

# Ginga Eiyuu Densetsu FAQ/Strategy Guide (JIS)

by LastBossKiller

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Ginga Eiyuu Densetsu (Famicom)  
Guide by E. Phelps, ver. 1.1  
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---Viewing This Document---

This document contains Japanese text. To view it correctly, set your browser or word processor to view "Shift-JIS" format. For example, if you are using Internet Explorer, using the dropdown menu, go to View -> Encoding -> More -> Japanese (Shift-JIS). You could, instead, open this document with Microsoft Word, and it will ask you about the encoding automatically, allowing you to select Shift-JIS.

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- - - = = = ===== Intro ===== = = = - - -  
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Ginga Eiyuu Densetsu (or "Legend of the Galactic Heroes") was originally a series of Japanese science fiction novels written by Yoshiki Tanaka. They take place in the 36th century and feature two main protagonists that eventually become commanders of two opposing interstellar nations. Reinhard von Musel becomes a commander of the Galactic Empire and Yang Wen Li becomes a commander of the Free Planets Alliance. With protagonists featured on both sides of the conflict, the reader finds him/herself conflicted about who to root for since both sides are portrayed as good in their own way. The novels have since been adapted into numerous anime and manga series.

The NES/Famicom game Ginga Eiyuu Densetsu is a strategy game developed by Tokuma Shoten and published in Japan by Kemco in 1988. It is a very short and simple game, although you might find it confusing at first. You are Reinhard (ラインハルト) of the Galactic Empire. You have 11 fleets at your disposal, each led by different characters from the novels. Your goal is simply to capture the base of the Free Planets Alliance on the planet Heinessen (ハイネセン).

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 - - - = = = ===== Game Mechanics ===== - - -  
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-----= Overview =-----[sec1a]----

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You are Reinhard, who must command 11 fleets to capture the enemy's base on the planet of Heinessen (ハイネセン) to beat the game. You will conquer other planets along the way, but the victory condition is solely the conquest of Heinessen. You lose the game if all of your fleets are destroyed.

On the first day of the game, you will only have three fleets to command, but the rest of your fleets will trickle in over the next two days.

On the planetary map, all of the planets except for your base on Minyuas (ミニユアス) will be colored red. They will be colored blue when you conquer them. Every planet occupied by the enemy will have a fleet of ships to destroy, which will generally range from 5000 to 12000 ships. There are also fleets of enemy ships that travel around the planets in groups of 12000 ships, so the number of ships on any given planet can be changing day to day and you might find many more ships on a planet than you expected.

To capture a planet, you must destroy all of the enemy ships occupying the planet. This is done by defeating them in battle. The only factors affecting the outcomes of the battles are how many ships you and the enemy have on the planet and what battle formation each team is using. See the "Battles" section for more details.

Each of your fleets contains 12000 ships. As you accumulate Fleet Damage (カンタイ ダメージ), generally from battle, your ship numbers will decrease. However, the ship number can be restored to 12000 by resupplying at certain planets.

Aside from capturing planets, you will have to put effort into monitoring the supplies of your fleets. They need to have Energy (エネルギー) in order to be able to travel, and Rations (シヨクリヨウ) and Soldier Fatigue (ヘイノヒロウド) determine the health of your fleet. These values can be restored on certain planets (see the "Fleet Stats" section for more details).

At the end of each day, you will see summary screens that show the action each fleet took and their current statistics.

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-----= Commands =-----[sec1b]---

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As Reinhard, you give commands to 11 different fleets. You can give one command to each fleet per day unless a fleet is already busy. The four possible commands are:

イドウ - "Move"

テイサツ - "Scout"

キュウソク - "Rest"

ホキュウ - "Supply"

Here are the meanings of each command:

Move - Fleet moves to another planet. The fleet can only travel to planets which they have enough Energy (エネルギー) to reach. If the destination is occupied by the enemy, a battle will commence upon arrival. The number of days it takes for the fleet to reach their destination is determined by how far away it is and the Speed (イドウリヨク) of the fleet.

Scout - Learn about the state of a planet. The report of the planet will be given by this fleet at the beginning of the next day. On the fourth line of the first dialogue box, it says #ニチ ("# of days") which is the number of days it would take this fleet to reach the planet. It will also say what supplies can be acquired on the planet. If the planet is occupied by the enemy, you will be shown the battle formation the enemy is in and how many ships the enemy fleet contains. Also, you might be shown the faces of some characters not in your fleet. These are enemy commanders that are on the planet. They don't have any special strengths or anything, but it does mean that there are more ships on the planet than usual.

Rest - The fleet takes the day off. This command reduces the fleet's Soldier Fatigue (ヘイノ ヒロウド) by 30%.

