



- 2.4 Extra Changes
- 3. MISCELLANEOUS
  - 3.1 Things to do
  - 3.2 Rantings
- 4. LINKS
- 5. THANKS
- 6. REVISION HISTORY

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1. I N T R O D U C T I O N  
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"Why a changes FAQ," you ask. Well, for one thing, there wasn't a changes FAQ for this game, and I have not only the American version, but the Japanese version, plus the soundtrack to boot! So, eminently, I'm qualified. Also, I am really into changes from the Japanese to the U.S. versions. To see what I'm talking about, look up a certain Mario Party FAQ (I forget whose, but it has a nice ASCII logo, and I think it's the biggest one) or the Bust-A-Groove FAQ.

Sometimes, it's as if the final Japanese version is the gold master candidate, or even a late beta version! Check out Kao Megura's Final Fantasy VII Changes FAQ. Its definitely a good read.

So here's my FAQ, and I hope it's the same caliber as the FAQs mentioned.

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2. C H A N G E S  
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:: 2.1 Packaging ::  
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AMERICAN VERSION -----

- The cover is a rather pleasing piece of art, featuring a CG Einhänder ship against a "charcoal" background.
- The pages of the manual are disappointingly black and white.
- The jewel case itself is clear, allowing you to see the beautiful CG art underneath the CD.
- The CD itself is a bare white CD with the name "Einhänder" on it. Nothing wrong here, but it's certainly uninspiring.



JAPANESE VERSION -----

- The cover is more like the title screen of the game (blue background with a single quasi-pseudo-transparent-translucent hand).
- The pages are absolutely mouth-watering. Everything is in color (as is the norm for Japanese manuals). I swear, if Squaresoft released their Einhänder manual without any text, they could market it as an artbook!
- The jewel case is all black, but that's okay since the artwork underneath the CD in the U.S. version is on the last page of the Japanese manual.

- The CD itself is a cool black-blue version of the cover!
- Bonus items included a poster / English instruction booklet (a la Tekken 3) and that standard Japanese CD thing that goes on the left of the case.

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 :: 2.2 Gameplay ::  
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AMERICAN VERSION -----

- The "Accept" and "Cancel" buttons are X and Triangle, respectively.
- When paused, the options are "CONTINUE" and "QUIT".
- The display for the number of ships is: "xFIGHTERS LEFT".
- Switching positions of the arm is almost instantaneous.
- The Cannon gunpod is low in ammo, but can be pressed repeatedly for rapid fire.

Ammo settings for the Endymion II -

- |               |                |              |                |
|---------------|----------------|--------------|----------------|
| - Vulcan: 500 | - Spreader: 60 | - Juno: 300  | - Flash: 30    |
| - Cannon: 15  | - Grenade: 30  | - Blade: 400 | - Mosquito: 30 |
| - Wasp: 30    | - Hedgehog: 50 | - Riot: 80   | - Python: 30   |

Ammo settings for the Endymion III and the Astraea I -

- |               |                |              |                |
|---------------|----------------|--------------|----------------|
| - Vulcan: 750 | - Spreader: 90 | - Juno: 450  | - Flash: 45    |
| - Cannon: 25  | - Grenade: 45  | - Blade: 600 | - Mosquito: 45 |
| - Wasp: 45    | - Hedgehog: 75 | - Riot: 120  | - Python: 45   |

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JAPANESE VERSION -----

- The "Accept" and "Cancel" buttons are Circle and X, respectively.
- When paused, the options are "EXIT" and "TITLE".
- The display for the number of ships is: "REST xFIGHTERS"
- Switching positions of the arm takes a second or two. (!) If you are using the Astraea I, however, the switching speed is the same.
- The Cannon gunpod is high in ammo, but the rate of fire is slow.

Ammo settings for the Endymion II -

- |               |                |              |                |
|---------------|----------------|--------------|----------------|
| - Vulcan: 400 | - Spreader: 60 | - Juno: 300  | - Flash: 30    |
| - Cannon: 30  | - Grenade: 30  | - Blade: 400 | - Mosquito: 30 |
| - Wasp: 50    | - Hedgehog: 50 | - Riot: 80   | - Python: 30   |

Ammo settings for the Endymion III and the Astraea I -

- |               |                |              |                |
|---------------|----------------|--------------|----------------|
| - Vulcan: 600 | - Spreader: 90 | - Juno: 450  | - Flash: 45    |
| - Cannon: 45  | - Grenade: 45  | - Blade: 600 | - Mosquito: 45 |
| - Wasp: 75    | - Hedgehog: 75 | - Riot: 120  | - Python: 45   |

AMERICAN VERSION -----

- When you leave the game alone for a while:

Half a century has passed  
since the Great War  
turned the world to ashes.

Mankind was already facing  
the twilight of their time,  
but the flames of war still  
demanded sacrifices.

Our nation, Selene, an alliance  
of moon megalopoli,  
after demanding the return  
of the "Holy Land" of Gesetz from  
Earth's remaining nations,  
declared war and invaded.

The war dragged on,  
and I enlisted, hoping to  
be sent to earth.

After completing harsh training  
and ideological re-education,  
I was ordered on a reconnaissance  
mission of an enemy capital.

In my fighter plane,  
I descended to Earth, alone.

- If you run out of time in stage 6:

In my fading consciousness,  
a single doubt remained.

Were the allied forces  
really late, or...?

Then, right before the end,  
I thought I saw countless  
white angels circling down  
from an endless heaven.

