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Attached are additional supporting evidence in the form of official public communications from the developers/support/operations team (Proxima Beta) for their game "Goddess of Victory: Nikke" that I am making chargeback requests for.

In my numerous transactions, I purchased, through Google (the payment processor), varying amounts of Gems (in-game currency) from the developers (Proxima Beta) for usage with the game (Goddess of Victory: Nikke). These Gem currency were then used in the in-game "Recruitment" feature to obtain various different Characters. The dispute is about the Recruitment feature as well as about the Characters obtained through the Recruitment feature not meeting specification. On November 29, 2022, the developers publicly admitted to issues with the "Recruitment for New Commanders" feature that I spent Gem currency on, as shown in their official communication on the Korean NAVER platform. This was again noted in their official update notice on their website on Dec 4, 2022. On Feb 22, 2023 (after I had made the refund request), the developers officially outlined on their website a long list of fixes to various different Characters that I had previously spent Gem currency to obtain. On March 20, 2023 (after I had made the refund request), the developers officially outlined on their website another set of known issues with Characters that I had spent Gem currency to obtain. These officially acknowledged issues are just a subset of the known issues with Characters that I had previously outlined in my previous supporting evidence.

These official communications from Promixa Beta are clear proof from the merchant (developer)'s side that the product they sold to me was not performing per specification, validating my request for refund per the official Nikke Terms of Service, section 10.

~Philip Peng



# Goddess of Victory: Nike

FPS/TPS Mobile

Goddess of Vic  
BCW-WOW PA

writing

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## 유니온 레이드 오픈 안내

Notice

### 10 Recruitment Information for New Commanders

**CM Administration** level 10 CM Administration  
2022.11.29 37980

Dear Commander,

Recently, we received feedback on the explanation text of the [Recruitment for new commanders] given by the commander (Excluding Pilgrim, SSR odds equal / 1 SSR confirmed for 10 consecutive years / Other odds check probability information).

The most important thing for us is to provide a better game environment to the commander, so At [Goddess of Victory: Nike], we tried to approach this with a cautious attitude.

We are very sorry for the delay in this information.

-----

The recruitment rules for new commanders are as follows.

If no SSR (including Pilgrim) grade characters appear in Episodes 1-9 (including Pilgrim, you can refer to the in-game probability table for odds), You can definitely acquire SSR (except Pilgrim/Helm/Laplace) grade characters in the 10th playthrough.

The display order of the final recruitment result window is displayed randomly.

The text description was not sufficient in the content, so the commander was confused.

In order to provide a better game environment, in the future, similar to this case, we will not be able to confuse the commander.

We will improve to prevent the same from happening by putting in place a more stringent check process.

We sincerely apologize for causing confusion to the Commander due to the lack of explanation text in the game.

-----

The countermeasures and compensation information for this issue are as follows.

▶ Compensation plan

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### Popular art

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[Second No  
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Biscuits and  
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[Event Infor  
yay i feel go





## IMPORTANT >Update on December 8

### Update on December 8

2022.12.04

Commanders,

Sorry to have kept you waiting. The update & maintenance is over and the server has reopened. You can log into the game normally now. We have sent compensation to your in-game mailbox. Please check and claim.

Please note that this update is mandatory. You can download the latest version updates on the AppStore or Google Play. Please make sure your phone has at least 4G of available space for the update.

[Please do not close the game during the resource download process, in case the client update fails.]

When the maintenance ends, Helm and Laplace will become available in Ordinary Recruit and Social Point Recruit. You may also use mold items to recruit them. (Neither character will be available in New Commander Special Recruit, Ordinary Recruit (Tutorial) and in Mileage Shop.) [Updated on 12/8](#)

#### Major updates:

##### 1. New Character

###### 1.1 Rupee: Winter Shopper

To fulfill Anne's wish, SSR Nikke Rupee: Winter Shopper will join Limited-Time Recruit. She's all dressed up in white as Santa!