Supply - This command is only available on planets that have resources. This command will do some of, or possibly all of, the following things depending on the planet the fleet is on: Restore Energy (エネルギー) by 50%, increase Rations (シヨクリヨウ) by 50%, reduce Fleet Damage (カンタイ ダメージ) by 50%.

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-----= Battles =-----[sec1c]---

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To beat the game, you must capture the enemy base on the planet Heinessen (ハイネセン). To do so, you will need to capture other planets along the way. You capture planets by moving one or more fleets to them and then defeating all of the enemy fleet during battle. Two things affect your success in battle: (1) The number of ships you have compare to the enemy number, and (2) Your battle formation.

The biggest key to success is making sure that you overwhelm the enemy with a large number of ships. However, to maximize your success, you should also understand how the battle formations can affect the battle. Here are the battle formations:

1: o o o o o o o o o o

2:           o  
             o o

o o o  
o o o o

3:           o  
          o   o  
      o           o  
          o o  
      o   o  
          o

4:   o           o           o  
  
      o   o o   o  
          o  
      o   o

5:           o o  
          o o o  
      o           o  
      o   o   o

6:           o o o o  
  
          o o o  
  
          o o o

7:   o           o  
      o           o  
          o   o   o  
          o   o  
  
          o

If you and the enemy have a comparable number of ships, the outcome of the battle will be predicted by these charts:

-----Enemy fleet in formation 1-----

Your formation	Enemy losses	Your losses
1	4000	4000
2	3000	3000
3	3000	5000
4	4000	4000
5	4000	2000
6	2000	2000
7	4000	4000

-----Enemy fleet in formation 2-----

Your formation	Enemy losses	Your losses
1	3000	3000
2	2000	2000
3	3000	3000

4	2000	4000
5	3000	2000
6	3000	1000
7	4000	3000

-----Enemy fleet in formation 3-----

Your formation	Enemy losses	Your losses
1	5000	3000
2	3000	3000
3	4000	4000
4	4000	4000
5	3000	4000
6	3000	3000
7	2000	5000

-----Enemy fleet in formation 4-----

Your formation	Enemy losses	Your losses
1	4000	4000
2	4000	2000
3	4000	4000
4	5000	5000
5	3000	4000
6	3000	5000
7	5000	5000

-----Enemy fleet in formation 5-----

Your formation	Enemy losses	Your losses
1	2000	4000
2	2000	3000
3	4000	3000
4	4000	3000
5	3000	3000
6	1000	2000
7	5000	2000

-----Enemy fleet in formation 6-----

Your formation	Enemy losses	Your losses
1	2000	2000
2	1000	3000
3	3000	3000
4	5000	3000
5	2000	1000
6	1000	1000
7	3000	3000

-----Enemy fleet in formation 7-----

Your formation	Enemy losses	Your losses
1	4000	4000
2	3000	4000
3	5000	2000

	4		5000		5000	
	5		2000		5000	
	6		3000		3000	
	7		5000		5000	

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By examining the above charts, you can see that you should choose the following formations in each case to have the most success:

Enemy formation	Your formation
1	5
2	6
3	1
4	2
5	7
6	4
7	3

-----

You will only know the enemy formation in advance if you use the Scout (テイサツ) command on the planet you are invading. However, if the battle lasts for more than one day, then the enemy formation will still be the same on the subsequent days, so you can adjust accordingly.

The enemy losses will be much greater per turn than the values listed in the above charts, and your losses less, if you have a significantly larger number of ships than the enemy. But the best formations are still the same.

If a fleet was engaged in battle on a day, but neither side was wiped out, you may get the following options on the next day for that fleet:

セントウ ゾッコウ - "Resume battle". Engage in another round of battle.  
 タイキヤク - "Retreat". Run to a different planet.

These options are only available if you have enough Energy (エネルギー) to travel to another planet. Otherwise, you will automatically continue the battle and a supply of Energy will automatically be sent to this fleet and arrive on a later day.

The enemy will also periodically try to re-capture planets that you've claimed. This seems to happen mostly on planets that have supplies. If this is a planet that you don't have a fleet on, the game won't even give you any indication that this has happened. You will simply notice that one of the planets has returned to red in color.

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-----= Fleet Stats =-----[seclid]---

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Each fleet has the following stats:

イドウリヨク - "Speed". In units of lightyears (光年).  
 エネルギー - "Energy"  
 ショクリヨウ - "Rations"  
 カンタイ ダメージ - "Fleet Damage"  
 ヘイノ ヒロウド - "Soldier Fatigue"

Here are the effects of each stat:

Speed - Determines how many days it will take a fleet to travel from one

planet to another. If you want fleets with different speeds to arrive at a planet at the same time so they can team up in battle, you will have to stagger their departure times. To see how many days it will take a particular fleet to reach a destination, have them use the Scout (テイサツ) command on the destination planet. The number of days estimated is often wrong by one day for some reason, but not always.

