Final Fantasy VIII: Power Up Boko Codes

by Vilurum   Updated on Oct 6, 2000

> 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.

```
Power Up Boko Codes, v1.0, 9/30/00

by Vilurum (crodgers@uclink.berkeley.edu)


General copyright stuff: I created these codes myself, using Terence's
information as I say below. That being the case, feel free to give them
to your friends or use them on your site, but be sure to give credit
where credit is due.


All right, this FAQ is short, sweet, and to the point. Here are some
GameShark codes I extrapolated from some information given to me at the
GameFAQs FF8 message board by the user Terence (whose e-mail address I'll
put here if he a. e-mails me about it saying he wants it, and b. e-mails
me period so I know what it is). What they do is, they power up the
chicobo, Boko, and make MiniMog available for summoning. Wouldn't
possibly have guessed that, would you?

Normally Boko can only be powered up in the PC version, or by use of a
PocketStation to play Choco World. But seeing as I was not willing to
shell out the money for one of those, I just persistently asked around
for information about where the game stores the data about Boko's (and
MiniMog's) status, and Terence came to my rescue and provided the
information. After that it was a simple matter of comparing RAM addresses
to figure out what an appropriate GameShark code for me. I also thank the
user Sister on the same message board, for testing the codes for me and
assuring me that they do in fact work.

So, without further ado, here are the codes. Put them in (all of them)
after finishing your first chocobo forest and initially getting the
ability to summon Boko. They don't work earlier in the game.

300786D8 001D
300786D9 0064
300786DA 0031
300786DB 0031
300786DC 0099
300786DD 0099
30078705 0003

Note: this will fully power up Boko, so he does his "Choco Bocle" attack
(yes, I know it should be Choco Buckle to match FF7, but it isn't). If
you're interested, and want to see Choco Flare or Choco Meteor, make the
last line end 0001 or 0002 respectively (0000 if for some reason you want
Choco Fire back). The effects of this code can be saved; that is, you
plug it in, load your game, turn the code on, save the game, and then
load without the code on, and Boko's still powered up.

If you need Mog's Amulets to give one of your GFs the MiniMog command so
```

```
you can actually *see* him, you can refer to the GameShark Code Creator's
Club (http://www.cmgsccc.com/psx/ff8/) for a "have all items" code or
some item modifier code. Or, I can just give you this code which I got
from there, which should give you 100 Mog's Amulets in the very very last
item slot (bottom of item page 18). Just be sure it's empty beforehand,
or you'll lose whatever was in there previously.

80078046 6441

Note that this code won't give you any other Choco World-only items such
as Friendship or Ribbon. But since those work without the enabler codes
above, you can check the GSCCC for codes to get them.
```