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Bug Guide

By [austerityzero](#)

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22 Comments

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Abuse Bugs at your own risk. We are not responsible for any bans that may result from abusing any bugs listed below.

This bug guide is maintained with the help of the community. Thank you to everyone who has contributed with bug reports, screenshots and videos.

If you encounter a new bug that is not on this list, [report it via the official bug report form](#) and please contact me with screen shots and/or video by pinging me on [our discord server](#).

Many bugs have been fixed with the [January 12 patch](#)! Check which notable bugs have been fixed below.

Latest Bugs

- **Boss: Interruption Circle** (Game Mode Bug)
- Jackal Skill 1 Energy (Unit Bug)
- Live Wallpaper Stuttering (Other Issues)
- **Arena: Immortal** (Game Mode Bug)
- **Max Ammo Reload** (No Cover) (Game-play Bug)
- **Reinforced Ammo Defeat Bonus** (Game-play Bug)

- **Re-introduced: Ammo Refresh Bug** (Game-play bug)
- **Max Ammo Reload Bug** (Restart) (Game-play Bug)
- Sin Skill 1 Mistranslation (Unit Mistranslation)
- Arena: Scarlet/Sugar Visual Bug (Game Mode Bug)
- **Isabel Burst Level** (Unit Bug)
- Co-Op: Forced Swap (Game Mode Bug)
- **Arena (SP): Inconsistent Points** (Game Mode Bug)
- **Items Shared (Other Issues)**
- **Arena (SP): Point Carry Over** (Game Mode Bug) **fixed for some servers**
- **Arena (SP): Top 10%** (Game Mode Bug)
- Arena (SP): Information (Game Mode Bug)
- Modernia (Cover) (Unit Bug)
- Modernia (Visual) (Unit Bug)
- **Mordernia:** Skill 2 passive does **NOT** proc when with OL Hit rate Gear
- **Modernia (FPS)** (Unit/Game-play Bug)
- Gravedigger Floating 2 (Game Mode Bug)
- **Arena: Julia 50% heal** (Game Mode Bug)
- Previously Existing Bug: **Campaign Squeeze** (Game Mode Bug)
- Union raid: Storm Bringer Turret unable to be damaged
- **Arena: Double Points** (Game Mode Bug) **Fixed for SP Arena Points, still exists for Arena Shop Vouchers**
- **Arena: Full Burst Carry Over** (Game Mode Bug)
- Previously Existing Bug: **Hit Rate** (Game-play Bug) (Currently being researched)
- Previously Existing Bug: Interception Overkill (Game-play Bug)
- Previously Existing Bug: Loading Screen Issue (Other Issues)
- **Rupee: Winter Shopper Delay** (Unit Bug)
- Previously Existing Bug: **Skill Delays** (Game-play Bug) (Currently being researched)
- **Revive 0 HP Bug** (Game-play Bug) (Previously Rapunzel Revive 1% Bug)
- **Harran Skill 1** (Unit Bug) Indirectly confirmed intended!

- **Charge Speed** (Game-play Bug) Fixed!
- **Previously Existing Bug: Arena (SP): Opponent is in a Battle (Game Mode Bug)** Fixed!
- **Cash Shop: Monthly Packs Not Available (Other Bugs)** Confirmed Intended!
- **Previously Existing Bug: Arena: First Claim Higher Points (Game Mode Bug)** Fixed!
- **Overload Custom Module Bug** (Other Bugs) Fixed!
- **Arena: Matchmaking (Game Mode Bug)** Fixed!
- **Laplace Arena Bug (Unit Arena Visual Bug)** Fixed!
- **Simulation Room: Buff Stacking Bug** (Game Mode Bug) Fixed!
- **Simulation Room: Alva Particle Chaff Bug** (Game Mode Bug) Fixed!
- **Sunrise Pass Social Points Mission Bug (Other Bugs)** Fixed!
- **Instant Clear Bug (Game-play Bug) (Previously known as Pause Bug)** Fixed!