Energy - Used to travel to other planets and serves no other purpose. Can be refilled by using the Supply (ホキユウ) command at certain planets. If it is too low to move to another planet, a supply of Energy will automatically be shipped to the fleet. The number of days you have to wait for the shipment is said to you by the fleet commander each day. When it arrives, indicated by an animation showing cargo boxes entering a ship, the fleet's Energy will be restored to 100%.

Rations - This needs to be above 0% or else your fleet's Soldier Fatigue will increase each day. Rations decrease by 3% each day and can be refilled by using the Supply (ホキユウ) command on certain planets.

Fleet Damage - Each fleet contains 12000 ships to start with. As ships are destroyed, the Fleet Damage percent increases. The fleet is permanently wiped out if this value reaches 100% (all ships destroyed). This value can be reduced by using the Supply (ホキユウ) command on certain planets, and the number of ships in the fleet will increase again accordingly.

Soldier Fatigue - This value needs to remain below 100% or else the Fleet Damage will increase by 10% each day. Fatigue can be reduced by using the Rest (キユウソク) command on any planet.

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- - - = = = ===== Your Fleets ===== = = = - - -
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You have 11 fleets at your disposal. The only differences in your fleets are their Speed (イドウリヨク) rating. Below, I list the fleets, their commanders, and their speeds.

Fleet 1:  
Commander - Paul von Oberstein (オーベルシュタイン)  
Speed - 16 光年

Fleet 2:  
Commander - Oskar von Reuenthal (ロイエンタール)  
Speed - 20 光年

Fleet 3:  
Commander - Wolfgang Mittermeyer (ミッターマイヤー)  
Speed - 30 光年

Fleet 4:  
Commander - Hildegard von Mariendorf (マリENDORF)  
Speed - 16 光年

Fleet 5:  
Commander - Ernest Mecklinger (メックリンガー)  
Speed - 16 光年

Fleet 6:  
Commander - Ulrich Kesler (ケスラー)  
Speed - 16 光年

Fleet 7:  
Commander - August Samuel Wahlen (ワーレン)

Speed - 16 光年

Fleet 8:

Commander - Fritz Josef Bittenfeld (ビッテンフェルト)

Speed - 20 光年

Fleet 9:

Commander - Ernst von Eisenach (アイゼナッハ)

Speed - 12 光年

Fleet 10:

Commander - Adalbert von Fahrenheit (ファーレンハイト)

Speed - 12 光年

Fleet 11:

Commander - Hauser von Steiermark (ハウサー)

Speed - 12 光年

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- - - = = = ===== Planets ===== = = = - - -
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[sec3]

Here is the map of the planets:

```

      d      g
        f
      b
        a      e

      I      L      Z X Y
G
      E      J      V W
F
      H      K      U
      D      M      O
      T      N
C
      B      S      P
A
      R Q

```

Below are the names of the planets and the resources they contain.

Planet A:

Name - ミニユアス

Resources - Energy, Rations, and repair Fleet Damage.

Planet B:

Name - ヒュプノイア

Resources - None.

Planet C:

Name - キュクレウス

Resources - None.

Planet D:

Name - ニュクテーナ

Resources - None.

Planet E:

Name - ドリュアント



Resources - Energy and repair Fleet Damage.

Planet F:

Name - トーリア

Resources - Energy and repair Fleet Damage.

Planet G:

Name - バンフリート

Resources - None.

Planet H:

Name - コリユーバスト

Resources - None.

Planet I:

Name - ライガール

Resources - None.

Planet J:

Name - マル ペッサ

Resources - None.

Planet K:

Name - トリプラ

Resources - None.

Planet L:

Name - ペルセボネ

Resources - Rations.

Planet M:

Name - ラグプール

Resources - Energy and repair Fleet Damage.

Planet N:

Name - シャンプール

Resources - Rations.

Planet O:

Name - レグニツア

Resources - None.

Planet P:

Name - ガンダルバ

Resources - None.

Planet Q:

Name - マル アデッタ

Resources - Energy and repair Fleet Damage.

Planet R:

Name - エル ファシル

Resources - None.

Planet S:

Name - ランテマリオ

Resources - None.

Planet T:

Name - バーラト

Resources - Rations.

Planet U:

Name - ダゴン

Resources - None.

Planet V:

Name - メルカルト

Resources - None.

Planet W:

Name - バーミリオン

Resources - Energy and repair Fleet Damage.

Planet X:

Name - ネプティス

Resources - Energy, Rations, and repair Fleet Damage.

Planet Y:

Name - リューカス

Resources - None.

Planet Z:

Name - バルメレンド

Resources - None.

Planet a:

Name - ボレビト

Resources - Energy and repair Fleet Damage.

Planet b:

Name - カッフアー

Resources - None.

Planet d:

Name - アスターテ

Resources - Energy and repair Fleet Damage.

