

Final Fantasy VIII Guardian Force Guide

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This walkthrough was originally written for Final Fantasy VIII on the PSX, but the walkthrough is still applicable to the PC version of the game.

.~* Guardian Force Guide .~*

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Okay. You've all read this mindless ramble before, but I better put it on here... Don't use my FAQ on your site, or for any purpose other than gaming, without my consent. I might not respond to your e-mails, so, if I don't, it's fine with me. I will, however, respond to messages if I don't want you to use this FAQ. Also, don't send me viruses, etc.

Don't ask me any questions answered on this FAQ or how to beat the game. If you do, the e-mail will be deleted. And don't send me any e-mails with misleading titles. Those will also be deleted.

This GF guide will help you find all the GFs in your game of Final Fantasy VIII.

Though most of you have likely played the game many times over (provided you even like it,) for people like me who didn't start the game until late 2001, (...) it might come in handy, seeing that I only acquired five throughout the course of the game. (I didn't know to Draw... I thought Drawing was useless...)

And, this is my first FAQ... So be nice... ^_^

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Okay. Now that that's done, here's the main FAQ, detailing the steps to get the GFs.

~*~ The Main FAQ ~*~

I - Main/Junction GFs

A. - Shiva

Location - Balamb Garden

How to obtain - Check the TUTORIAL section in your computer

B. - Quezacotl

Location - Balamb Garden

How to obtain - Check the TUTORIAL section in your computer

C. - Ifrit

Location - Fire Cavern

How to obtain - Defeat Ifrit in battle

Prior to battle, junction Shiva to Squall and Quezacotl to Quistis. Draw Blizzards from Glacial Eyes and Fastitocalon-Fs to junction to Elemental Attack (if you have that opportunity.) Draw Fires (if available) and junction them to Elemental Defense. Encounter enemies and summon Shiva to get a better affiliation with her.

#####

Boss GF Ifrit stats - HP: 1,068

Weakness: Ice

Strength: Fire

Draw List: Fire, Cure, Scan

#####

In the cave, follow the path to reach Ifrit. Have Squall summon Shiva and have Quistis attack with Blizzard spells, draw Cure spells when needed, and occasionally summon Quezacotl. If you have some extra time, draw a few Fires.

D. - Siren

Location - Dollet City / Ultimecia's Castle

How to obtain - Draw from Elvoret / Draw from Tri-Point

Before Elvoret, you'll have to fight Biggs and Wedge. (They'll appear frequently through the game.) They're not too hard - just summon GFs or attack with spells and Squall's Gunblade (USE THE TRIGGER!!! At this point in the game, the Gunblade is useless without the trigger.)

#####

Boss Elvoret stats - HP: 2,872

Weakness: Wind

Strength: Poison

Draw List: Thunder, Cure, Double, ~* Siren *~

#####

Once Elvoret appears, Draw Siren immediately, then use your GFs (see a pattern?) nonstop and heal occasionally. (If your HP gets low, feel free to use your Limit Breaks. Though you have a better chance of winning if you keep your HP up.) If you managed to grab some Aero spells earlier on (I don't know if that's possible...), use them. (Draw some Doubles, too. They'll come in handy, at least until you get Cerberus.)

It's a difficult battle, but there will be worse ones...

E. - Diablos

Location - Magical Lamp

How to obtain - Use the Magical Lamp in the Item screen.

Get the lamp from Cid prior to the Forest Owls mission.

#####

Boss GF Diablos stats - HP: Variable

Weakness: Wind

Strength: ---

Draw List: Cure, Demi

#####

This battle is quite easy, actually, provided you battle shortly after receiving the Magic Lamp. (I waited 'til I got the Mobile Balamb Garden before battling him. Boy... That was tough...)

Draw Demi spells from him if possible. (I couldn't... *cries*) Cast Double on yourself, if you wish, and attack with those Demi spells, Aero spells, or GFs. Have one member cast Cure occasionally.

Like I said, it's not too difficult. Just watch out for his Gravija... Not pretty...

~ Remember, if you run out of potions or Cure spells, simply cast from him. (I mean, use the Draw command, then choose Cast. Though you probably knew that...)

