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Posted by u/Wader\_flo 4 months ago



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## [NIKKE] A collateral of game bugs, game issues that turned NIKKE's launch into a disaster

General

My previous post was incorrectly filtered as spam, so I will attempt to post this again.

After seeing more of similar posts about grievances over the game appearing over time, I feel that it is important to display the full magnitude of the situation and highlight just how many things have gone wrong over the launch in NIKKE, and to hold the developers accountable over the terrible launch experience that is currently plaguing the game. There are **9 main points** with no particular order of severity and while these are short summaries, do feel free to check out the sources provided for more specific details.

### 1a. Power level stat penalty

It is extremely disheartening to see a power level system that instantly penalizes you by 25% the moment you fall below the recommended number. Despite the ability to reset character levels for your nikke, players will eventually have to invest unresettable resources through avenues such as skill levels and friendship levels in order further boost their power levels to meet stage requirements. While there has been a set expectation that NIKKE would follow an idle game system, this degree of penalty via powergating creates a sunk cost that heavily discourages any experimentation with team composition and strategy, which defeats the purpose of the game having a wide variety of SSR to play with.

### 1b. Crit issues in stat penalty



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your critical damage deal even less than your normal attacks. This bug is a harsh punish for any players who happen to use nikke that specializes in critical buffs, but it is in no way more damaging than the inherent flaw that is about to be discussed below.

## 2. Poor scalability of crit damage

Oh boy, math! To put it in simple terms, critical damage in NIKKE scales **additively** while attack buffs scale **multiplicatively**. Any critical supports will be in **complete disadvantage**, as the game doubles down by giving any critical buffs smaller amounts than attack buffs such as the 31.5% critical rate buff by Volume which pales in comparison to a whopping 66% attack buff by Liter. There has to be a mistake with the damage formula, but yet the milk has already been spilt. Any correction taken right now will require **intensive rebalancing** and careful decisions to not further break the game balance.

## 3. Character-breaking bugs

I would suggest that you take a personal look into the list for specific details, as the bugs are numerous; ranging from unintended effects that more than double your damage to ones that reduces it all the way down to 1 (poor Vesti). These bugs impact a total of 28 of the 53 SSR and SR nikke, which is over half of them. I truly do wonder, just what was the purpose of having 2 closed beta tests before launch? This is clearly a mess.

## 4a. Inaccurate skill descriptions for FIRST rate up SSR

This is extremely damning as the game incorrectly sells Helm's **single target** burst skill as an **AOE**, which pretty much fits the bill of false marketing. As this is the **first rate up SSR** banner in game, it is likely where most players will use up their saved rolls or spend and whale to get a much needed max duped SSR. ShiftUp failed to do their due diligence and now some of us who spent **real money** are left with a half baked product that was nothing like what was stated. It does not help that the game does not include any function to try out the abilities of new characters, and as a result many will have to base their opinion on the **wrong description**.

## 4b. Skill cooldowns not shown in English description

While the lack of skill cooldown in descriptions is apparently due to wordwrapping issues as opposed to a design omission, it is still inexcusable for such critical information to be missing from character skillsets and shows just how little testing the release build of the game received.



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## 5a. Character story bug

The said bug involves the game resetting progress with character story episodes, which results in players having to replay previous story episodes of characters whenever they desire to view the newest, and encountering an error that sends the player back to the menu screen for each episode. While the bug has caused much frustration, it is in itself a rather small issue and was acknowledged by the developers as well. **However**, I will go on to elaborate how the situation has developed, with the bug **resurfacing** and now having an [estimated fix date of December](#).

## 5b. New bugs after game update

When ShiftUp announced that NIKKE was about to receive its first event and SSR rate up Helm, the developers issued a maintenance notice which along with details on new content mentioned that work will be done to fix bugs and solve performance issues as well. After [extending the maintenance](#) by 2 hours, players were happy to see that the character story bug was fixed. However, the bug fix came with another minor bug which affect leaves an unnecessary red notice on the game's Day by Day beginner mission. That would largely had been an acceptable caveat, if not for the fact that the game would then begin to suffer from constant crashes and system errors particularly in the Global server. The Japanese server on the other hand was overwhelmed by its server load and was [completely inaccessible for hours](#). With all the ongoing chaos, there was only one solution that the developers could take.

## 5c. Character story bug returns together with the new bugs

With the game going down for yet [another maintenance](#), the server stability issues were finally solved. And with it, we were left with some unwanted gifts and greeted by an old friend: Both the Day by Day mission bug and the character story bug. Well what can I say, the point is clear: Incompetence.

## 6. Unequal rates in SSR pool

The NIKKE faction Pilgrim which has 2 of the strongest SSR DPS happens to have lower gacha rates than the other SSRs, what a coincidence!

## 7a. Gacha rates hacked and modified

You might be wondering what the whole deal is about. Isn't it just fine since these hacked



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year is 2022, and coupled with the numerous other bugs and issues, this casts yet another shadow doubt over ShiftUp's capabilities and my trust in them as developers dwindles again.

## 7b. Hackers in leaderboards

Yes. If they were able to manipulate the game gacha, this comes as no surprise. But do keep a look out whenever NIKKE releases its delayed co-op feature if you plan to join random lobbies!

## 8. RNG chance for rewards in first event

The concerns over NIKKE's first event are less apparent when you consider that the event missions do provide 9000 of the 10760 event currencies required to buy out the limited event shop goodies. However, the game leaves you with a devastating 10% chance at obtaining 50 event currency every run should you not happen to have any listed SSR nikke that provide bonus chances. Yes a chance, not a bonus multiplier. While the result should not impede most players from obtaining the more sought after limited event shop items, the decision to implement such a brutal approach towards gathering extra event currencies is very much unnecessary and leaves a poor impression for a first event.

Edit: Hard mode for the event has released with a **completely unrealistic power level requirement of 46000** for Hard 1-10. This will be a goal near impossible for any f2ps including myself to reach within the 7 days of the event, which **locks away at least 2.3k** worth of event currencies via missions. This will make obtaining the most desired shop items significantly harder to achieve and will further highlight the issue behind the bonus drop rate system. This is not how I wished for the situation to have developed, it is a loss for all of us.

## 9. Salted email accounts getting banned

While it does require me to give these players the benefit of the doubt that they did not engage in illegal and terms breaking activities, the implication of salted emails getting banned does compel me to include this issue in the list as a PSA. After all, I am sure that a good number of us had to reroll for your favorite waifus and SSR. \*cough\* SCARLET



145 Comments



Award



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