- Class: Defender

- Weapon: Shopaholic (AR)

- Manufacturer: Tetra Line

\*Limited-Time Recruit duration: End of the Dec 8 maintenance to 23:59:59, Dec 28, 2022 (UTC+9)

\*How to obtain: Lobby → Recruit → Limited-Time Recruitment

\*Recruit Rules:

- ⊙ You can use Gems (Free/Paid) or Advanced Recruit Vouchers to take part in Limited-Time Recruit. (Ordinary Recruit Vouchers cannot be used)
- ⊙ There is a 4% chance of acquiring SSR Nikkes in Limited-Time Recruit, and a 2% chance for SSR Rupee: Winter Shopper.
- ⊙ You can get Gold Mileage Tickets when participating in Limited-Time Recruit.
- ⊙ You can exchange 200 Gold Mileage Tickets in the Mileage Shop for Rupee: Winter Shopper.
- ⊙ Unused Gold Mileage Tickets will not be forfeited when Limited-Time Recruit is over.
- ⊙ When Limited-Time Recruit ends, Rupee: Winter Shopper will not be available in Ordinary Recruit, New Commander Special Recruit, Ordinary Recruit (Tutorial), Social Point Recruit, Mileage Store, and from Mold Items.

###### 1.2 Anne: Miracle Fairy

SSR Nikke Anne: Miracle Fairy will join Limited-Time Recruit. She can miraculously retain her memories from yesterday!

- Class: Supporter

- Weapon: Mayfly (RL)

- Manufacturer: Missilis Industry

\*Limited-Time Recruit duration: From 05:00:00 12/15/2022 to 23:59:59 12/28/2022 (UTC+9)

\*How to obtain: Lobby → Recruit → Limited-Time Recruitment

\*You can use Gems (Free/Paid) or Advanced Recruit Vouchers to recruit in Limited-Time Recruit. (Ordinary Recruit Vouchers cannot be used)

\*Recruit Rules:

- ⊙ You can use Gems (Free/Paid) or Advanced Recruit Vouchers to take part in Limited-Time Recruit. (Ordinary Recruit Vouchers cannot be used)
- ⊙ There is a 4% chance of acquiring SSR Nikkes in Limited-Time Recruit, and a 2% chance for SSR Anne: Miracle Fairy.
- ⊙ You can get Gold Mileage Tickets when recruiting in Limited-Time Recruit.
- ⊙ You can exchange 200 Gold Mileage Tickets in the Mileage Shop for Anne: Miracle Fairy.
- ⊙ When Limited-Time Recruit ends, unused Gold Mileage Tickets will not disappear.
- ⊙ When Limited-Time Recruit ends, Anne: Miracle Fairy will not be available in Ordinary Recruit, New Commander Special Recruit, Ordinary Recruit (Tutorial), Social Point Recruit, and from Mold Items.

BACK

- Class: Attacker

- Weapon: Hibernation (SG)

- Manufacturer: Tetra Line

Neve can be obtained through the Grand Winter Event. For more details, please see the Grand Winter Event below.

Available from: End of Dec 8 maintenance to 23:59:59, Dec 28, 2022 (UTC+9)

When the Grand Winter Event ends, Neve will not be available in Ordinary Recruit, New Commander Special Recruit, Ordinary Recruit (Tutorial), Social Point Recruit, and from Mold Items.

## 2. New Costumes

2.1 Special Costume: Emma – Color me Red

[Emma – Color me Red] can be obtained with Winter Pass. Find out more about the Winter Pass in the new commodities list below!

2.2 Permanent Costumes:

⊙ Poli – Sweet Holic

⊙ Brid – Model Worker

⊙ Maiden – Covert Nurse

⊙ Exia – Joy to the Nerds

\*Shop opens: After the maintenance on Dec 8, 2022

\*How to obtain: Cash Shop → Costume Shop

## 3. New Gameplay: Arena

PVP Arena is now open! Enter the Arena every day and win Arena Exchange Vouchers. Exchange for rewards like skill upgrade materials and equipment in the Arena Shop.

\*Arena opens: End of Dec 8 maintenance

\*How to join: Lobby → Ark → Arena

The season rewards of Rookie Arena will be settled for the first time on December 15 at 05:00:00 and one subsequent settlement will be conducted every 2 weeks.

Special Arena is under maintenance. Please refer to our further notice for the specific opening time. [Updated on 12/8](#)

Tap the top left icon in the Arena for more details.

## 4. New Events

4.1 Grand Winter Event: Miracle Snow

\*Event duration: End of Dec 8 maintenance to 23:59:59, Dec 28, 2022 (UTC+9)

- In anticipation of Christmas, it's starting to snow at the Amusement Park at the Outpost.

- Everyone is thrilled by the snow after so long! A whole host of events are lined up to celebrate.