~

~ Note: Right now, he stinks... But boost his level and he'll be your main GF (for the time being, anyway...) Battle common enemies (e.g. Glacial Eyes) using him occasionally. Seeing as he can only do two-digit damage, eliminate the enemy with another G.F. or physical attacks. ~

F. - Brothers

Location - Tomb of the Unknown King

How to obtain - Defeat Sacred and Minotaur in battle

This took me forever to figure this out the first time through the game. First, make your way toward the Eastern Chamber to fight Sacred.

#####

Boss GF Sacred stats - HP: 2,660

Weakness: Poison, Wind

Strength: Earth

Draw List: Shell, Protect, Berserk, Life

#####

Junction Aero or Tornado to Elemental Attack prior to battle. Use Aero or Tornado spells and GFs to deal heavy damage to the - erm... Whatever he is... Cast Float on Sacred to cancel his Regen status.

~ Note: Draw A LOT of Berserks and Lives. Lives are good junctioned to HP. Berserk, however, will come in very handy to get another GF much later... ~

Next, head to the Northern Flood Gate. Hit X on the upper-right of the chain. Then, go to the Western Chamber and change the direction of the revolution of the waterwheel. (Click on it, if you didn't know...)

Go outside and save. Re-enter the structure and go straight 'til you reach a bridge. Cross it and say hello to Sacred and his annoyingly short brother, Minotaur.

#####

Boss GF Sacred stats - HP: 2,660

Weakness: Poison, Wind

Strength: Earth

Draw List: Shell, Protect, Berserk, Life

Boss GF Minotaur stats - HP: 3,630

Weakness: Poison, Wind

Strength: Earth

Draw List: Shell, Protect, Berserk, Double

#####

Use the same method as before, but cast Float on your party as well.

G. - Carbuncle

Location - Deling City / Ultimecia's Castle

How to obtain - Draw from Iguion / Draw from Krysta

#####

Boss x2 Iguion stats - HP: 1,151

Weakness: Earth, Holy

Strength: Fire, Poison

Draw List: Esuna, Cure, ~* Carbuncle *~

#####

Obviously, Draw Carbuncle. Just summon Brothers and you should be fine. If they hit you with Magma Breath, Draw and use Esuna.

H. - Leviathan

Location - Balamb Garden / Ultimecia's Castle

How to obtain - Draw from NORG / Draw from Tramua

#####

Boss NORG Pod stats - HP: 2,000

Weakness: ---

Strength: Thunder, Poison

Draw List: Cura

Boss NORG Right Orb - HP: 2,701

Weakness: ---

Strength: All Elements

Draw List: Dispel, Confuse, Slow

Boss NORG Left Orb - HP: 2,701

Weakness: ---

Strength: All Elements

Draw List: Thundara, Life, Bio

#####

Until you destroy his Pod, NORG is untouchable. Have one person summon GFs, use Magic, or Attack the main Pod, while the other two use their weapons to keep the Orbs from turning red. If they turn red, NORG can cast some pretty nasty spells.

#####

Boss NORG stats - HP: 11,900

Weakness: Wind

Strength: Poison, Thunder

Draw List: Shell, Protect, Esuna, ~* Leviathan *~

#####

Just Draw Leviathan, then cast Aero, Tornado, Demi, or summon GFs. Just keep your HP high. Casting a Protect spell might be a good idea.

I. - Pandemona

Location - Balamb City / Ultimecia's Castle

How to obtain - Draw from Fujin / Draw from Red Giant

Before battle, junction Bio to, preferably, Squall's Elemental Attack parameter.

#####

Boss Rajin stats - HP: 9,200

Weakness: Poison

Strength: Thunder

Draw List: Thunder, Thundara, Shell, Protect

#####

Just summon GFs. Try casting Blind on him and Protect on yourselves.

#####

Boss Rajin stats - HP: 10,800

Weakness: Poison

Strength: Thunder

Draw List: Thunder, Thundara, Shell, Protect

Boss Fujin stats - HP: 8,100

Weakness: Poison

Strength: Wind

Draw List: Aero, Cura, Life, ~* Pandemona *~

#####

He's back! And, sadly, stronger than before. But he's easier to knock out than Fujin. After drawing Pandemona, summon any GF besides Quezacotl and cast Blind on Rajin. Now, put those Bio spells you Drew from NORG's Left Orb to good use. (Like I said, junctioning them to Squall's Elem. Attack is a good idea. If Fujin reduces your HP to 1, by means of her Sai attack, leave Squall there, if you so wish, and have him unleash his Renzokuken. With poison junctioned, and a decent strength rating, it should do a large sum of damage.) Get rid of Rajin first, even though Fujin has the Sai attack.

