

Final Fantasy VIII Guardian Force Guide

by supernova232

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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.

Final Fantasy VIII
GF guide
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Intro:

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

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Kevin Swain

A little bit of info:

This FAQ will show you where to find your GF's in the world of FFVIII. It will also show you what you should have equipped when going into battle with the GFs, or what should be equipped when going into battle with monsters that have the GFs secretly hidden in there "Steal" inventory, so you can draw them. Further more, This faq will tell you how to battle these monsters in some of the easiest ways.

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The main FAQ

1) SHIVA Location- Balamb Garden

At the start of the game (after the amazing CG video) you will start in class. After the brief discussion ends, talk to Quistis. She will talk to you about the fire cavern and two gfs (Shiva-Quezacotl). After your talk with Quistis, return to your study panel. Turn the computer on and check the "tutorial" section. you should get Shiva and Quezacotl. If you don't choose to get the gf's this way, just before you leave the garden for the fire cavern, quistis will give you them and take you through the tutorial.

2) QUEZACOT-

Same as the above.

3) IFRIT Location- Fire Cavern

Finding Ifrit:

After leaving Balamb garden, descend toward the Fire Cavern. After you enter the Cavern, follow the one way path through the hot cave, until you reach the Faithful GF and boss, IFRIT.

Battle Preparations :

Squall's Junctions (or whoever is in slot 1)-

Attack	
GF-	Shiva
Item	

Quistis's Junctions (or whoever is in slot2)

Attack	
GF-	Quezacotl
Draw	
Magic	

The battle with Ifrit:

Begin the battle off with a nice cast of Shiva from Squall. Keep Squall using Shiva, while Quistis is drawing Cure from him. From time to time let quistis use Quezacotl, but mostly keep her focusing on defence and curing the party. Continue this until the battle is over.

4) SIREN Location- Communication tower

Finding Siren:

Siren can be drawn from Elvoret, the beast monster on top of the communication tower.(If you have no clue what im talking about, I mean the boss after biggs and wedge)

Battle Preparations:

Squall's Junctions (or whoever is in slot 1)

Attack	
GF-	Ifrit, Shiva
Magic-	Half the Cure

Drawn from Ifrit
Item- Just incase

Selfies Junctions (or whoever is in slot 2)

Attack
GF- Quezacotl
Magic- Fires, stocked from
Fire Cavern
Item

Zells Junctions (or whoever is in slot 3)

Attack
Magic- Rest of Cures
Draw- To Draw Siren
Item

The battle with Biggs, Wedge, and Elvoret

Begin this battle by just attacking biggs and Wedge with your weapons, and some magic if you need (it is a good idea to keep your Gfs hp High until you fight elvoret). Biggs and Wedge are no threat so don't worry about it. Just keep your HP high with your stocked cures and Potions and attack until the real action begins

After you attack Biggs and Wedge enough a new monster Will blow them away with a large swirl of wind. This is the hard Part.

To get it over with, use your third player to draw siren. After that begin to attack full force with your gfs. Don't forget to Draw double, and some thunder spells along the way. Keep your HP up, and your bound to win this fight.

5) DIABLOS Location- Before leaving Balamb Garden

Finding Diablos:

Finding Diablos isn't the trickiest part to this GF. Its really The battle that is hard. While leaving to Timber for your first seed Mission, Headmaster Cid will give you the Magical Lamp. If you Use this you will engage in a fight with diablos. Before trying to Fight him, save your game. This isn't the hardest battle, yet its not The easiest either.

Battle Preparations:

Zell (or whoever is in slot 1)

Attack
GF- Ifrit
Draw- for demi spells
Magic- to use demi spells

Squall (or whoever is in slot 2)

Attack
GF- Shiva, Quezacotl
Magic- Lots of cure
Item

Selphie (or whoever is in slot 3)

Attack
GF- Ifrit
Magic- Lots of cure, double
Item

The battle with Diablos

At the start of the battle, cast double on player 1, and Player 2 (Zell and Squall for me). Have Player 1 draw demi From diablos, and use it two times in a row (from double). Have him keep using demi for the rest of the battle.

Have player 2 and 3 cure. (keep player 3 the main Curer, with player 2 using Shiva and Quezacotl some of the time)

Remember, curing is your main priority. Back off attacking If your hp is low, so you can bring it back up.