- Meanwhile, a miracle came to a young girl who wakes up without her memory every morning.

Enter the exclusive event field for Miracle Snow and take part in different activities. Explore and win awesome rewards like Gems, development materials, and even Lost Relics!

⊙ 14-Day Memory Event

\*Event duration: End of Dec 8 maintenance to 23:59:59, Dec 28, 2022 (UTC+9)

Log in every day during the event and get rewards. Get Recruit Vouchers, development materials, and the exclusive Nikke, Neve, when you achieve a 14-day login streak!

⊙ Story Stage Part 1: Miracle Snow

\*Event duration: End of Dec 8 maintenance to 23:59:59, Dec 28, 2022 (UTC+9)

Clear the Event Stages and obtain [Snowflake Crystal] which can be used to exchange for various rewards such as Advanced Recruit Vouchers and Recycling Room materials.

⊙ Scenario Stage Part 2: Eternal Memory

\*Event duration: From 05:00:00, Dec 15 to 23:59:59 Dec 28, 2022 (UTC+9)

- New scenario stages for the Miracle Snow event are here. Clear Event Stages and obtain [Snowflake Crystal] which can be used to exchange various rewards such as Advanced Recruit Vouchers and Recycling Room materials.

- There are also stages with more difficulty waiting to be challenged.

⊙ Mini Game: Gift Factory

\*Event duration: From the End of Dec 8 maintenance to 23:59:59, Dec 28, 2022 (UTC+9)

Try out the Winter Event Mini Game: Gift Factory. Sort out gifts from Raptures in the pile of gifts Rupee prepared.

Consume [Snowflake Cookie] to play the mini game. Earn chests according to your score and get a chance to win rewards such as Gems and Recycling Room materials.

4.2 Coordinated Operation

Form a team of five Commanders and challenge Boss "Grave Digger" together! Players can either team up with friends and union members or join the challenge through automatic matching. Defeat the boss and get "Broken Core" to exchange Gems and development materials in the Recycling Shop.

\*Event duration: From 12:00:00, Dec 9 to 23:59:59, Dec 11, 2022 (UTC+9)

\* Rewards exchange duration: From 12:00:00, Dec 9 to 10:00:00, Dec 17, 2022 (UTC+9)

\*The Broken Cores obtained in Coordinated Operation can be used in the Recycling Shop of following operations.

\* How to join: Lobby → Event → Coordinated Operation

## 5. New Commodities

5.1 Winter Special: Winter Pass

\*Sale duration: End of Dec 8 maintenance to 23:59:59, Dec 28, 2022 (UTC+9)

After purchasing Winter Pass, complete daily missions to level it up and obtain Recruit Vouchers and Advanced Recruit Vouchers. Win Emma's special costume [Color me Red] upon reaching the maximum level.

5.2 New Package

New packages will be available after end of Dec 8 maintenance and on 05:00:00, Dec 15, 2022 (UTC+9).

Please check them out at Lobby → Cash Shop → Limited-Time Shop.

## 6. Optimizations & Misc. Updates

6.1 Fixed UI interface and text instructions for New Commander Special Recruit.

recruiting (excluding Pilgrims/Helm/Laplace and new Nikkes). For more details, check out Probability Info. After the Dec 8 update, all Commanders who are joining/joined the New Commander Special Recruit can obtain the reward in Lobby → Mission at the top right corner.

6.3 Please refer to [Optimization on December 8] in System Notice for other games' improvements and BUG fixes. Updated on 12/8

GODDESS OF VICTORY: NIKKE Team

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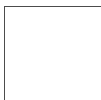
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GODDESS OF VICTORY: NIKKE  
Immersive Sci-Fi RPG shooter with adorable NIKKE  
Supported OS: iOS/Android  
Release: 2022



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## NOTICE > Optimization on February 22