Keep your HP up. Even though Limit Breaks are tempting, resist 'em. Even though I said Squall's Renzokuken would do a pretty good sum of damage, it's risky... Do whatever you want...

It took me a few tries to finally defeat them... Good luck...

J. - Cerberus

Location - Galbadia Garden / Ultimecia's Castle

How to obtain - Defeat Cerberus in battle / Draw from Gargantua

Locate the yellow light beam in the center of the Garden. Say hi to Cerberus...

#####

Boss GF Cerberus stats - HP: 10,000

Weakness: ---

Strength: Wind, Thunder

Draw List: Quake, Double, Triple

#####

Make sure to have Dispel magic, seeing that Cerberus likes to cast Triple on himself. He also enjoys torturing you no end with Tornado and Quake. (Junction the latter to Elemental Defense or cast Float to avoid it.) Demis and a summoning of Diablos work nicely, as does anything non-Wind or Thunder related.

It's really kinda hard... To keep you HP up, have a designated healer, preferably whoever has Leviathan's Recover Junctioned. If you think you have time to spare, Draw some Triples from him.

This took me days to finally kill him... Hopefully you'll be luckier than me...

~ Note: The light beam that he was in holds a Draw Point. ~

K. - Alexander

Location - Galbadia Garden / Ultimecia's Castle

How to obtain - Draw from Edea / Draw from Catoblepas

First, you'll have a nice little interlude with Seifer...

```
#####  
Boss Seifer stats - HP: 10,000  
    Weakness: Poison  
    Strength: ---  
    Draw List: Fira, Thundara, Dispel, Haste  
#####
```

He loves to attack Squall... Cast Protect to lower the damage.

Once he's down to half HP, he'll start casting Demon Slice... Not good... Have a healer (or 2) keep the HP up, and have Squall use his Gunblade. (The Recover ability works nicely on your party... Hopefully you have it by now. When I fought him, I don't think I used it... Bad move... It completely restores a character's HP and uses up no magic, therefore, it has unlimited use... See how pathetic I am...?)

Btw, Mug this guy. He'll give either a Holy War or a Hero. Both will come in handy when you want your final GF. (And they'll do even more good in Ultimecia's Castle...)

```
#####  
Boss Seifer stats - HP: 7,400  
    Weakness: Poison  
    Strength: ---  
    Draw List: Fira, Thundara, Dispel, Haste  
#####
```

Here he is again. I don't think he has Demon Slice now, but he might... Use Protect if you think you need it. Mug him then prepare to meet the Sorceress...

```
#####  
Boss Edea stats - HP: 15,000  
    Weakness: ---  
    Strength: ---  
    Draw List: Blizzara, Demi, Esuna, ~* Alexander *~  
#####
```

Draw Alexander from her at the start. You'll then need to cast Shell on your party to lower the amount of damage done by her magic... Her magics (which includes Death) are nasty...

Maelstrom can knock off half of each party member's HP, as well as cause status ailments, so Draw some Esunas from her.

Another way to beat her (which I, dumbly enough, neglected to try) is the aptly named Meltdown-Aura-Renzokuken combo. Cast Meltdown on Edea and Aura on Squall, then go trigger-happy. ^_^

Again, this took me awhile my first time around. (Actually, it took about three tries my second time through the game...)

```
*****  
L. - Tonberry  
Location - Centra Ruins  
How to obtain - Defeat the Tonberry King in battle
```

~ Note: The Centra Ruins is a yellowish-brown diamond shaped structure on the south-eastern island in the ring of island which was once the Centra continent.

Also, you might have to get Odin first, but I'm not sure. If you do, you'll see the stats for Odin under the Secondary/Non-Junction GF section. ~

Ah, yes; the cute little *demon* Tonberry... This gets *so* annoying... You have to defeat 20 of those little bundles of joy before there's a chance of encountering the Tonberry King... But, you don't have to kill them all at once. You can always go out to save.

