captures them. Dory is caught up in the netting. Nemo, having seen the tank crew briefly rescue him from a net by swimming down together, tells Marlin that he must go in the net and tell the fish inside to swim down. Marlin allows Nemo to do so, telling the fish at the bottom of the net to swim down as well. With all the fish swimming down, the net snaps away from the boat, allowing the fish to escape. Marlin once again believes Nemo has died, but he regains consciousness.

Marlin and Nemo reconcile, and the three fish return to the reef. Marlin has changed for the better, he now has more confidence in his son. He takes his son to school, where Dory is dropped off by the sharks.. Nemo hugs his father before heading off on another field trip with Mr. Ray. Marlin watches them leave, confident that his son will be alright.

Back in the dental office, the tank crew have managed to break the new filter, and escape into the ocean, though they are trapped in baggies still.

[Should you include it via the toggle, Finding Dory occurs a year after the events of Finding Nemo.]

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.