Game-play Bugs

Fixed?	Bug	Explanation	Units Affected	Status	Guide
✓	1-1-2-3 Bug	Sometimes, a burst 1 will fail to move to burst 2, allowing the team to burst 1-1-2-3 in one rotation. This appears to be due to the burst checking for a value that fails to exist	Pepper, Yan.	Fixed! Fixed with skill stacking bug.	Pepper B Thread (NGA)

		to exist. Approximately 30% trigger rate on Pepper.			
✗	Aim Reticle Burst Bug	Aim-able bursts with a reticle can target allies. At times, the aim reticle can disappear, and the burst may be cast on allies. (Previously known as Soline Bug)	Soline, Rupee, Anis, Yan, etc	No word from devs.	Soline PV
✗	Atk Bug	Damage calculation bug that causes attack buffs to scale much better than expected. May be intended.	Liter, Rupee, Poli, etc.	No word from devs. May be fixed with crit bug/damage formula.	Damage Calc Explanati
		Bug that codes non stackable buffs as "stackable", with a "max stack" of 1. This	Dunoo	Fixed! Now only stackable	



✓	Buff Stacking	effectively allows buff stacks to refresh buff durations, extending buff uptime. May be intended.	Rupee, Pepper	buffs are affected by stacking effects.	
✓	Burst Bug	Burst skills apply as level 1 even when levelled.	ALL	Fixed! Burst levels apply correctly.	
✓	(Full) Charge Bug	Bug which applies charge damage increase to a unit's skills and burst, dramatically increasing damage. May be intended.	Harran, Maxwell, Dolla, etc.	Fixed! Charge damage increase only affect charge attacks.	
✓	Charge Speed	When charge speed increase reaches 100+%, Full Charge is limited to only 100%.	Alice, Yuni, all charge shots	Fixed! Fixed with January 12 patch.	Example
✓	Core Bug	Some raptures' cores will not	ALL	Fixed! Cores now take	

		take damage when hit.		damage as intended.	
✓	Crit Bug	<p>Damage calculation bug that causes crits to deal much lower damage than expected.</p> <p>When base damage is too low due to low CP and/or range penalty, critical hits can deal less damage than non critical hits. May be intended.</p>	Volume, Julia, Helm, etc.	<p>Fixed! Crit hits will no longer deal less damage than non crit hits.</p>	Damage Calc Explanati
✗	FPS Issue	<p>RoF is tied to frame rate. This results in lower DPS at lower frame rates. Most noticeable on Machine-guns and during Laplace burst, especially when controlling them directly.</p>	Laplace, All Machine-guns, ALL	<p>Only Screen Shake issue was fixed.</p>	

		It is recommended to play on lower graphics settings if you are encountering this issue.			
✓	Focus Fire Bug	AI will no longer focus fire during full burst.	ALL	Fixed! Fixed in an optional update.	
✗	Hit Rate	SR and/or RL may be affected by hit rate. Currently being researched further.	ALL(?)	No word from devs. May be intended.	
✗	Infinite Ammo/Ammo Refresh	Bug which causes max ammo increase buffs to refresh allies' ammo when expiring, allowing allies to never need to reload when triggered repeatedly. Can also allow Snow White	Yuni, Liter, Privaty, etc.	Re-introduced with January 12 patch.	Old Bug New Bug

		and Maxwell to burst 2 or 3 times in a row. May be intended.			
✓	Infinite Ammo/Ammo Refresh (Burst)	Reloading instantly allows some bursts to fire two or three times instantly in succession.	Snow White, Maxwell	Fixed! Unlikely to be able to be triggered with January 12 version.	
✓	Instant Clear Bug	This bug causes all raptures to either fall or jump out of the screen, instantly dying and granting the stage clear. This bug is most common in the Campaign Normal Stages 16-12 and 18-19. This bug has been observed across various devices (ipad, emulator, etc). Previously	ALL	Fixed! Fixed with January 12 patch.	Video