After the 20th Tonberry, the Tonberry King will eventually appear. But it's completely random... So you might be in there for a while...

But, I think Tonberry's well worth it. Though he offers no main junctions (such as HP-J, Str-J, etc.) Tonberrys are so cute, and the "Doink!" is hilarious. ^_^ Well, maybe only for someone like me...

```
#####  
Boss Tonberry King stats - HP: 90,000+  
                        Weakness: ---  
                        Strength: ---  
                        Draw List: Death, Curaga, Full-life  
#####
```

Kill another Tonberry and he'll appear.

Before casting Meltdown on him, Aura on Squall, and unleashing the all-too-powerful Renzokuken, Draw some Full-life spells if you can. These are great junctioned to HP.

M. - Doomtrain
Location - Solomon Ring
How to obtain - Use the Solomon Ring in the Item screen

Get the Solomon Ring from Tears' Point. It's the little gray speck near a Draw Point at the base of the statue in the center of the structure. (If you can't find it, just hit X repeatedly around the statue 'til you find it.)

This makes me feel bad... Since this doesn't require any battling, I can't put up any boss stats... *cries, then coughs* Erm, don't mind me...

Before using the Solomon Ring, run around the Esthar area on the Overworld (not on the streets) to encounter Malboros. Mug them for their tentacles, then run like hell. Those demons can cause status ailments such as Berserk, Confusion, Sleep, and Silence. If you have these spells, you can try junctioning them to Status Defense, but it didn't work too well for me... I got the majority of the tentacles from the cards. (I think it's four Malboro cards for one tentacle. The only place I could find the Malboro cards was from the man in front of the Presidential Palace. Upon initiating card battle, he says something like "I've never played cards with a foreigner before. This is exciting." After he stops using those cards, move on to other people. Eventually, you should be able to get them. But, this method is for the lazy people who, like me, are getting very sick of seeing Mesmerizes.) Get 6 tentacles for Doomtrain. Secondly, mug Wendigos in Roshfall Forest (north of Timber) to get 6 Steel Pipes. (Use LV Down if their levels are too high.) You can also modify Elastoid cards for the pipes. Thirdly, get 60 Remedies; use Alexander's 'Medicine Level Up' ability to modify them into 6 Remedy+.

If you have yet to get the ring, go to Tears' Point in Esthar (check the big map) and get it. Its location is described above.

Now, use the ring in the Item screen to get Doomtrain. But one thing sucks - the items you had to get are no longer there...

~ Note: Actually, get 9 Malboro tentacles. 6 are for Doomtrain, 2 are for Quistis' 'Save the Queen', and 1 is for Quistis' Blue Magic 'Bad Breath.' ~

N. - Cactuar

Location - Cactaur Island

How to obtain - Defeat Jumbo Cactuar in battle

Go to the island east of the Kashkabald Desert to encounter the Jumbo Cactuar. Just land the Ragnarok and run over to the Cactuar. (If you don't know where the desert is, it's east of Edea's Orphanage, on the coast of the eastern-most body of water.)

#####

Boss GF Jumbo Cactuar - HP: 60,000

Weakness: Water

Strength: ---

Draw List: Meltdown, Demi, Tornado

#####

If you have the abilities Recover and Revive, you'll be fine. He can damage you pretty badly, especially with 10,000 Needles. It'll kill a character every time.

Junction Water to Elemental Attack and cast Leviathan, who, when Boosted, can do 9,999 damage in one blow. Also, try the Meltdown-Aura-Renzokuken combo. Alternately, if Squall gets knocked out, use a Phoenix Down on him, but don't heal him. That'll save you an Aura spell, and he'll have a better chance to activate a Finishing Blow.

Once he starts hesitating, finish him off fast or, just like any small Cactuar, he'll run away and you'll have to start over again...

(I'm gonna kick myself... I don't think I used the Renzokuken... I don't think I even had Meltdown spells...)

