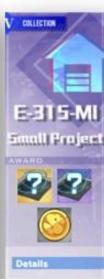# Samheart564's

Research Guide

FARMING GUIDE

Author: Samheart564
Updated: 6/14/2022, 7:59:30 PM
Revision: 1.0.1
Link: https://slaimuda.github.io/ecgc/#/guide?id=00002

Foreword

Research is one of the most confusing aspects about Azur Lane. This guide hopes to give players a comprehensive overview of the Research Academy.

Note: Research Focus and Catch-up are seperate!

What is the Purpose of Research?

To get ship prints to use in Shipyard, as well as various gear.

Research Focus

When a season is focused, 3/5 of the available Researches will be from that season.

Research Focus Optimization

Select PR3 or PR4 focus unless you know what you are doing. They have the best ships and gear.

Why not PR1 or PR2?

All the PR ships in PR1 and PR2 can have their prints bought with coins directly, instead of having to research for them.
All the gear in PR1 or PR2 (besides Twin 457mm (Mark A Prototype)) are either bad, are available in Gear Lab, or have sidegrades available in Gear Lab.

Catch-up

When a ship is selected for catch-up, every research you complete will always give, at minimum, 1 print for the catch-up ship.
For Catch-up, you get (guaranteed):

- 300 total (PR) prints for a combination of any of the 6 PR1 ships.
- 300 total (PR) prints for a combination of any of the 4 PR2 ships.
- 300 total (PR) prints for a combination of any of the 4 PR3 ships.
  - It's recommended that all 300 prints are for the same ship, until the ship reaches Development Level 30.
- 150 (DR) prints for Friedrich der Große
- 150 (DR) prints for Azuma
- 150 (DR) prints for Drake

You can only do one catch-up at a time, but there is no time limit. It is recommended to do the PR catchups before the DR catchups.

"The Forbidden Technique"

Note: This is very confusing, and highly min-max. It is fine to skip this section.
Read this wiki page for more information.

Recommended Catch-up Selections

- PR1: Select Monarch.
- PR2: Select Kitakaze or Gascogne.
- PR3: Select Odin, Mainz, or Cheshire.

This is the Catch-up window. Just select the season and ship to take advantage of it. It's that simple.

Which Projects to Select

Always have a research running at all times, even if it's bad!

The God Tier

God Tier Researches

Name	Associated Names	Use	Purpose
D-0XX-UL Small Project	Soul Forming, D-UL, Rainbow-UL	30 Minutes	Ship + Gear Prints
D-0XX-UL Small Project	Soul Forming, D-UL, 30 Min Face	30 Minutes	Ship + Gear Prints
Q-0XX-UL Small Project	30 min Rigging Analysis, Q-UL	30 Minutes	Gear Prints
H-060-UL Small Project	30 min H, H-UL	30 Minutes	Ship + Gear Prints

- Try to avoid taking H Type or D Type researches once all ships in the season are maxed (508 total prints for each PR, 728 total prints for each DR).

These ones give the best amount of rewards per time spent out of any other project. In return, their cost is somewhat expensive. Only spend cubes on research if you have a large (400+ cube or higher) surplus.

Example of a "God Tier" research. The Commander wisely took it.

The Above Average Tier

Above Average Researches

Name	Associated Names	Use	Purpose
H-387-MI Small Project	Blue H, 1 Hour H	1 Hour	Ship Prints
D-7XX-MI Small Project	Blue Face, 2 Hour 30 Min Face, Blue D	2.5 Hours	Ship + Gear Prints
D-3XX-MI Medium Project	Purple Face, 5 Hour Face, Purple D	5 Hours	Ship + Gear Prints
D-4XX-RF Large Project	Gold Face, 8 Hour Face, Gold D	8 Hours	Ship + Gear Prints
Q-0XX-MI Medium Project	Purple Q, 4 Hour Q	4 Hours	Gear Prints

- Try to avoid taking H Type or D Type researches once all ships in the season are maxed (508 total prints for each PR, 728 total prints for each DR).

These ones aren't as good as the God Tier, but still really solid to do. Only spend cubes on research if you have a large (400+ cube or higher) surplus.

Example of an "Above Average" research. As it is the best option available, the Commander wisely took it.

The "Best of the Worst" Tier

"Best of the Worst" Researches

Name	Associated Names	Use	Purpose
Q-3XX-MI Small Project	Blue 1 Hour Q, 1 Hour Q	1 Hour	Gear Prints
G-412-MI Small Project	1.5 Hour G	1.5 Hours	Ship + Gear Prints
B-351-RF Medium Project	Gold B, 4 Hour B	4 Hours	Ship + Gear Prints
B-397-RF Medium Project	Gold B, 4 Hour B	4 Hours	Ship + Gear Prints
Q-2XX-MI Small Project	Blue 2 Hour Q , 2 Hour Q	2 Hours	Gear Prints
E-315-MI Small Project	Purple 2 Hour E, 2 Hour E	4 Hours	Ship + Gear Prints
G-236-MI Small Project	2.5 Hour G	2.5 Hours	Ship + Gear Prints

These researches are selected due to having decent rewards for the time spent.

MAX: 16100
11323

MAX: 96600
496775

1

IV COGNITION
O-708-MI
Small Project
AWARD
Details

III COGNITION
O-795-MI
Small Project
AWARD
Details

IV RIGGING ANALYSIS
Q-310-MI
Small Project
AWARD
Details

IV COLLECTION
E-315-MI
Small Project
AWARD
Details

IV COLLECTION
E-031-MI
Small Project
AWARD
Details

Resets daily at midnight

IV Research Focus
247150

Refresh

i

Example of a "Best of the Worst" research. Notice how since Anchorage and Champagne were maxed already, the Commander is selecting it.

The "Try to Avoid Under Any Circumstance" Tier

EVERYTHING else. If you HAD to pick one due to all the options being terrible, pick the shortest one on the table that doesn't cost cubes, regardless of if the ships in the season are maxed or not.
Make sure to have a research running as much as possible. Use refresh button as necessary

Credits

Written by samheart564#4031, with help from various AL community members. If there are any questions, DM me on Discord or ask in various AL-Help Channels.