		Previously known as the Pause Bug.			
✗	Max Ammo Reload (No Cover)	When a Max Ammo effect expires at the moment a unit runs out of ammo, the unit will not go into cover during their reload.	Liter, Privaty, Sugar, ALL	Introduced with January 12 patch. No word from devs.	Video
✗	Max Ammo Reload (Restart)	When Max Ammo effects expire during a unit's reload, that unit will restart their reload.	Liter, Privaty, Sugar, ALL	Introduced with January 12 patch. No word from devs.	Video
		Skills which increase max HP apply inconsistently. Some units increase current HP with max HP, while others only increase max HP. This means some units heal with max HP skills	Noise, Rapunzel, Fullbloom	Fixed! Fixed with	

	Max HP Bug	<p>while others do not. Units that heal: Noise, Rapunzel, Folkwang, Soldier FA. Units that do not heal: Frima, Delta. May be intended. (Previously known as Noise bug).</p>	<p>Folkwang, Soldier FA, Frima, Delta.</p>	<p>with January 12 patch.</p>	
	Revive 0 HP Bug	<p>When a unit is revived after death, sometimes it may be revived at 0 HP with a grey profile icon until the unit is healed to higher HP. At times, the unit may be unable to attack or take other actions. Trigger may have to do with revive timing. High triaacer rate in</p>	<p>Anne: Miracle Fairy, Rapunzel</p>	<p>Grey profile icon fixed with January 12 Patch. Other aspects of the bug remain.</p>	<p>Video</p>

		Arena.			
✓	Screen Shake Bug	Bug which results in higher DPS when screen shake is disabled (related to FPS bug).	ALL	Fixed! Screen shake no longer affects DPS.	Reddit Thread
✗	Shield Bug	Shields can block instances of damage completely when broken; overkill damage does not carryover from shield to unit. This makes low cool-down weak shields often more preferable to high cool-down strong shields. May be intended.	Centi , Poli, Ether, etc	No word from devs. May be intended.	
		Certain skills have a consistent delay before being applied.	Anne: Miracle	No word	

✗	Skill Delays	Seems to be tied to skill animation (vfx) times. Currently being researched further.	Fairy, Dolla, Volume, Admi , etc	from devs. May be intended.	
✓	SMG Bug	Confirmed intended through testing: SMG's range is between SG and AR, at 15 ~ 35.	ALL SMG	Confirmed Intended through testing!	
✗	Terrain Block	Raptures will at times be stuck behind terrain, unable to be targeted. Can be triggered by Yan burst.	Yan , ALL	No word from devs. May be intended.	Video

Unit Bugs

Fixed?	Units Affected	Explanation	Status	Guide
✓	Anne: Miracle Fairv	Error on her burst skill description where the highlight colour does not display correctly. Present	Fixed! Skill description colour now	Example

		in both Nikkepedia and a summoned Anne: Miracle Fairy	displays correctly.	
✗	Ether	Shield blocks allied aimable bursts such as Anis burst.	No word from devs.	
✓	Eunhwa	Level 1 burst lowers enemy defense by only 0.0121%, when it should most likely be 1.21% or 12.1%. This may simply be a skill description bug. Testing required to confirm.	Fixed! Skill description error fixed.	
✓	Guillotine	Can deal less damage with burst than without burst if HP is above threshold (50%).	Fixed! Guillotine no longer deals less damage with burst.	
✓	Harran Skill 1 Energy	Skill 1 damage fills burst gauge, allowing Harran to fill burst gauge extremely quickly. May be intended.	Indirectly confirmed intended!	
✗	Harran (Range)	Harran receives the same range bonus/penalty as an AR, NOT as a sniper as she should.	No word from devs.	
✗	Helm Mistranslation	Burst is mistranslated in English client: it targets 1 enemy, not multiple.	Indirectly mentioned fix.	Example
		Burst always applies as	Unclear if it	