O. - Bahamut

Location - Deep Sea Research Center

How to obtain - Defeat Bahamut in battle

If you don't know, it's in the southwest of the Overworld. To find it, look on the big map and move the cursor so that it's barely inside the blue. Move it northeast just slightly. That's the approximate location of the Center

Once you've landed the Ragnarok, enter the facility. After a short discussion, you'll have to reach the blue light in the center of the room (or the right of the screen). When the light is on, don't move, or you'll get attacked. Once it has completely faded, move maybe two or three steps toward the center. When you get to the center and the screen dims, you'll be presented with a message box. Choose the first option to get attacked by a Ruby Dragon

#####

Enemy Ruby Dragon stats - HP: Variable

Weakness: Ice, Holy
Strength: Fire, Wind
Draw List: Firaga, Reflect, Flare, Meteor

#####

Prior to battle, Junction Firaga to Elemental Defense if you so desire.

Use the ever-present Meltdown-Aura-Renzokuken combo after Tonberry's Level Down. It's kinda tough, but you'll live.

Re-examine the core and choose the second option to fight another Ruby Dragon. Your backs will be turned at the beginning, btw.

After the second Red Dragon, examine the core and pick the invisible third option.

#####

Boss GF Bahamut stats - HP: 65,200

Weakness: ---
Strength: Poison, Thunder, Wind
Draw List: Flare, Curaga, Full-life, Dispel

#####

Use the Meltdown-Aura-Renzokuken combo again. If you discover that you have no Auras or Meltdowns, try your luck with Blind. Even if you have Meltdown and Aura, Blind might be helpful.

He's hard (just like almost every other boss in the game...)

P. - Eden

Location - Deep Sea Research Center / Ultimecia's Castle
How to obtain - Draw from Ultima Weapon / Draw from Tiamat

~ Note: Have Zell in your party. It'll make things easier. If he's one of your weaker characters, switch him with someone else (at a save point) after he fixed the machine. ~

After talking with everyone in the cockpit of the Ragnarok, return to the Center. Now there's a big vine leading down a hole where the blue light once was. Descend the vine to reach an underwater room. Activate the computer and choose to use 4 out of 20 reserve steam power units to open the gate. Go through the hatch in the floor. On the next floor, activate the computer and use 2 units of power. Go down.

Now, provided you took my advice and took Zell along, you can ignore the door and computer to the left and activate the one on the right. Use one unit of power to open the hatch in the floor. Go down.

Use one unit of power for the remaining floors.

When you reach the bottom by means of an elevator, choose the second option to have Zell repair the machinery. Go through the gate and save when you see a save point. (Switch Zell for someone else now if you so desire.)

Now, this gets very frustrating... If you decide you want to quit the game in the middle of this, you're out of luck. Even with Encounter=None on, this

dungeon's many annoying enemies will still attack you. Use Level Down to help you. Also, try Junctioning Sleep to Elemental Attack. Some enemies are weak against Sleep.

When you reach a room with a computer panel and a hidden save point (use Move-Find), go for the save point, rejunction if needed, then examine the computer.

```
#####  
Boss Ultima Weapon stats - HP: 100,000  
                                Weakness: ---  
                                Strength: ---  
                                Draw List: Regen, Dispel, Ultima, ~* Eden *~  
#####
```

Draw Eden, then use the Meltdown-Aura-Renzokuken combo. Again, if Squall's HP is low, try not to use an Aura if you can. Have the other two characters heal and draw Ultima spells if you have time to spare.

Also, if you managed to get Heros or Holy Wars from Seifer, or got Laguna's card and are willing to refine it for 100 Heros (or Gilgamesh's card for 10 Holy Wars), try those. By putting the whole party, or even just one character into invincible status, you might have a better chance to win.

He's extremely difficult... Good luck. It took me about 5 tries to finally kill him... If you get the Lionheart (Squall's final weapon,) things might be easier. Just make sure he has a great Strength rating.

Okay. Even though I said that some GFs are available in Ultimecia's Castle, I'm not going to detail the boss stats here; I'll assume you chose to get the GFs the first time around. If you didn't, tough. Find someone else's FAQ...

II - Secondary/Non-Junction GFs

Okay. Here are your non-junction GFs. Personally, I think the idea of non-junction GFs is stupid... But whatever... The GFs are cool. Well, some anyway...

A. - Odin

Location - Centra Ruins

How to obtain - Defeat Odin in battle

~ Note: He's available in Disk 2. The rest of the GFs just kinda fall into place. Just get them when you think you can, in the order given. I got Tonberry in Disk 3, after the White Seed, btw. ~

Come prepared with Aura and Meltdown spells if you have them.