- Between stages 6 and 7:

The only thing that kept me alive  
under the intense gunfire from  
my allies was one burning question,

"Why are they after me?"

The earth I saw wasn't the Utopia

my superiors spoke of,  
but rather a vast wasteland,  
like the moon.

I knew then the war was  
already purposeless.

But perhaps, for the leaders,  
war itself was the purpose...

- After the ending CG:

After the battle, both sides,  
no longer able to fight,  
agreed to a temporary  
cease-fire.

Gradually, the people on each side  
became aware of the conditions  
of the other, naturally leading  
to the end of the war.

Although no Utopia, a temporary  
balance fell over the world again.

But the name of the one who indirectly  
brought about the end of the war  
was completely erased from the  
official records of both powers.

Now, only those who actually fought  
and were wounded in the war  
know the name of...

"EINHÄNDER".

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JAPANESE VERSION -----

- When you leave the game alone for a while:

Half a century has passed  
since World War III  
burnt the world to the ground.

Mankind has enjoyed a period  
of twilight, but the war still  
demanded sacrifices.

We, Selene, a combined nation  
of the moon megalopolis,  
insisted on the recapture  
of the 'sacred place' Sodom,  
survived league of nations on Earth.

Then we declared war

and started the invasion.

The war was prolonged,  
during which I volunteered  
to the force, longing to go to earth.

After undergoing the hard training  
and thought re-education,  
I was assigned to the forced  
reconnaissance of the enemy capital.

Then I descended solo to earth,  
alone in a fighter plane.

- If you run out of time in stage 6:

One doubt came across  
in my fading consciousness.

Was it really true the main ally  
unit didn't make it in time?

Or.....

In my last moment, I thought I saw  
the innumerable white angels  
coming down,  
circling from the endless heaven.

- Between stages 6 and 7:

It was a question that made me survive  
under the intense gunfire that poured  
from the ally.

Why must I be terminated by an ally?

The earth I saw wasn't the Utopia  
that my superiors said it was.

It was the same waste land  
as the moon.

The purpose of this war  
was already lost.

But what if, to my superiors,  
this ridiculous war was itself,  
the purpose?

- After the ending CG:

After the fight, both sides, having lost  
all means of attack, entered  
into a temporary cease-fire agreement.

After a while, the citizens of each side

became aware of the conditions  
of the other,  
and this lead naturally  
to the end of the war.

Although there was no Utopia anywhere,  
a temporary balance fell over  
the world again.

But, the name of the person  
who indirectly brought  
about the end of the war,  
was completely erased  
from the official records  
of both countries.

Now, only those who actually fought  
and were wounded in the war  
know the name of

'EINHÄNDER'.

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:: 2.4 Extra Changes ::  
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AMERICAN VERSION -----

- Gallery: The Gallery opens up with a screen that lets you select which piece of art you want to see. The numbers go from 00 to 99. This gallery has a lot of CG pictures, especially of the enemies. I don't care for those pictures.

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JAPANESE VERSION -----

- Gallery: The Japanese Gallery is a nightmare to navigate through. There is no number to select, meaning you HAVE to start at 00, and if you want to go to, say, 45, you must cycle through the others... Why do they take so long to load anyway? The Rival Schools gallery wasn't this bad! On another note, however, there are some exclusive pics here, namely the pics of the pilots themselves! Start a new game and look at the High-Scorers. "Ralph", "Myriem", and possibly others are actually drawn! Why this was taken out, I'll never know.

- Free: This is a mode that was taken out of the American version. As far as I can tell, however, that was an oversight. To get this option, you must beat the game, getting all the S. Bonuses (21 total). Once you get it, go to the Configuration. Under the Difficulty option, select "Free". Now when you go to Game Start, you have the option of selecting stages! For more on this, check out Zach Keene's Einhänder FAQ. (oh btw, I contributed to that FAQ as well; I'm "the guy"). Also, in this mode, you have infinite continues.

- The angle of the screen right before the Level 5 boss seems to mess up the graphics. In the upper-lefthand corner of the screen, a black patch appears and disappears. This is fixed in the American version, but the patch can

still be found if you look carefully.

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### 3. MISCELLANEOUS

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#### :: 3.1 Things to do :::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::

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- I think I'll write an Einhänder strategy guide. I've played it so many times...

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#### :: 3.2 Rantings :::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::

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- (in English) Waah! I want my Einhänder 2 for Dreamcast or PlayStation 2!

- (auf Deutsch) Waah! Ich möchte mein(e) Einhänder 2 für Dreamcast oder PlayStation 2!

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| And for those who are interested... |  
|  
|  Ä = Alt+0196      ä = Alt+0228  |  
|  Ö = Alt+0214      ö = Alt+0246  |  
|  Ü = Alt+0220      ü = Alt+0252  |  
|                ß = Alt+0223      |  
`-----`
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### 4. LINKS

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I'm not sure, but try <http://classicgaming.com> . Too bad the other Einhänder sites were taken down... or were they? Blah.

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### 5. THANKS

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- Kao Megura - <http://i.am/kao>  
For inspiring everything I do! Well, FAQ related, anyway...

- Zach Keene  
The biggest and best FAQ deserves mention... Plus I contributed to that FAQ, so...

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### 6. REVISION HISTORY



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- v. 1.00 [13 February 2000]

Everything's up. This will probably be the final revision.

- v. 0.90 [06 February 2000]

Initial release; I need the rest of the texts as well as actually do the things on my "Things to do" list.

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