✗	Isabel Burst Level	level 9 (or a higher multiplier) rather than the actual burst level.	will fixed on January 12 patch.	
✗	Jackal Skill 1 Energy	Skill 1 fills burst gauge, allowing Jackal to fill burst gauge extremely quickly. May be intended.	May be intended.	Video
✗	Julia 50% Heal (Arena)	In Arena mode, Julia will heal for 50% HP on every reload.	No word from devs.	Video
✓	Laplace (Arena Visual)	In Arena mode, Laplace may appear to fire her laser sideways. Confirmed Arena visual bug.	Fixed! Fixed with January 12 patch.	Example
✓	Laplace (Death)	When killed, Laplace's attack aim reticle will still remain. Laplace is not able to fire normal attacks while defeated, but can still activate burst.	Fixed! Laplace will no longer have abnormal behaviour when killed.	Video
✗	Laplace (FPS)	FPS can drop during burst duration, especially when being controlled directly, triggering the FPS bug which lowers DPS.	May not be fixed.	
✓	Ludmilla	Taunt does not work, destroying her entire kit. This is not a translation error.	Fixed! Taunt now works (fixed with Noah's taunt).	

✓	Maiden	Skill 2 crit buff does not work.	Fixed! Buff now works.	
✗	Modernia (Cover)	Modernia's cover sometimes takes an extra instance of damage in place of her ally. Trigger not yet confirmed, but may be related to Modernia being placed in the middle slot (P3)	No word from devs.	Video
✗	Modernia (FPS)	When FPS is below 34~36, Modernia is unable to stack her Skill 1. This is due to RoF being tied to frame rate. Players may also notice an FPS drop while controlling Modernia, especially during Modernia's burst. DPS will be lower on lower FPS. It is recommended to not control Modernia directly and to play with lower graphics settings if you notice this issue. Directly related to the general FPS bug/issue that affects all MG.	May not be fixed.	Video
✗	Modernia (Visual)	When Modernia uses burst but does not attack, ATTACK_POINT is set to 99. This value returns to the expected normal after Modernia takes aim	No word from devs.	Example

		MODERNIA TAKES ANTI.		
✓	Noah	Skill 2 does not apply skill levels correctly, still acts as if level 1.	Fixed! Levels apply correctly.	
✓	Pepper	Her skill 1 cannot stack to max on auto, lowering her healing significantly. May be intended.	Fixed! Now able to stack skill on auto.	
✗	Poli	Skill 2 can count herself as one of the "lowest HP allies", decreasing the number of allies she buffs by 1.	No word from devs.	Reddit Thread
✗	Rupee: Winter Shopper	There is an unavoidable 1.5 second delay between Rupee: Winter Shopper's burst and the second burst 1. May be intended.	No word from devs. May be intended.	Video
✗	Scarlet (Skill 1)	If the target enemy summons a shield against Scarlet's 10th attack, her skill 1 will trigger to max stacks instantly. 100% trigger rate.	No word from devs.	Video
✗	Scarlet (Sound Bug)	Her unique attack sound effect will sometimes randomly switch to the default AR sound effect.	No word from devs. May be fixed with other sound issues.	
✗	Sin Skill 1 (Mistranslation)	Sin's Skill 1 effect is mistranslated as a "stun" when it is in fact a	Verified by devs. Scheduled	EN KD

	(Mistranslation)	when it is in fact a "taunt".	Scheduled to be fixed.	Link
✗	Snow White	Burst will sometimes not show charge percentage. Trigger unknown.	No word from devs.	Video
✗	Soldier OW (Mistranslation)	Skill 2 is mistranslated in English client: it applies to 3 allies with highest attack, not highest HP.	Removed. Skill 2 is changed.	
✗	Soldier OW (Skill 2)	Skill 2 scales up to 128% reload speed, but from what we can tell, reload speed caps at 100%. May be a skill description error.	Removed. Skill 2 is changed.	
✓	Sugar	Attack speed buff on burst does not work.	Fixed! Attack speed buff now works as intended.	
✓	Vesti	Burst only deals 1 damage to enemies, decreasing her DPS if burst is used.	Fixed! Burst now deals proper damage as intended.	
✗	Yan	Burst sometimes moves enemies behind terrain or off screen, forcing a restart.	No word from devs.	
		Modernia S2 Passive does NOT proc when equipping an OL gear that has a Stat Ball with		

