

Dissidia: Final Fantasy Chaos/Cosmos Reports

by Blueset

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|           Cosmos & Chaos Reports           |
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|           Version 1.50                     |
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* 1.           Introduction           [A000] *
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This guide is all about how to get the Cosmos & Chaos Reports. This guide will also show you, the player, what all of the reports says.

If you do not want to know and want to unlock it on your own, then this is not for you. If you, the player, could not figure it out, then this is for you. If you, the player, who is curious on what they all say, then this is for you too.

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* 2.           Cosmos Report         [B000] *
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This section is all about Cosmos, the Goddess of Harmony. Since SquareENIX made this character for this game, everyone will be asking "Who is she, and is she based off of some character in a previous Square game or any Final Fantasy game?" To be honest, I don't know. But with the Cosmos Reports, we all can find out just who she really is.

This section will be dealing with how to get the Cosmos Reports. There are 10 reports, which deals with 10 heroes of light. To get them, you need to beat Shade Impulse Ch.4 in order to unlock 1 of the 10 reports.

Each report can be unlocked in any order and the reports go in order from 1 to 10. You need to beat Chaos in Shade Impulse with Warrior of Light to all the way to Tidus in order to completely unlock all of the reports.

This section will reveal the Cosmos Reports from #01 to #10. In the dialog, the "Tabbed" words is the Narrator of the game.

Cosmos Report #01

Your memories are of great significance.
Just as you've already realized,
this tale is most likely closely
related to the coming disaster.

Do you truly believe that is so?
My story is merely that of a single researcher...
no more than the tale of a mother and child.

I fear the telling of this tale will most
likely do little more than add further
confusion to people living in a world that
has fallen into the depths of despair.

I do not intend to tell them.
After taking down your story,
I will keep the reports firmly sealed,
hidden from the outside world.

Yet, someday, a strong-willed person
will uncover the reports.
By the time they are read...this
story will be no more than a myth.
Still, we have a duty to hold it dear.
Stories are proof of life, after all.

Come then, speak.
Tell the story carved into your memories...

Cosmos Report #02

The child was tiny, nothing about him hinting at the unimaginable power hidden within. Until that power manifested itself, the state was to look after him, but we took the child in and decided to raise him as our own. Looking into those guileless eyes, it was impossible to do otherwise.

We knew all too well the painful truth: he was not ours, and someday he would be taken away by the state. We knew, and yet...

My husband began to question the duty he'd been given. Levistones and airships, these were things he had invented to improve people's quality of life. The child was different. He was a tool of war.

However, disaster loomed over the horizon. The neighboring country had powerful weapons in the form of summons and Omega. We had no other way to stand up to them.

For the sake of a peaceful world, we had to continue his research.

Cosmos Report #03

Once the child began to speak, he would try so hard to express his thoughts. Calling me Mama and him Papa, there wasn't a hint of doubt in his love for us.

Whenever the child would smile at us, we, who spent our days preparing for war, were given a small measure of happiness.

However, that pleasant time was soon to end. War had finally begun.

The child was taken from us.
The army's decision was swift;
they would use the child.

Cosmos Report #04

As the child grew older, so, too, grew his terrifying strength, and with it his usefulness as an instrument of war. But he would not follow the army's orders.

Emissaries from the government took me into custody. Assuming he'd be more likely to listen to orders coming from his "mother," the army asked me to control him.

In the end, the child destroyed the neighboring country. Countless homes were consumed by hellfire; his strength was even enough to seal summons and Omega alike...

The scene could not have been different from that of the underworld.

...Yet, there had been no other way. If a weapon does not perform its function, it is discarded and destroyed. He was no different, the army stressed. That is why I did as they asked. I had to save him.

I wanted to keep the child safe, no matter the cost.

Cosmos Report #05

I steadfastly refused to help the next time the child was called to duty. My husband and I were named traitors and locked deep underground.

As I suffered under the grief of having abetted the murder of countless innocent people, I overheard word of another research project being conducted by the army.

This was to make a clone...one of myself. With it, the state could control the child as they wished, without having to use me.

It was proof of how much they child's power was worth to them that they would go so far.

I could not allow such a thing to happen. Even a created life is a life. Why was it that only he was refused happiness? Why must he be forced to

destroy, over and over again?

The date the research was expected to be completed drew near. I decided on a course of action.

Cosmos Report #06

The dungeon into which we were sealed was a cavern, home to many monsters.

After studying the traits of these monsters, my husband and I were able to exploit them to escape. Watching our backs the whole time, we ran to the research facilities where the child was being kept.

At the labs we found a specimen that, while still unfinished, still resembled me a great deal. With it was the child. I barely recognized him, he was so gaunt. His eyes were vacant, a hazy flash of hatred flickering deep within them.

There wasn't time to speak in-depth, so I explained the situation as best I could, and we set off together.

Cosmos Report #07

It happened while three of us were fleeing...
A soldier spotted me, and I was shot.

