gf Quezacotl ability 40 Card ability 80 Card Mod ability 50 HP-J ability 50 Vit-J gf Shiva ability 30 I Mag-RF ability 10 Boost ability 50 Str-J ability 50 Vit-J ability 60 Spr+20% ability 120 Spr+40% af Ifrit ability 50 HP-J ability 60 Str+20% ability 120 Str+40% gf Siren ability 30 L Mag-RF ability 60 Mag+20% ability 120 Mag+40% gf Diablos ability 30 Time Mag-RF ability 30 Enc-Half ability 100 Enc-None ability 30 ST Mag-RF ability 50 HP-J ability 60 HP+20% ability 120 HP+40% ability 240 HP+80% gf Carbuncle ability 50 HP-J ability 60 HP+20% ability 120 HP+40% ability 50 Mag-J qf Leviathan ability 30 Supt Mag-RF ability 60 Spr+20% ability 120 Spr+40%

gf Pandemona ability 160 Initiative ability 120 Spd-J ability 60 Str+20% ability 120 Str+40% gf Cerberus ability 120 Spd-J ability 50 Spr-J gf Bahamut

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Opening
    - Acquired Quezacotl
    - Acquired Shiva
Battle 1: Ifrit - 20 AP
    - Acquired Ifrit
Battle 2: Fastitocalon-F x 2 - 6 AP
Battle 3: Fastitocalon-F x 2 - 6 AP
    - Shiva learned I Mag-RF (2 AP wasted)
Battle 4: Fastitocalon-F x 2 - 6 AP
Battle 5: G-Soldier x 2 - 2 AP
    - Quezacotl learned Card (0 AP wasted)
Battle 6: G-Soldier x 2 - 2 AP
    - Cannot use menu before this battle
    - Wasted AP by Quezacotl
    - Shiva learned Boost (0 AP wasted)
Battle 7: G-Soldier - 1 AP
Battle 8: G-Soldier - 1 AP
Battle 9: Anacondaur - 4 AP
Battle 10: Biggs, Wedge, and Elvoret - 18 AP
    - Acquired Siren
Battle 11: Granaldo and Raldos - 14 AP
    - Ifrit learned HP-J (10 AP wasted)
Battle 12: Diablos - 20 AP
    - Shiva learned Str-J (8 AP wasted)
    - Siren learned L Mag-RF (4 AP wasted)
    - Acquired Diablos
Battle 13: Gerogero - 20 AP
Battle 14: Card-stealing Galbadian soldiers - 2 AP
    - Ouezacotl learned Card Mod (0 AP wasted)
Battle 15: Esthari soldiers at entrance - 2 AP
Battle 16: Esthari soldiers at entrance - 2 AP
    - Cannot use menu before this battle
Battle 17: Esthari soldiers at cliff - 1 AP
Battle 18: Esthari soldiers at cliff - 2 AP
    - Cannot use menu before this battle
Battle 19: Esthari soldiers at cliff - 1 AP
    - Cannot use menu before this battle
    - Diablos learned Time Mag-RF (0 AP wasted)
Battle 20: Esthari soldiers at cliff - 2 AP
    - Cannot use menu before this battle
    - Wasted AP by Diablos
Battle 21: Iguions - 20 AP
    - Shiva learned Vit-J (2 AP wasted)
    - Ifrit learned Str+20% (12 AP wasted)
    - Acquired Carbuncle
Battle 22: Seifer - 0 AP
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Battle 23: Edea - 20 AP - Cannot use menu before this battle - Quezacotl learned HP-J (0 AP wasted) - Siren learned Mag+20% (12 AP wasted) - Diablos learned Enc-Half (10 AP wasted) Battle 24: Soldiers guarding weapons - 2 AP - Excludes Quezacotl - Excludes Shiva - Excludes Siren Battle 25: Biggs and Wedge - 10 AP Battle 26: Elite Soldier and GIM52As - 8 AP Battle 27: Guards in Control Room - 4 AP Battle 28: BGH251F2 and guards - 24 AP - Shiva learned Spr+20% (6 AP wasted) - Carbuncle learned HP-J (18 AP wasted) Battle 29: Faculty at library - 2 AP Battle 30: Oilboyles - 20 AP - Quezacotl learned Vit-J (18 AP wasted) Battle 31: NORG - 20 AP - Acquired Leviathan Battle 32: Galbadians attacking mayor - 4 AP Excludes Leviathan Battle 33: BGH251F2 - 20 AP - Cannot use menu before this battle - Ifrit learned Str+40% (14 AP wasted) - Diablos learned Enc-None (14 AP wasted) - Carbuncle learned HP+20% (6 AP wasted) - Excludes Leviathan Battle 34: Raijin - 10 AP - Siren learned Mag+40% (2 AP wasted) Battle 35: Raijin and Fujin - 22 AP - Cannot use menu before this battle - Diablos learned ST Mag-RF (2 AP wasted) - Leviathan learned Supt Mag-RF (2 AP wasted) - Acquired Pandemona Battle 36: Soldiers in 2F classroom - 12 AP Battle 37: Cerberus - 30 AP - Shiva learned Spr+40% (20 AP wasted) - Acquired Cerberus Battle 38: Seifer - 20 AP - Diablos learned HP-J (12 AP wasted) - Leviathan learned Spr+20% (2 AP wasted) Battle 39: Seifer and Edea - 50 AP - Carbuncle learned HP+40% (24 AP wasted) Battle 40: Ruby Dragon - 14 AP - Diablos learned HP+20% (4 AP wasted)