✘	Modernia	<p>that has a stat roll with Hit rate. Nerfing her damage. Equipping a hit rate cube does NOT fix this issue</p>		
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Game Mode Bugs

Fixed?	Mode	Explanation	Status	Guide
○	Arena (SP): Double Points	<p>There is an abusable method to receive double the amount of SP Arena Points than expected. This bug triggers when the player attempts to claim their rewards right when their next hour of SP Arena rewards accumulate. There are two ways the bug can trigger: Either the N% of accumulated rewards will increase to two hours rather than one hour, or an extra hour of rewards will be claimed.</p>	<p>Appears fixed for SP Arena Points, still exists for Arena Shop Vouchers.</p>	<p>Video 1 Video 2</p>
		<p>For the first claim of SP Arena Points, the player may delay claiming their points until they reach a higher rank,</p>	<p>Fixed! Fixed</p>	

✓	Arena (SP): First Claim Higher Points	and the claimed points will be based on their current rank when claiming rather than their rank when the points were generated. Works for the first claim only.	with January 12 patch.	
✗	Arena (SP): Full Burst Carry Over	When full burst is reached at the exact moment an arena round ends, full burst mode will carry over to the next round. 100% trigger rate.	No word from devs.	Video
✗	Arena: Immortal	At times, units will not die even after reaching 0 HP in Arena.	No word from devs.	Example
✗	Arena (SP): Inconsistent Points	SP Arena Points may be rewarded inconsistently. Trigger not yet confirmed.	No word from devs.	Example 1 Example 2
✗	Arena: Julia 50% Heal	In Arena mode, Julia will heal for 50% HP on every reload.	No word from devs.	Video
✓	Arena: Matchmaking	At times, a player may not be able to attack certain opponents despite them appearing in their options of available opponents. The battle will fail to start. Also appears with	Fixed! Fixed with January 12 patch.	Video

		"<opponent> is in a battle" bug.		
✓	Arena (SP): Opponent Is In A Battle	It is possible to extend the amount of time a player is "in battle", preventing other players from attacking them. May be triggered by force closing the game before a match begins. Also appears with matchmaking bug.	Fixed! Fixed with January 12 patch.	Example, Video
○	Arena (SP): Point Carry Over	It is possible for players to save their SP Arena Points from one season to the next, granting an insurmountable lead over players who did not.	Fixed for some servers.	Example
✗	Arena: Scarlet/Sugar Visual Bug	In Arena, Scarlet's profile icon may be replaced with Sugar's. Trigger unknown. Visual Bug.	No word from devs.	Example
✗	Arena (SP): Top 10%	It is possible for the Point Rank 11th player to not qualify for Top 10% Point Rank rewards.	No word from devs.	Example
✗	Arena (SP): Information	Some information in About the SP Arena does not display correctly.	No word from devs.	Example

✗	Base Defence	Flying enemies do not effect the progress bar, allowing players to simply ignore them and go into cover, preventing the next wave from spawning until the timer runs out. May be intended.	Not confirmed if bug or intended feature.	
✓	Boss: Gravedigger (Floating)	Gravedigger will stop taking any actions and "float" until the next phase when the FPS is too low and red circles are not broken. This exploit allows players to nuke Interception S until at least reward level 7 for free, giving low level players access to Tier 7 gear early.	Fixed! Gravedigger will no longer stop taking actions.	Reddit Guide
✗	Boss: Gravedigger (Floating 2)	Gravedigger will stop taking any actions and "float". Exact trigger not yet confirmed.	No word from devs.	Video
✗	Boss: Gravedigger (Flying)	Gravedigger can fly out of screen. May be related to pause bug, but there may be other triggers than pause.	No word from devs.	Video
		Destroying an interruption circle may at times make remaining interruption		