### Optimization on February 22

2023.02.21

#### [Mobile & PC]

1. Fixed an issue where the position of Nihilister occasionally overlapped with characters in Coordinated Operation.
2. Fixed an issue where the Nikke level was displayed as 1 in Union Raid > My Records.
3. Fixed an issue where icons of Phase 1 Burst Skills overlapped with each other when casting Rupee: Winter Shopper's Burst Skill - Shopaholic Date in Coordinated Operation.
4. Added the hitting effects to indicate whether part of Stormbringer's attack is successful.
5. Fixed an issue where the Grave Digger's attack could not be stopped under certain circumstances.
6. Added the content that members cannot be removed or leave Union during Union Raid to Union Help.
7. Increased the max levels of Tribe Tower and Manufacturer Tower.
8. Removed the unnecessary buff selection process after clearing Simulation Room C Sector.
9. Activated the ranking and ranking rewards of Coordinated Operation. For details, please refer to Coordinated Operation in the game.
10. Fixed an issue where some of the Union chat records were missing.
11. Fixed an issue where the hitting effect was not displayed when monsters were attacked by assault rifles.
12. Fixed an issue where no responses were given when tapping on the buff icon or Burst Skill at the top of Nikke HP bar.
13. Fixed an issue where the direction of the launch effect was awkward when releasing Laplace's Burst Skill Laplace Buster in Arena.
14. Optimized Union Raid Help overall.
15. Fixed an issue where Nikkes' HP was displayed the same as their opponent Scarlet's HP in Arena.
16. Player can no longer enter the Union Raid again after killing the final boss.
17. Optimized the skill description of Helm's Burst Skill Aegis Cannon in English to make it more accurate.
18. The information about Reward Boost Nikkes can now be viewed more conveniently in Story Event.
  - ↳ Reward Boost Nikkes can be viewed in the Stage Info interface.
  - ↳ Reward Boost Nikkes can be viewed in the Squad Formation interface.
19. The Enter button will now be disabled after the entry attempts of the Content are used up.
20. The entrance of Recycling Shop of Coordinated Operation was changed from Events to Shop.
 

Adjusted the rewards and redeeming attempts, which will be based on weeks. This and the adding of the Coordinated Operation ranking results in increased total rewards, although the rewards available in a short time are limited.
21. Current Stamina will now increase when the Infrastructure Core's infrared phase levels up, resulting in the increase of max Stamina.
22. Added a tap menu to make materials needed for Nikke upgrade in the Nikke Details interface be opened by tapping and holding Nikkes' avatars.
23. Removed the top menu in Nikkepedia.
24. Fixed an issue where after obtaining Lost Relic collection rewards, the number of Lost Relics was marked incorrectly in Outpost > Command Center > Lost Relics for a short time.
25. Fixed an issue after obtaining gems by reaching the next stage in Rehabilitation, the number of gems displayed in the top menu was not updated.
26. Fixed an issue where there was a delay in Recycling Room research when the player had a large number of Nikkes.
27. Adjusted the amounts of currency owned and currency into abbreviated ones.
28. Fixed an issue where after setting sound-related options, they were not applied after relaunching the game.
29. Optimized a feature that after changing Equipment Modification's effects or resetting its amount, the button now will be disabled if there are not enough materials.
30. Optimized a feature that the player now can jump to the Nikke Details interface by tapping and holding a Nikke in Union Range formation.
31. Optimized a feature that the player now can jump to the Nikke Details interface by tapping and holding a Nikkes in Interception formation.
32. Lowered the difficulty of Normal in Campaign Stage 16-17.
33. Adjusted the location of all types of Campaign Stages to prevent players from bypassing them.
34. Added a feature that the player now should at least wait one hour to send a second Union mail after sending the first one to provide a healthier server environment.
35. Optimized a feature that the system will now respectively mark Arena Exchange Voucher and SP Arena Point in the unclaimed accumulated rewards in SP Arena.
36. Adjusted some missions in the Liberation system.
  - ↳ Removed "Clear Simulation Room Sector C 3 time(s)".
  - ↳ Removed "Clear Simulation Room Sector C 2 time(s)".
  - ↳ Removed "Clear Simulation Room Sector C 1 time(s)".

BACK

↳ Changed the points obtained from completing "Wipe out 2 time(s)" to 30 points.

↳ The appearance rates of all points (10 points, 20 points, 30 points) remain the same as before.

37.Adjusted some Mission Pass missions.

Before

↳ Clear Simulation Room Sector C 1 time(s).

After

↳ Clear Simulation Room 1 time(s).

38.Fixed an issue where Auto Formation could not work normally when forming a Union Raid squad.

39.Fixed an issue where after setting the cutscene of Burst Skill to play once a day, it would play again if a Burst Skill was upgraded.

40.Fixed the inconsistent expressions of the same buff.