NOTE:

If you run out of Cure spells and items, use your limit breaks Effectively. Chances are, this far in the battle, the Diablos HP is close To 0. Don't give up hope. You just might pull through.

6) BROTHERS Location- Tomb of the unknown king

Finding Brothers:

This GF will take a bit longer to get, but it is worth it. After finishing your work in Deling city, your objective is to look for traces of a lost student, and return with his id number. But there's more than that. There's a GF in there, waiting for you. When you enter the tomb and you find the gunblade with the ID card number, keep going right until you reach a chamber with Sacred in it. You'll have to battle him to get the GF but your not quite there yet. Exit the chamber and turn right every time there is a right turn. When you reach the north chamber, let the water flow in the room by undoing the chain. Exit and keep going right until you reach the west chamber. There is a small button. Hit it to the left of the doorway, and keep going right until you exit the tomb.

Save your game, and go back in. Except this time just keep going straight to the center chamber where minotaur and sacred will be there. Defeat them to get the GF Brothers

Battle Preparations:

Player in slot 1-

Attack
Magic- Float, Cure
GF- Shiva
Item

Player in slot 2-

Attack
Magic- Shell, Cure, Double
GF- That's up to you
Item

Player in slot 3

Attack
Draw
Magic- That's up to you
Item

The battle with Brothers:

An always thing with this battle is cast float. They have lots of ground attacks, and with float it helps protect against that. Use Lots of GF's to destroy enemies like these. When there are bosses That consist of more than one enemy, it is vital to use GF's. Make Sure you have at least one character with cure spells. And make sure All your GFs up to here have got the ability BOOST

7) CARBUNCLE Location- Deling city

In the parade at Deling city, Rinoa takes off on her own. When You finally find here she is being ravaged by a couple of Iguion. You'll have To battle them, and you can acquire Carbuncle from them.

Battle Preparations:

Player 1 Junctions

Attack
GF - Whatever you want
Draw- To draw carbuncle
Item

Player 2 Junctions

Attack
Magic- Cure spells, Double
GF- BROTHERS
Item

Player 3 Junctions

Attack
GF- Whatever you want
Magic Cure spells
Draw To draw esuna and other spells

The battle with the Iguion:

Be sure to Have brothers equipped for a quick battle
But before you have anyone do anything, have someone, draw
Carbuncle from one. After this, use Brothers to kill them.

Note:

Magma Breath is a deadly spell. Draw esuna from
The Iguion and use it on any of the party that has been infected
With this virus.

8) LEVIATHAN Location- basement of Balamb Garden

Finding Leviathan

After your finished the part where all the faculty members
Go crazy, you give renoa a tour of the garden. After THAT, you go
On to fight Norg, the hard boss in the basement of Balamb garden.
Norg is the one you draw Leviathan from, so keep that in mind in
The battle. But remember. You can only draw Him from norg after
His protective barrier is destroyed

Battle Preparations

player 1 junctions

Attack
Magic- cure spells
Draw- To draw Leviathan
Item

Player 2 Junctions

Attack
GF- Most GF's you Have
Magic- Cure, elemental magic
Item

Player 3 Junctions

Attack
Magic- Cure spells
GF- Rest of GFs
Item

The battle with norg:

This battle is tough. Since you can't Draw Leviathan
From norg just yet, have your two side characters keep norg's
Pods blue by attacking them consistently (if they turn red, norg
Will unleash some magic. Which isn't good). While the two
Side characters are attack the pods, Let the middle character
Attack norg himself with GF's, magic, and just normal attacks.

After his armour breaks away, draw Leviathan.

Just as I usually say. Keep your HP up. It's your main
Priority. If your hp is high but your not attack to fast, it doesn't
Matter. Sooner or later you will win. That's what it's all about.

9) PANDEMONA Location- Balamb Hotel

Once the garden is Flyable, go to Balamb. Here the city
Will be filled with guards. Zell is a bit concerned. Here in this city
Is another GF you can add to your collection. The way you do this
Is by engaging in a battle with Rajin and Fujin. You have to do some
Shit at the docks and at the train station with the dog, but when your
Done get some rest at Zells house, save your game, and get ready
For a big battle to get Pandemona.