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Battle 41: Abadon - 40 AP
    - Carbuncle learned Mag-J (4 AP wasted)
    - Pandemona learned Initiative (6 AP wasted)
    - Cerberus learned Spd-J (4 AP wasted)
Battle 42: Esthar guard - 1 AP
    - Excludes Ifrit
    - Excludes Diablos
    - Excludes Carbuncle
    - Excludes Leviathan
    - Excludes Pandemona
    - Excludes Cerberus
Battle 43: Esthar guard contingent - 4 AP
Battle 44: Esthar guard contingent on re-entry - 5 AP
Battle 45: Guards in O-Lab - 2 AP
Battle 46: Guards on 2F of O-Lab - 2 AP
Battle 47: Galbadian guards at entrance - 3 AP
    - Leviathan learned Spr+40% (0 AP wasted)
Battle 48: Purple Propagator - 5 AP
Battle 49: Purple Propagator - 5 AP
Battle 50: Red Propagator - 5 AP
Battle 51: Red Propagator - 5 AP
Battle 52: Yellow Propagator - 5 AP
Battle 53: Yellow Propagator - 5 AP
Battle 54: Green Propagator - 5 AP
    - Cerberus learned Spr-J (1 AP wasted)
Battle 55: Green Propagator - 5 AP
Battle 56: Ruby Dragon - 14 AP
Battle 57: Ruby Dragon - 14 AP
    - Cannot use menu before this battle
    - Diablos learned HP+40% (4 AP wasted)
Battle 58: Bahamut - 40 AP
    - Cannot use menu before this battle
    - Wasted AP by Diablos
    - Pandemona learned Spd-J (4 AP wasted)
    - Acquired Bahamut
Battle 59: Fuiin and Raiiin - 20 AP
Battle 60: Mobile Type 8 - 40 AP
    - Pandemona learned Str+20% (0 AP wasted)
Battle 61: Seifer - 40 AP
Battle 62: Adel - 0 AP
Battle 63: Sorceresses - 55 AP
Battle 64: Sphinxaur - 30 AP
    - Pandemona learned Str+40% (5 AP wasted)
Battle 65: Tri-Point - 30 AP
Battle 66: Tiamat - 30 AP
    - Diablos learned HP+80% (5 AP wasted)
Battle 67: Ultimecia - 0 AP
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Total AP received: 854 Quezacotl: 4 abilities learned, 612 AP unused, 20 AP wasted Shiva: 6 abilities learned, 494 AP unused, 38 AP wasted Ifrit: 3 abilities learned, 567 AP unused, 36 AP wasted Siren: 3 abilities learned, 558 AP unused, 18 AP wasted Diablos: 8 abilities learned, 0 AP unused, 93 AP wasted Carbuncle: 4 abilities learned, 369 AP unused, 52 AP wasted Leviathan: 3 abilities learned, 353 AP unused, 4 AP wasted Pandemona: 4 abilities learned, 60 AP unused, 15 AP wasted Cerberus: 2 abilities learned, 318 AP unused, 5 AP wasted Bahamut: 0 abilities learned, 245 AP unused, 0 AP wasted