Adjusted content

↳ "Decreases charge time by n%." in Simulation room buff (Quick Charger).

↳ "Increases Charge Speed by n%." in Equipment Modification options.

↳ "Charge Speed ▲ n%." in characters' skill.

Change content

↳ All of above expressions have been unified to "Increases Charge Speed."

41.Fixed the unnatural arrangement of Union member list under landscape mode.

42.Fixed an issue where crate was displayed as 100% when the Outbound Defense rewards were above 99.5%.

43.Fixed an issue where when the number of the player's friends reaches the limit, "Cannot send friend requests" would pop up if player sends friend requests to other players.

44.Fixed some localization issues of some languages.

45.Fixed the incorrect skill description display of boss Land Eater's skills.

46.Fixed an issue where when Raptures respawned on the spot where the Nikke squad was, they had to encounter again due to the limited room of pulling back.

47.Fixed an issue where the number adjustment button was triggered when sliding up and down the selection box in Spare Body.

48.Fixed an issue where Nikkes could not be selected in Lobby Decoration under certain circumstances.

49.Optimized a feature that after obtaining Daily Mission points in Rehabilitation Center, the status of Liberation missions now will also be updated.

50.Fixed an issue where the player obtained a buff of increasing stack count of buffs after the buff was Max Stack, the remaining buff duration was not reset.

51.Optimized a feature that when tapping and holding a Nikke in formation, it now will jump to the Nikke Details interface.

52.Fixed an issue where the debuffs of some Raptures' skills were not dispelled when Nikkes used their debuff-removing skills on them by adding details onto those Rapture skills.

Before

↳ Sentry: Suppress

↳ Blacksmith: Stun

After

↳ Sentry: Suppress (cannot be dispelled)

↳ Blacksmith: Stun (cannot be dispelled)

53.Add the Emergency Escape feature to Event Field to prevent unintentional bugs from getting stuck.

54.Adjusted the max Union members from 30 to 32.

55.Fixed an issue where when upgrading the Affection level of a Nikke, there were no Affection sounds being played.

56.Fixed an issue where the entrance of Campaign 12-EX-2 did not disappear after clearing it.

57.Fixed an issue where some Brief Encounters of Maid Cafe were displayed in English under Thai.

58.Added Abnormal Manufacturer Equipment after adding the manufacturer Abnormal.

59.Added Abnormal Manufacturer Equipment in Arena Shop.

60.Fixed the inconsistent expressions in Equipment Modification and in the in-game texts.

61.Fixed an issue where Volume's shooting postures were mixed with her aiming ones.

62.Fixed an issue where Maxwell's avatar looked a little fuzzy.

63.Add the manufacturer Abnormal, to which the collaboration characters belong.

64.Manufacturer Equipment of Abnormal now can be obtained in Special Individual Interception. The acquisition rate for extra rewards was increased, while the acquisition rate for equipment from each manufacturer remains unchanged.

65.Fixed an issue where the BGM of Lobby was playing when Modernia entered Union Raid battles.

66.Optimized some awkward displays to make Guilty's shooting positions look more natural.

67.Fix an issue where when Privaty dressed in Costume Government Grunt, no reloading or tapping sounds were triggered.

68.Adjusted the animation of Quency's shooting postures to make it look less awkward.

69.Fixed an issue where when purchasing the Spare Body in Mileage Shop, the Body Label warning popped up even if Nikke Enhancement did not exceed the max.

70.Fixed an issue where Sugar's motorcycle did not appear as a cover in battles.

71.Fixed an issue where the item catalog was not displayed when switching to landscape mode in Costume Shop.

72.Fixed an issue where under certain circumstances, players would be misled into thinking that they could update the ordinary items in Shop for free.

73.Optimized the UI/UX of Reward Info button and Reward Info window in Arena.

74.Fixed an issue where when the Lobby UI was hidden in landscape mode, the back button did not appear when tapping the black blank space.

75.Fixed the display anomaly of Filter and pop-ups on the right side in landscape mode.

76.Fixed an issue when relogging in after setting Commander Special Recruitment, New Commander Special Recruitment banner was briefly displayed on the scrolling banner.

77.Fixed an issue where when the player entered the Lobby and saw the wallpaper after logging in to the game, characters' voiceovers could overlap.

78.Fixed an issue where the scenes of some events sometimes could overlap after applying event decorations to the Lobby.

