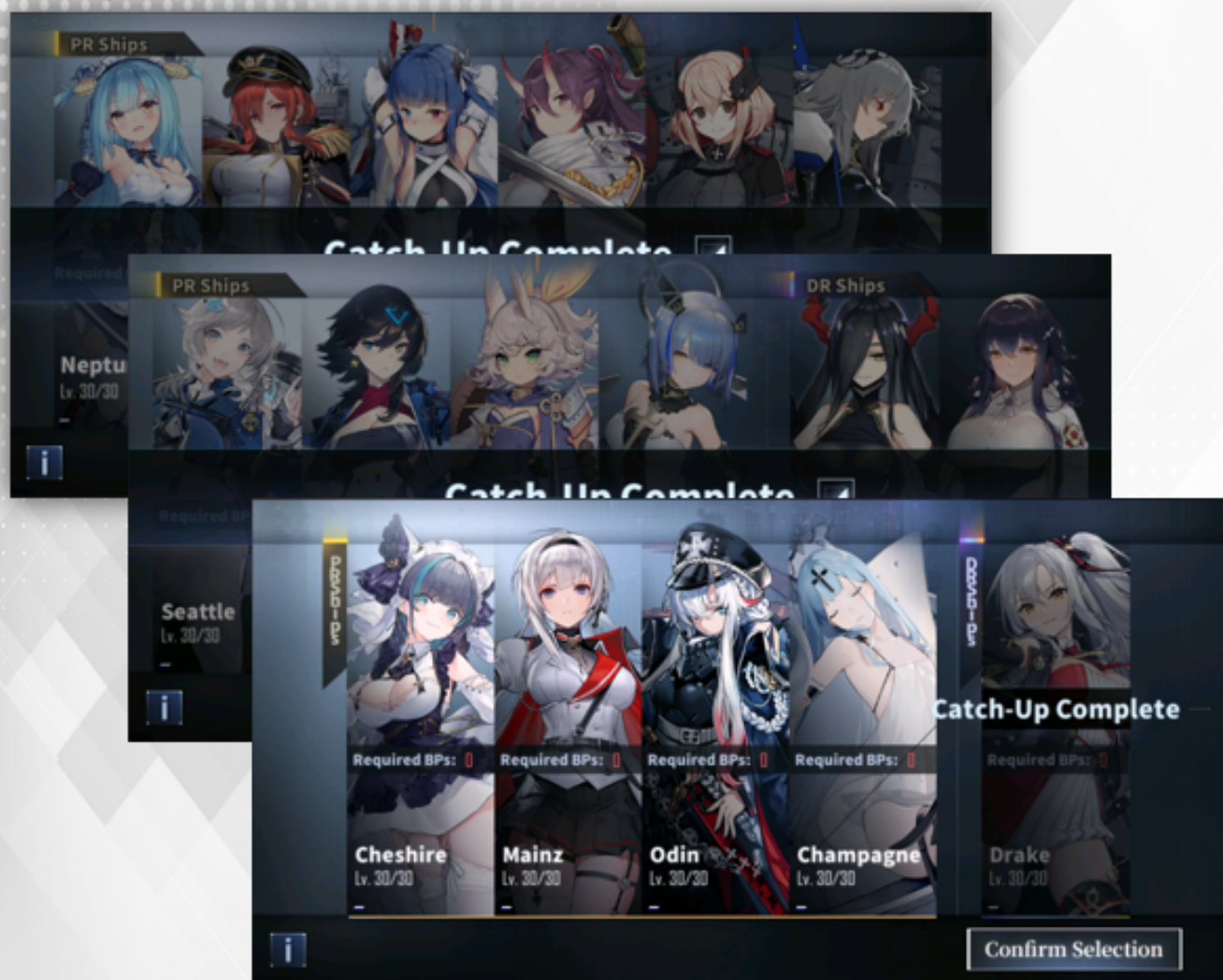


# CATCH UP GUIDE



# FARMING GUIDE

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## Foreword

Please read the Research and Research Academy articles for basic understanding of how the Research system works in this game, since it is a bit convoluted at the start.