The rest is only bits and pieces...
The sensations of falling.
The child's wail, as if from a great distance.
A sharp, dark premonition.

My husband's face, dark with rage...

Sadly, my premonition was dead-on.
A space-time distortion appeared in front of the child, and began to draw everything within.
The darkness grew into an enormous vortex...

I remember nothing after that. I lost consciousness. When I woke, I was in

the ruined shell of a reaserch labrotory.

Neither the child nor my husband were
anywhere to be found.

Cosmos Report #08

Originally, we were both from a clan that handed
down memories through ritual ceremony. In
addition to my own unique traits, my husband's
intelligence and technical skill are also boons
of this tradition.

I decided to use the teleportation device we had
meant to use for our escape to return to the
clan. That way, even if I died, our memories could
live on as they should.

I arrived in the middle of a forest. Nearby was
the village. Wing of the Hawk, where our clan
lived in peaceful tranquility.

Suddenly, as if fleeing from the darkness that
had appeared in the world, the clan used the
Levistones my husband had left so that the
village itself began to float into the air.

I explained the situation, and they quickly
understood. They immediately began the
memory successor ceremony...

Cosmos Report #09

So, those are all of the memories you've
inherited, then?

Yes. Though I am averse to the transience of
the written word, the skill of handing down
memories is a dying art. These memories are
too precious to die with it.

Do you believe there is some connection
between what you've told me and the
Four Fiends who currently aim to wreak
havoc within the world?

That is something even I do not know. However, it seems that several locations key to the story overlap.

In the memories, they are places with fissures in space-time. The places where the Four Fiends reside... Each and every one of them are locations from my memories.

Cosmos Report #10

I see... Thank you.
I give my word that we will keep the history you have allowed me to record in confidence.

...Lukah, if you would allow me to ask you a question for once?

The ones of whom you have prophesied, the four Warriors of Light... You say they will save the world from disaster. Will warriors bearing the crystals truly appear?

It is true men call me a sage, but in truth I am a historian. The omen echoes from worlds that have been and worlds that will be.

The Warriors of Light will most certainly appear.

And with them, this world—no, the people of this world—can finally be freed from this endless cycle of death and rebirth.

* 3. Chaos Report [C000] *

WARNING Huge wall of text. You have been warned.

Chaos, god of discord. The one being that has been around and referred to by almost all of the Final Fantasy games. Chaos' first appearance is the first Final Fantasy game. This game was the "Last Game" that Square had made when they were about to go out of business. However, when they got all the money from that game, it was enough to keep the company going. They latter went on to make more Final Fantasy games, however, the first Final Fantasy was the only game the Square ever shown Chaos. That was until Square became SquareSoft. The

first game they made that shown Chaos was Final Fantasy VII for the Playstation, and PC. But the Chaos they shown then was not the same as the first Chaos.

To make it short, Chaos' form is based off of the first Final Fantasy game.

Now Chaos is that of Garland, Garland and Chaos is one in the same. Here is how I think this might have happened, Garland was defeated (killed) by the Warrior of Light. Shinryu (aka: The Great Will), pulled Garland 2000 years into the past and revived him. He then made him into an instrument of power and discord. When Garland went to the Chaos Shrine, he sent forth the 4 Elemental Fiends to steal the crystals light. The Warrior of Light went 2000 years into the past before Garland could send them to the present. Warrior of light faces Garland, and Garland transforms into Chaos.

Then Chaos was defeated and sent to the Dimensional Rift. The rest is up in the air.

Now I know that you, the player, will be asking this "How does this make any sense?" Well, in most cases it doesn't. However, in the game on Shade Impulse Ch.3 Garland told Chaos that they are one in the same. And he explains how the Great Will had a part in this.

So yes, this is explained in the game, but its not enough. In the entire Inward Chaos, Shinryu tells it all. He explains how he done it and why.

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| 3.I.                How to                [C100] |
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In order to unlock the Chaos Reports is to beat the Bosses in the Collosseum. You, the player, have to play as one of the forces of Chaos and beat the counterparts. For example, play as Garland and beat the Boss Card Warrior of Light.

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| 3.II                Chaos Reports          [C200] |
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Chaos Report #01

Who... What am I?
My name no longer holds any meaning in
this world.

Long, long ago, my entire homeland quaked
in fear of the attack of unknown destroyers.

I searched for a final salvation. At last, I
found it...the power of discord, a power that
consumes and controls all others. Intoxicated
by its potential, my homeland asked me to
strengthen it—to use it more and more.

Yet the one bearing that power had no desire
to destroy any more than was necessary.
Frustrated, the country culled his memories
to create a new being...one of harmony
that could subdue and control discord.

Chaos Report #02

Even if I can create a being of harmony
to manipulate discord, I cannot recreate
the one I loved.

An irreplaceable person has been stolen
from me. Now, here in this new world,
my new goal is clear, I will use anything
I must to achieve it.