✘	Boss: Interruption Circle	circle(s) unable to be destroyed. Can be prevented by destroying the circles at the same time, but this can be difficult or impossible to do.	Dev response	Video
✘	Boss: Modernia (Missiles)	When her missile launchers are broken while moving, instead of moving into her teleporting phase, she will instead regenerate the missile launchers. This allows players to prevent her from entering the teleporting phase and stalling, making the fight significantly easier.	No word from devs.	Bug Guide Thread (TW)
✘	Boss: Parts Name Visual Bug	Boss parts no longer display names. Visual Bug.	Only fixed for some languages. Still exists for English client.	Example
		In the world map, it is possible to "squeeze" past stages that you cannot beat by repeatedly clicking on the rapture then exiting the battle preparation screen. This is		

×	Campaign: Squeeze	significant for certain stages that are known as "walls" that can delay player progress for days or weeks. This bug also allows for any mission reward for the skipped stage to be claimed twice. Confirmed to work for: 15-12, 15-18, 16-17, 17-9, 17-27, 17-30.	No word from devs.	Source (TW)
×	Co-Op: Forced Swap	At times, a player will be constantly forcibly swapped to another player's unit, and unable to control their own unit. This prevents a player from being able to attack or use burst skills for the whole battle.	No word from devs.	Video
×	Interception: Overkill	Sometimes, the end total damage dealt will be greater than the boss' max HP total. May be related to Damage Screen Bug.	No word from devs.	Example
×	Interception: Rewards	Quick battle rewards can sometimes vanish, and not be received. Trigger unknown.	Scheduled to be fixed.	
		N% chance to trigger buffs can trigger 100%		

✓	Simulation: N% Chance Buffs	of the time, making chain ammo (chance to reload 38.5% of bullets) + reflection bullet (chance to deal 1350% damage on last hit) very powerful. See our Simulation Room guide for more information.	Fixed! N% chance buffs now work as intended.	Chain Ammo Video
✓	Simulation: Alva Particle Chaff	Alva Particle Chaff (decrease enemy attack) can be applied to rocket launcher units.	Fixed! Fixed with January 12 patch.	Example
✓	Simulation: Buff Icons	Simulation buff icons can display incorrectly as a lightning bolt icon for all buffs. Trigger unknown,	Fixed! Fixed with January 12 patch.	
✓	Simulation: Buff Stacking	Multiple copies of the same buff at the same rarity do not stack as they should. Buffs must be of different rarities in order to stack.	Fixed! Fixed with January 12 patch.	Example1 ; Example2
✓	Sub-quest (Disappearing)	Sub-quests can disappear after being ignored, and do not reappear. Trigger unknown.	Fixed! Sub-quests now will not disappear.	
		Sub-quest rewards will sometimes not be able		

✘	Sub-quest (Reward)	to be received. Instead, the game will crash when attempting to receive rewards. Trigger unknown.	No word from devs.	
✘	Tribe Tower	Upon entering a Manufacturer Tower, the player may be booted back to the main screen, losing valuable time for ranking profile border rewards. For some players this issue is persistent and locks them out of the game mode entirely. Trigger unknown.	No word from devs.	
✘	Union: Storm Bringer	Under certain unknown circumstances, Storm Bringer's turrets are unable to be damaged.	No word from devs.	Video





Other Bugs and Issues

Fixed?	Bug	Explanation	Status	Example
✘	999,999,999 Visual Bug	Sometimes, units' stats will display as 999,999,999 in the pause screen. Trigger not known.	No word from devs.	Example
		During battle, sometimes		

✗	Blackout Visual Bug	the screen will blackout or change to another solid colour (grey, pink, etc), with only the UI and battle effects visible. The background, nikke, and raptures will not be visible. Trigger not known.	No word from devs.	Example
✗	Burst Cut-scene Bug	Bug change: burst cut-scenes may sometimes not display. Multiple possible triggers. (Previously known as burst 1 cut-scene bug)	No word from devs, but bug behaviour has changed from before.	
✓	Cash Shop: Monthly Packs Not Available	The "Monthly" tab in the cash shop does not work, preventing players from purchasing the monthly packs.	Confirmed intended. Monthly Packs will return on January 1.	Example
✗	Core Dust Box	12 x 1h core dust boxes give less core dust than 1 x 12h box. Same issue with 8 x 1h and 1 x 8h boxes. Likely a rounding error. Error may be present in credit and battle data boxes to a less noticeable degree.	No word from devs.	
✗	Damage Screen Bug	Damage total displayed on damage screen is not accurate, showing overkill damage rather than actual damage	No word from devs.	