Battle Preparations:

Player 1 Junctions

Attack
GF- That's up to you
Magic Lots of cure and elemental magic
Item

Player 2 Junctions

Attack
GF That's up to you
Draw To get Pandemon

Magic Lots o' cure spells

Player 3 Junctions

Attack	
GF	That's up to you
Magic	blind
Item	

The Battle with Rajin, then rajin and fujin

Your first battle will be the battle against Rajin. You cant Get any Gf's from Rajin, but your next battle with Fujin will have a GF to add to your collection.

In this first battle, cast blind on Rajin, then destroy the two Soldiers. (there so easy)

Next, start to attack with your GF's such as Diablo. He works good in this battle. After you win, you will run into Balamb hotel, and fight another battle. This time, with both Rajin and Fujin.

First, Draw Pandemona from Fujin then begin to attack the Two with GF's. Keep your HP High. Rajin has his special attack which Will take several hundred HP off you. (a good way to avoid this is to Blind Rajin).

Continue fighting and keep your HP up to win this fight. Now You have a new GF.

10) TONBERRY Location- Centra Ruins

Getting the GF Tonberry, is no easy mission. You will have to Fight several tonberrys in a row to get him.(20 in a row, plus the boss Tonberry king) Here are the battle preparations and how to defeat only The TONBERRY KING.

Battle Preperations:

Player one Junctions

Attack	
GF-	Anything is good
Magic	I strongly suggest Meltdown
Item	

Player two Junctions

Attack	
GF-	Anything
Magic	Lots of Cures,haste,double,life
Draw	To draw some good spells

Player thee Junctions

Attack	
GF	Anything
Magic	Again, Cures and also some offensive magic
Item	

The Battle with the Tonberry King:

Start the battle casting double on your whole party. Next, haste Each other. Have two characters cast meltdown on it and have the other Focus on either using GF's, or curing if you have to. When double wears Off, put it back on. Have one player focus on Gfs, one on Magic, and one On curing the party. This is no easy battle. Tonberry king has well over 50,000 HP. After the battle, he will apologize and join you.

11) CERBERUS Location-Main hall of Galbadia Garden

Finding Cerberus

After most of your work in Galbadia Garden is done, you'll pass by a red slithering thing in the middle of the main hall. You can ignore it and go on to fight Seifer and the sorceress, or you could fight it, gain experience, get a new GF, and to top it off, get a rare card. Which one would you chose?

Battle preparations:

Player 1 junctions

Attack

GF- Diablos
Magic Dispell, float
Item

Player 2 Junctions

Attack
Gf That's up to you
Magic- Double, Triple, Cure
Item

Player 3 Junctions

Attack
Magic- Cures, haste
Draw- to Draw triples
Item

The Battle with Cerberus:

Begin the battle with casting doubles and triples
On yourself. Next, haste yourself. Use your dispel magic
On Cerberus if he uses triple on himself. Also cast float
On your party

Now that your ready to fight, begin with a nice
Casting of Diablos. Have your other party members
Stalk up on enough doubles, and triples. Also have them
Cure when needed. If your HP is high, then have the 2
Remaining party members attack with magic and GFs
But there main purpose in this battle is to cure, and to
Add haste and whatever I said at the start.

12) ALEXANDER Location- Galbadia Garden (after Seifer Fight)

Finding Alexander:

In galbadia Garden, after the fight with Cerberus, you will have
To descend forward to the fight Seifer. Kick his ass and decend. Next
You will have to fight the great sorceress Edea and a weak Seifer. Edea
Has a great GF, Alexander that will help you in further battles. To
Get this, you will have to draw it from edea.

Battle Preperations

Player 1 junctions

Attack
GF- Diablos, Cerberus
Magic- Cures,
Item

Player 2 Junctions

Attack
Draw To draw Alexander
Magic- Haste, Cures, Doubles
Item

Player 3 Junctions

Attack
GF- Ifrit, Shiva
Magic Demi
Item

The battle with Seifer and Edea

Start the battle off by casting Cerberus to get double
And triple. After that cast haste on all the party members, then
Attack Siefer with weapons and magic.

When you finish off siefer, draw Alexander from her using
Player 2. Use demis, and Diablo to take major damage off her. Edea
Has some nasty spells, like some death spells. Always have Phenox downs
Or some other spell/item waiting by that will bring you to life, if you
Die. Continue the battle using GFs and magic to win.

REMEMBER- this battle is tough. Keep your HP High.