Once, my homeland decided that dedicating
itself to creating the ultimate weapon was
in the country's best interest... It is long
past time to complete to complete that task.

One might ask if there is any connection
between this decision and the loss of
my wife... To that, I say I am a scientist.
I know well the line between public and
personal matters.

...And it is drawn here.

Chaos Report #03

I have entered into a contract with a certain
dragon wandering through space and time.

I asked that whenever a conflict between
the gods ends, the defeated god be brought
back with new pawns to start fighting again.

In payment, I gave up my flesh. Already, it was
weak and feeble, thus its loss has been
even less of an inconvenience than I imagined.

I need discord to absorb even greater powers...
This is the way to salvation left to me.

Chaos Report #04

Each of the two entities overflowed with a pure, unwavering strength. But it was precisely their diametric nature that kept the power in check and stabilized the world.

I decided the realms of possibility could not be allowed to be shackled and end there.

At length, I found a certain intriguing existence... a knight driven by hatred, trapped within the chains of time. Discord had called to him...or perhaps it was he who called discord to himself. I do not know, and it does not matter.

What does is that he has accepted a destiny of unending conflict, and that he will stand at the right hand of discord to see it through.

With this, the eternal war finally begins.

Chaos Report #05

Harmony and discord are both created beings. While observing how they acquired pawns to fight in their conflict, I found that a great number of consciousnesses had drifted to this world from other dimensions.

I wondered if I might be able to give those consciousnesses physical form. After countless experiments, finally my testing reached success. The failures were sealed in the Interdimensional Rift.

Within the created pawns were some whose faith in themselves wavered—who questioned their very reason for living. It seemed that existence itself was not sufficient incentive.

It causes me to wonder... Were these drifting consciousnesses remnants created in the past? Or spirits meant to exist into the future?

This is something no one can know.

Chaos Report #06

The pawns continue to fight this war, split down the lines of harmony and discord. To my eyes, their power is trivial.

Yet, there has been an anomaly. After one war ended and Shinryu came to purify the world, some pawns were reborn retaining memories from their previous lives.

It does not seem to be limited to any one side's followers, so long as the being in question is wrapped in some strong emotion. Faith, regret, fear, it does not seem to matter.

This must be some sort of omen...

Chaos Report #07

A pawn has appeared, willing to sacrifice himself to further understand the truth of this world.

Was he able to retain his memories, somehow? Or, perhaps he found a way to escape the world's cleansing?

While the way my people pass down memories makes a physical body unnecessary, in truth, there is no such thing as a permanently physical object to begin with.

As if to illustrate this fact, the goddess of harmony fragments her own vessel.

Perhaps this unending war to create the ultimate weapon has already brought forth its own demise.

Chaos Report #08

It seems someone has found a use for

the failed experiments I sealed into the
Interdimensional Rift.

These soulless pawns are used as tools of
war, destroying the delicate balance between
harmony and discord.

Yet the pawns of harmony choose to stand
and face this challenge, while the pawns of
discord fight on, groping towards an
understanding of the truth behind this world.

The worth of a vessel is fluid, only determined
by that which fills it.

In this, the thirteenth matchup of the vessels
of the world—the god and goddess—one can
only wonder what properties they will gain.

Chaos Report #09

All men are brought into the world in a flood of
tears. In the beginning, at least, all men are equal.

However, somewhere along the line, this
inevitably changes. Even pawns—while their
makeup is the same, the experiences that shape
them give them individual forms, sending them
down different paths.

The one bringing this long, long cycle of conflict
to an end is a pawn seemingly bred for war.

I was unable to achieve the power of utter
chaos. I could not complete my revenge. And
yet...I have no more regrets.

I can only wish for a peaceful future for the
world that so long ago was my home.

Chaos Report #10

All was born from hatred—creating this world,
dragging him to it...swearing revenge on those
who ravenously desired power—endless
experiments meant to induce a greater and

more deadly strength.

However, he—they both have taught me something through this neverending battle... Even the Great Will himself can be led.

What path will they follow from now on? As a researcher, I cannot help but be intrigued.

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* 4.                               Version History                               [D000] *
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Version 1.50: Added Cosmos Report #03
              Added Cosmos Report #04
              Added Cosmos Report #05
              Added Cosmos Report #06
              Added Cosmos Report #08
              Added Cosmos Report #09
              Added Cosmos Report #10
              Cosmos Report Complete
              Added Chaos Report #03
              Added Chaos Report #04
              Added Chaos Report #05
              Added Chaos Report #06
              Added Chaos Report #07
              Added Chaos Report #08
              Added Chaos Report #09
              Added Chaos Report #10
              Chaos Report Complete
              Guide Complete
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Version 1.00: Initial release

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* 5.                               Thanks                                       [E000] *
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dissidia.wikia.com: For your helpful information on completing the reports.
GameFAQ.com: For hosting their site and allowing people to submit guides for everyone to post.
NeoSeeker.com: Just as great as GameFAQ.com
SuperCheats.com: Even greater as the two above.

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