This made me panic... When I tried it, I kept pausing it so I could read where to go next. But it's really not too bad. Equip Encounter-None, then enter the structure to find a 20-minute timer running.

1. Head into the background.

2. Ascend the stairs.
3. Go clockwise around the statue and climb the stairs behind them. Take a right as soon as possible.
4. Go all the way to the door in the background.
5. Ascend the steps to reach a platform, which acts as an elevator.
6. Take the left ladder to the top and enter the opening. Activate the switch.
7. Climb down and examine the bluish altar. Take the right path (not ladder) now.
8. Follow the steps 'til you reach a circular platform. Climb the short ladder nearby and head to the right. Take the red jewel out of the eye of the statue.
9. Descend back. Follow the path leading upwards to the right.
10. Climb into the green dome to reach another statue. Put the jewel in and you'll get a random 5-digit password. Write it down. Next, take both red jewels.
11. Return to previous statue at point 8. Put both jewels in and enter the password you got in point 10.
12. A door should open below. Go through it to face Odin.

(The list is almost the exact copy of Cephiroth's list. I couldn't figure out how to do it any better... Sorry, Ceph... If you want me to change it, I will...)

```
#####
Boss GF Odin stats - HP: 18,400
                    Weakness: ---
                    Strength: ---
                    Draw List: Stop, Death, Double, Triple
#####
```

Have Squall unleash Renzokuken. Odin won't attack 'til the timer runs out, so you're safe. Draw some spells if you feel you have time.

B. - Gilgamesh
 Location - ---
 How to obtain - Get Odin

Okay. I hate him for one reason - Odin's gone... To get him, just have Odin. In the final battle of Disk 3, Seifer will kill Odin... *cries* Knock-out Seifer, and Gilgamesh will appear to blow him away.

Gilgamesh, unlike Odin, can appear at anytime during a battle and can even attack bosses. His attacks are as follows:

Zantesuken: Similar to Odin's attack
 Masamune: Damages all enemies heavily
 Excaliber: Does a moderate sum of damage to all enemies
 Excalipoor: Takes away 1 HP from all enemies... Pitiful...

C. - Phoenix
 Location - Phoenix Pinion
 How to obtain - Use the Phoenix Pinion in battle

I'll give you three locations of this item. One is located in Winhill. If you decide to look for the vase pieces, you'll have to hit X when the little chocobo crosses your path. It'll fly up and drop items. One will be the vase piece and one will be the Pinion. You may have to do it a few times. The Elder of Shumi

Village gives the second to you when you finish finding the five stones for the sculptor. The third can be found in the Lunatic Pandora in Disk 3, provided you set the traps in the Luguna Dream Sequence earlier in the game.

When used in battle, Phoenix will raise any fallen characters and give moderate fire type damage to all enemies. Summon him once, and he'll return randomly throughout the game.

D. - Boko the Chocobo

Location - Gysahl Greens

How to obtain - Use the Gysahl Greens in battle

This is ridiculously easy. Go to any Chocobo Forest on the Overworld. (Chocobo Forests are dome-shaped forests). Try the one northwest of Shumi Village. (It me took forever to find it... But it turned out to be in front of the mountains instead of behind them...) Find a big Chocobo and the Chocoboy will tell you to name your chocobo. Now you can use the Greens to summon Boko (or whatever you named him.)

You can't summon him before finding the first big Chocobo. But he's really useless. Though obnoxiously cute, he only does about 500 HP worth of damage...

III - Future Additions

I don't know... Erm, if you have any suggestions, please tell me. And mind you, I don't know how Neoseeker will display this. If it's messed up, I'll TRY to fix it...

IV - Acknowledgements

Supernova232 - This was his FAQ originally, but he gave it to me. Thanks! ^_^

Cephiroth - The information for the battles came from his guide. Well, EVERYTHING came from his guide... (Great Walkthrough, Btw! ^_^)

Cephiroth's walkthrough can be found at
http://db.gamefaqs.com/console/psx/file/final_fantasy_viii_i.txt

That's it. My FAQ. Thanks for reading it.

(Again, be nice. This was, after all, my first FAQ.)