13) DOOMTRAIN Location- Tears Point

Finding Doomtrain

After your done in Esthar city, make your way southwest until you

reach Tears point. Walk forward through the long path until you reach a big statue. Begin pressing X around until you find the Solomon Ring. You need a certain amount of items to use it. (I forget how many) but when you get that certain amount, Doomtrain is all yours. Next time I Update this FAQ I will have all the information you need for this GF.

14) CACTAUR Location- Cactaur Island

Finding Cactaur

To get Cactaur, you will have to use the Ragnarok, and you will have to fly to cactaur island (near Kashkabald Desert). In the sandy part of the island, a cactaur should be running around, disappearing into the sand, and then re-appearing. Run and touch the cactaur to engage in battle.

Battle Preparations:

Player 1 Junctions

Attack
Magic- MELTDOWN
GF- Shiva
Item

Player 2 Junctions

Attack
Magic Haste, Full Cure,
GF- Leviathan
Item

Player 3 Junctions

Attack
GF- Whatever
Draw
Item

The battle with Jumbo Cactaur:

Begin the battle with a nice huge blow of Meltdown. If he turns a purplish colour, than your attacks will take a lot more than what they did. Also cast haste on your whole party and doubles. Use lots of water magic on Jumbo cactaur, also including Shiva and Leviathan.

If Jumbo Cactaur uses his 10,000 needles attack, it will instantly kill 1 character. Keep Phoenix downs and full cures readily available.

If JC starts to hesitate, focus and attack full out. He may run away if you don't kill him fast enough.

After the battle, you get Cactaur.

15) BAHAMUT Location- Deep Sea Research Center

Go to the deep sea research center and enter it. There will be a big blue core in the middle of this room. Move toward the core while the light is faded, because if you move while it is bright, you get to fight the very hard ruby dragon.

Once you reach the core, select "its not our will to fight". You will then get attacked by a Ruby Dragon.

After you kill it, you will get another question. Select the blank space (choice 3) which is under "none of your business" after you do this, you will get attacked by bahamut.

Battle Preparations

Player 1 Junctions

Attack
GF- Shiva, Cactaur
Draw
Item

Player 2 junctions

Attack
Magic- Meltdown, full cure
Draw- Draw full life
Item

Player 3 Junctions

Attack
GF Diablos and whatever

Magic Cures, haste, doubles
Item

The battle with bahamut

Start off the battle by doubleing and hasting your party.
Cast meltdown on Bahamut to give yourself a very big advantage
Then start going diehard casting GFs, such as Shiva and Cactaur.
When your hp gets low, use some magic to cure it. If one of your
Characters die, you'll have to draw full life from bahamut and use
It. After the battle, there will be a hole you can go in. One that has
Another GF in it.

16) EDEN Location- deep Sea Deposit

To get Eden, you have to travel all the way to the bottom of the
Deep Sea Research Center. You will then reach the Deep Sea Deposit
area where you will have to travel down lots of stairs. Once you reach
the bottom, press X on the red panel. It will trigger a battle with Ultima
Weapon. You will have to draw Eden from ultima weapon, and this is no
Easy battle

Battle Preperations

Squall should definatelly have his limit break Lion Heart By now.
If he doesn't then it will be a much harder battle. Also, He should
Have the sword, lion heart.

Player 1 Preperations

Attack
Magic- Meltdown, AURA
Draw- to draw Eden
Item

Player 2 Preperations

Attack
Magic- Full Life, Cures
GF- Anything
Item

Player 3 Preperations

Attack
Magic- Triple, Auras,
Draw
Item

The battle with Ultima Weapon

First of all, you must draw Eden. After drawing eden, you
Will have to cast meltdown on ultima weapon. After you've done
This cast triple on the whole party using Cerberus, Then aura your-
Selves. Have squall keep on using his Renzoukukuken ability, until
Finally he uses Lion heart. It should Kill Ultima Weapon in one shot.
Sound easy.

First, you have to remember that Ultima Weapon has some
Really strong attacks of his own, including Light Piller (I think), which
Will instantly kill a party member. Keep those cure spells ready, just
Incase.

After the battle, Eden is all yours.

Well. That's it. One whole faq containing the information you
Need to get your Gfs. Hope you liked it.

17) WHATS TO BE ADDED

Well. That's all. A FAQ to GFs.

In later versions I will add:

A nice title
Doomtrain GF

IF you have any questions, comments, or suggestions, please
Email me at:

Supernova_232@hotmail.com

And I will be sure to add you to my thankyou list

18) Thank you list!

No-one yet .