Planet e:

Name - エリユーセラ

Resources - None.

Planet f:

Name - リオベルデ

Resources - Rations.

Planet g:

Name - ハイネセン

Resources - Enemy base.

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- - - = = = ===== Strategies ===== = = = - - -  
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[sec4]

---Strength in numbers-----

The best way to win battles is to overwhelm the enemy with a large number of ships. To do this, you will want multiple fleets to arrive at a planet at the same time. Since fleets have different speeds, it is difficult to make them arrive at the same time without a lot of scouting to determine planet

distances and taking up a lot of your time on planning.

Instead, group your fleets into fleets that have the same speed and have them travel together. Your groups would be:

Speed 12 group - Fleets 9, 10, and 11.

Speed 16 group - Fleets 1, 4, 5, 6, and 7.

Speed 20 group - Fleets 2 and 8.

Speed 30 - Fleet 3.

The speed 12 and 16 groups will be your workhorses in terms of invading planets because they will have so many ships total that no planet will be able to stop them. The speed 20 group will also likely be able to invade most planets, but they may occasionally come across planets with comparable numbers of ships. Fleet 3 can be used as backup in case you need more ships to quickly arrive at a battle since it has such a high movement speed. You can also break the speed 16 group into two groups from time to time.

Try not to leave fleets alone on a planet. Occasionally, enemy fleets will invade your planets and a lone fleet will be forced to fend for itself. This happens more often on planets that have resources.

#### ---Battle Formations-----

As explained in the "Battles" section above, you can gain an advantage over the enemy by choosing the correct battle formation. But you will only know which formation to choose if you know the enemy's formation before the battle begins.

You can learn the enemy's formation by using the Scout command. If you have a fleet that can afford to waste its turn on scouting, then go ahead and do so. But if you have a high ship number advantage over the enemy, your formation choice won't matter as much, so you can avoid using the Scout command in those situations since you'll win anyway.

If a battle lasts more than one day, the enemy fleet will remain in the same formation, so you can adjust yours to get a better advantage on the subsequent days.

#### ---Planets With Resources-----

To wander farther away from your home base, you'll need to find resources on other planets. Therefore, you should plan ahead to focus on capturing planets with resources. Take your time and be patient on your conquest and return to planets you've already captured often to resupply. There is no time limit in the game.

After capturing a planet with resources, there is a good chance that an enemy fleet will arrive a few days later for a counter-attack. So keep a healthy number of ships on the planet to meet it. It's good to face these attacks since it will reduce the overall number of ships the enemy has in the map.

#### ---Prolonged Battles-----

If a battle doesn't end in one day (neither team is completely wiped out), then it will continue on the next day. If this happens for too many days in a row, enemy reinforcements will arrive. If you have a large number of ships, this should be no problem, but if you don't, you may find the battle to become impossible to win. Therefore, never engage in a battle that you can't win within two or three days with a small fleet.

#### ---Endgame-----

You want to shoot for capturing the planet Neptis (ネプテイス). It contains all of the kinds of resources and is located near the enemy's base. After

taking Neptis, you can consider attacking the enemy base. First, have someone scout it to find out how many ships are there. If the number is high, you should probably invade some other planets and see if you can lure some of those ships away. Also, scout the base to find out what battle formation you should use.

When you attack the enemy base, the enemy fleet will be much stronger than usual, so you need to have a much bigger ship number than usual. To have all of your fleets arrive at the enemy base at the same time, have them parked on Neptis with their Energy at 100% and their Fleet Damage at 0%. Then stagger your departure days by following these directions:

On the first day, send the speed 12 group fleets to attack the enemy base and have your other fleets wait. On the next day, send your speed 16 group fleets to join the attack and have your others wait. On the next day, have all your fleets wait. On the next day, have the speed 20 fleets join the attack. On the next day, have the speed 30 group join the attack. Now all of your fleets arrive to decimate the enemy base on the same day. Here is a summary of these directions:

Day 1 - Speed 12 fleets depart.

Day 2 - Speed 16 fleets depart.

Day 3 - No action.

Day 4 - Speed 20 fleets depart.

Day 5 - Speed 30 fleet departs.

After capturing the enemy base, you have beaten the game! The ending is essentially just you (Reinhard) congratulating the fleet commanders on their valiant effort. Only the commanders who survived will be shown. Also, the number of days it took you to win will be shown, so you can try to beat it in less days for some replay value.

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I hope you found this guide useful. If you have information that you'd like to contribute or other suggestions for how the guide can be made better or if you find any mistakes, please send it to [lastbosskiller@gmail.com](mailto:lastbosskiller@gmail.com). I will give you the proper credit for your help.

Thanks to the NES FAQ Completion Project regulars for providing a fun environment for exploring old, obscure games!

Special thanks to odino for correcting one of the commander names for me.