DISCLAIMER: This guide is meant for players who unlocked the Research Academy for the first time.

# Introduction Q&A

## **Q: As a new player, I just unlocked the Research Academy, and there is this "Catch-up" system. What is it, and how does it work?**

A: "Catch-up" is a system that the developers added to help newer players acquire Priority (PR) and Decisive (DR) ship blueprints faster, as there are only a few methods of obtaining them:

- Setting your Research Focus to a PR priority and praying you get lucky with earning blueprints applicable to the ship you want to upgrade.
- Buying Priority (PR) and Decisive (DR) ship blueprints from the Event Shop during events and using them to acquire ship blueprints.
- Buying General or Special General Blueprints (only PR2, PR3, and PR4) from the Prototype Shop and using them to acquire ship blueprints.

From this system, you get an extra 1/2/3 blueprints of the ship you choose from your finished research based on the duration of the research mission.

## **Q: When was this system introduced to the game?**

A: According to the EN and JP patch notes, the Catch-Up system for Research was introduced on July 9th, 2020. Before this system, new players would struggle obtaining blueprints for a specific ship as it was, and still is, RNG-based, on-top of new PR ships coming out lowering the chances further.

## **Q: Is there any effective way to make use of it?**

A: Our strategy involves utilizing the catch-up system to earn blueprints for PR3 ships, which are great for the mid-to-end game, while fully-developing a PR1 ship. Once the PR3 catch-up is completed, we use the catch-up system to farm for PR1 blueprints for the fully-developed PR1 ship, which will then be turned into Prototype Cores for buying prototype gear blueprints early and crafting exceptionally strong SR gear. By the end of this strategy, you will come out with a lot of PR3 blueprints for a ship of your choice, a fully-developed PR1, and possibly PR2, ship, alongside 3-6 prototype SR gears.

# The Strategy

1. Set your Catch-up priority to PR3.  
DO NOT SELECT PR1 OR PR2 FOR YOUR CATCH-UP PRIORITY! LEAVE BOTH AS "NOT SELECTED".
2. Pick the PR ship you want to focus on to receive your total of 300 catch-up blueprints in the selection roster. Do the catchup for the DR ships as well, who have a total of 150 earnable ship blueprints per ship.
3. While you are doing the catch-up for PR3, do research missions and progress the game as normal.

Getting 300 catch-up blueprints should take 2 months; 4 months if you are also getting the DR catch-up blueprints. During this time, pick one PR1 ship in the Shipyard to start developing.

When choosing a ship, go for whoever you like, as all the PR1 ships are good in their own right. If you want to min-max, **Monarch** is the best ship in PR1, and **Saint Louis** is the easiest to grind for. After finishing a PR1 ship, you can fully develop them using Coins. I advise you to buy 10 blueprints per day, for a total price of 3000 each - it is cheap and economically manageable.

It takes exactly 35 days to fully develop the PR1 ship you choose (for Development level 30, DO NOT START THE FATE SIMULATION (AS IN USE BLUEPRINT ON THEM)).

4. After finishing your PR3 catch-up, you are pretty much set with a fully developed Dev.30 PR1 ship with all PR3 catch-up blueprints cleaned up. It is time to set your PR catch-up priority back to PR1, and pick the ship you fully developed as the PR catch-up focus.
5. Turn all of the PR1 catch-up blueprints for your fully-developed PR1 ship into Prototype Cores in the Prototype Shop, which is located in Munitions -> Prototype. Do this to save up for buying prototype gear blueprints.
6. It is time to buy the prototype gear blueprints. For recommendations on what to buy, visit the official Discord server and do /protocore in #bot-spam.
7. You can repeat this strategy for the PR2 catch-up. Build a PR2 ship, develop them using, when they reach Dev.30, utilize the catch-up for that ship to earn their blueprints, then convert those blueprints to.