		than actual damage done. Not sure if intended.		
✗	Dispatch Bug	1 star rarity dispatch can still appear despite training academy being upgraded to remove 1 star dispatch (confirmed 0.5% chance).	No word from devs.	Example
✗	Exia Icon Bug	Sometimes, some visual assets will either disappear or be replaced with an Exia icon.	No word from devs.	Example
✗	Failure to Sync Information	The game will sometimes fail to sync and must restart, often forcing the player to replay a stage they just cleared.	Some improvement. Devs working on fix.	
✓	FPS Drops & Lag	Issue where users are experiencing lower FPS and more lag than normal, triggering the FPS bug.	Fixed! Fixed in an optional update.	
✗	Lingering Visual Bug	Some visual objects will linger when they should disappear (raptures after battle, blabla chat after exiting, etc).	No word from devs.	Example
✗	Live Wallpaper Stuttering	Live wallpapers can cause FPS drops in the lobby screen and stuttering in its	No word from devs.	Example

		animation		
✗	Loading Screen Issue	Sometimes the game will freeze on a loading screen and not be able to load the new page, forcing the player to relaunch the game.	No word from devs.	Example
✓	Manufacturer Score Bug	Limit breaks reduce manufacturer score instead of increasing it.	Fixed! Working correctly.	
✓	Options/JP Dub	Changing settings in options can boot the user back to title screen and force a redownload of JP dub. Temporary fix: click "cancel" to not be booted to title screen, but you still have to redownload your desired dub.	Fixed! Dub will no longer force change to JP when options are changed.	
✗	Overload Custom Module Bug	When rerolling substats on Overload equipment, the number of Custom Modules remaining does not display properly. Locking a substat consumes 1 Custom Module, and the number of Custom Modules required to roll for new substats also increases by 1. Therefore, to lock one substat and then reroll, 3	No word from devs.	Source Video (V/D)

	Module Bug	Custom Modules is required. But the number of Custom Modules remaining after locking does not update properly, and when a reroll is attempted without sufficient Custom Modules, an error message will appear and the reroll will fail.		
	Red Dot	Sometimes there will be a red dot notification when there shouldn't be (Simulation, Lost Sector, Infrastructure Core, etc)	Fixed! Red dot will no longer appear when it shouldn't.	
	Skill Cool-down Not Shown	Skill cool-down does not display in skill description screen on the English client, making it difficult for new or casual players to build a proper team. To fix the issue, change the display to landscape mode or to 1080p.	Fixed! Skill cool-downs now display properly.	
	Sound Effects	Some sound effects will still play when sound effects are turned off in settings.	No word from devs.	
		When sending social points via the "Send/Receive All"		

✓	Sunrise Pass Social Points Mission Bug	button, the daily mission for receiving 10 social points on the Sunrise Pass will not progress. This can be circumvented by manually receiving socials points 10 times individually.	Fixed! Fixed with January 12 patch.	
✗	Unexpected Failure	A bug that prevents login.	Some improvement. Devs working on fix.	
✓	Units Shared	An account with progress on multiple servers may have units from one server appear on another.	Fixed! Fixed in an optional update.	Reddit Thread
✗	Items Shared	An account with progress on multiple servers may have items from one server appear on another. This means it is possible to play on multiple servers to farm rewards for your main account.	No word from devs.	
✗	VO Missing	Some voice over lines, or words and phrases within voice over lines are missing.	No word from devs.	

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22 Comments



ndthanh1291

NOVEMBER 26, 2022 / 6:21 AM

REPLY

Please add a column for how the bug is fixed. Is it fix by change description or now work correctly

description of how work correctly



austeritzero

NOVEMBER 26, 2022 / 9:28 AM

REPLY

Hi, I've added the status column so that this information is more clear. Hope this is what you were looking for! Thanks for the comment.