After all this, you get slightly more than 3 (6 if you include PR2) gears-worth of prototype cores. This is a cheap bargain as only ship blueprints can get discounts; gears are still subject to the harder, longer, and more expensive grind.

This strategy will last for 3-4 months, so make sure that while you do this, convert any Combat Data Packs from Season 1, Season 2, and Season 3 into Prototype Cores as well to buy more gears. Since the shop has a monthly limit to the number of blueprints you can buy, spending the combat data packs early means that by the time Prototype Cores from the catch-up rolls out, you are not overflowing.

Important note: It is not recommended to buy Season 1 gear blueprints since you can get it from the Gear Lab.

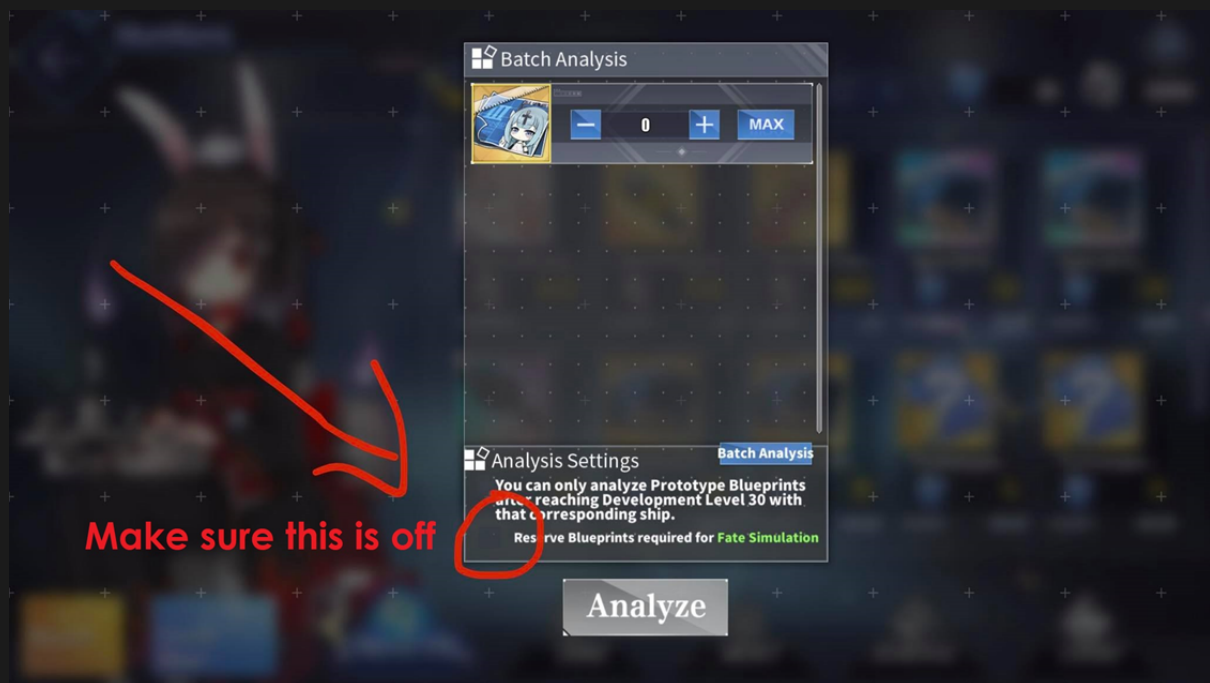


PR3 selection in the Research Focus interface



The location of the "Blueprint Analysis" feature in the Prototype Shop, which allows for conversion of ship blueprints into Prototype Cores





Important to turn off the option to reserve blueprints for Fate Simulation when converting them to Prototype Cores



Converting Combat Data Packs to Prototype Cores



# Credits

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