Violet

NOVEMBER 27, 2022 / 8:30 AM

REPLY

Great works you doing there, much easier to get up to date with the state of the bugs. Much appreciated 😊



Violet

NOVEMBER 27, 2022 / 4:37 PM

REPLY

Thank you for your continuous work on Nikke! Very helpful info 😊 (the real violet cough cough)



Violet

NOVEMBER 28, 2022 / 1:46 AM

REPLY

insert spider-man pointing meme



Nikke.gg

NOVEMBER 28, 2022 / 4:20 AM

What's going on here? 🗨️



Meiz

NOVEMBER 27, 2022 / 4:47 PM

REPLY

Great work, Chief! Looking forward to see more of your posts so everyone can update with the latest news (for people who can read ofc)
Salute!



soup

NOVEMBER 28, 2022 / 1:55 PM

REPLY

there is a bug for Gravedigger when you skip the cut scene at the very end Gravedigger just fly above and oob(the boss will die shortly after)



austerityzero

NOVEMBER 29, 2022 / 6:28 AM

REPLY

Hey, I've added the flying Gravedigger bug with a video link. Is this the same bug you were referring to?



soup

NOVEMBER 29, 2022 / 9:31 AM

yes it is that one



Luzz

NOVEMBER 30, 2022 / 12:23 AM



Is abusing the Gravedigger bug bannable?



austeritzero

NOVEMBER 30, 2022 / 3:37 AM

So far, there have not been any bans for the Gravedigger bug as far as we know.



JoeSmo

DECEMBER 1, 2022 / 8:53 PM

REPLY

Is there a event bug where you don't get the rewards at 100% chance. I have never experienced that. May for those who go above 100% because of spaghetti code. However if you are exactly at 100%, I have always gotten my reward.



Valtr

DECEMBER 5, 2022 / 3:15 AM

REPLY

I have a bug is when I enter tower tribe of any of the manufacture companies it sends me to back to the room where you choose what you want to do(play campaign, enter the shop. Etc.)



Fio

DECEMBER 5, 2022 / 9:38 PM

REPLY

Same here. It's annoyed me for a week now as I've lost too many rewards!

**austeritzero**

DECEMBER 6, 2022 / 5:20 AM

REPLY

The bug guide has been updated to include the tribe tower bug. Thanks for your report!

**Valtr**

JANUARY 6, 2023 / 8:28 AM

REPLY

In case anyone wandering about this, I still have this issue and I can't believe how much rewards I'm missing out. Also want to say that there is a possibility (maybe a small one) that the game will let you enter the stage and fight but in the end you get an error message and nothing get saved, so basically whether they let me enter the stage or not I still can't get the rewards.

**Valtr**

JANUARY 30, 2023 / 4:08 AM

REPLY

After many efforts and searches on the internet I have found someone who solved it and it worked for me!
All you need to do is to defeat an enemy, it's 7-13 (chapter 7 – stage 13)
I don't know how this caused the bug but at least now I can get my rewards even though I'm late...

**Sin**

DECEMBER 12, 2022 / 3:01 PM

REPLY

I think Simulation atk buffs or actually all buffs are bugged and can;t

stack properly right now. Here's one example of ATK buffs:

3 Attack Buffs (1 for All , 1 for Tetra , 1 for Supporter):

<https://imgur.com/NlxpiLC>

Dolla only getting one ATK buff from Simulation despite meeting the requirements for all three: <https://imgur.com/pKcFX1U>



austeritzero

DECEMBER 13, 2022 / 2:17 PM

REPLY

Thanks for your report! The bug has been confirmed and added.



Ziii

JANUARY 29, 2023 / 7:10 PM

REPLY

Please moved fixed issues to the bottom of lists! I think those are less relevant for folks combing these lists to understand current issues.
Thanks!



Ziii

JANUARY 29, 2023 / 7:12 PM

REPLY

It'd be nice to categorize each bug by Player Impact. Who knows, it might make it easier for devs reviewing these lists to help prioritize on their end too!

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