79.Fixed an issue where when upgrading the skill of a Nikke in Lobby > Squad Scene (instead of in Nikke Details), Combat Power was not refreshed immediately or was unmarked.

80.Added a red dot marker to the Welcome Back event to make it more intuitive.

81.Optimized the display of Simulation Room rewards to make it more intuitive: all clearance rewards will be displayed when selecting the Difficulty and Sector of Simulation Room.

82.The notification method of changing Union Leader was changed from email to red dot marker.

83.Fixed the unclear red dot on the Ranking interface.

84.Fixed an issue where the missions were not arranged based on status in the Missions interface.

85.Fixed an issue where the Combat Power of other Commanders' representative squad was wrongly displayed in their profiles.

86.Optimized the UI/UX of skill description windows: information about Normal Attack can now be checked in the Weapon windows.

87.Fixed an issue where the effects of Physics Effects were mixed with that of Morph Effects Option in Settings > Graphics.

88.Optimized the overall UI/UX of Union Raid.

89.Fixed an issue where when switching to landscape mode in the Recruit interface, the videos and UIs were in the wrong locations.

92.Fixed an issue where when the player entered a boss fight in Union Raid with low HP, the Boss would advance and be hard to deal with. Phases of Union Raid now will not be based on the player's current HP, so that player can experience all the phases during one battle.

93.There are now clearance rewards for Union Raid, and the HP of Bosses has been increased. The final phase of Union Raid has also been increased from 7 to 10.

94.Slightly adjusted Drake's appearance to make her shooting postures more natural.

[PC]

- 1. Improved the controls of the game's PC version.
  - ↳ Added shortcut keys for auto-battling and auto-releasing skills.
  - ↳ Players now can customize their shortcut keys.
  - ↳ Players now can aim with the cursor without clicking the mouse.

[Known Issues]

- 1. When using Console Kit II, consoles are not obtained after the kits are consumed.
  - ↳ Console Kit II can only be obtained in the D-OUTSIDERS sign-in event. Please use them as soon as possible if you still have any. Please contact Customer Service if the use of Console Kit II results in the loss of items.

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GODDESS OF VICTORY: NIKKE  
 Immersive Sci-Fi RPG shooter with adorable NIKKE  
 Supported OS: iOS/Android  
 Release: 2022



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## IMPORTANT >Known Issues and Status Updates (Updated on 20 March)

### Known Issues and Status Updates (Updated on 20 March)

2023.02.13

Dear Commander,

We apologize for the inconvenience caused by in-game issues. We would like to fill you in on the issues we have found and their current statuses. Once we fix the problems and/or make significant progress in resolving them, we will update this announcement. For more details, please check out the following information.

[Known Issues and Status Update]

(Added on March 23rd)

- The issue where the intermittent disconnection of the co-op server ends the battle.
  - > Fixed in the March 23 update
- The issue where after checking the mailbox, the red dots still appear intermittently.
  - > Expected to be fixed in March 30 update
- The issue where Jackal does not die after depleting her HP due to the damage sharing buff.
  - > Expected to be fixed in March 30 update
- The issue where the squad cannot be revived under certain circumstances when they are killed by the enemy's instant death skill.
  - > Expected to be fixed in March 30 update
- When using Console Kit II, consoles are not obtained after the kits are consumed.
  - > Expected to be fixed in the March update. The Console Kit II can only be obtained from the D-OUTSIDERS sign-in event. If you still possess any related items, please contact our customer service if the use of Console Kit II results in loss of items.
- The issue where in-game icons are displayed as Exia's avatar under certain circumstances
  - > This occurs when some icons are not loaded due to weak connection or fluctuations in internet connection. Please check again after your connection returns to normal.
- The issue where the damage output of certain characters differs according to the FPS
  - > We have confirmed the problem and are currently fixing the issue.
- The issue where "Failed to sync combat information" appears after the battle ends, followed by the game restarting
  - > The fix is taking longer than expected due to the problem's complexity. Although the issue cannot be fully eliminated in the meantime, we will continuously make improvements to gradually mitigate it.

We will constantly update this announcement to report our progress in resolving the abovementioned issues. Newly-found issues will also be added to this announcement so that you may confirm the latest known issues.

Aside from the ones mentioned above, please feel free to report to the customer service center if you encounter any other problems. We will do our best to guide you in trouble. Customer service center website for each region: [\[English Customer Service Center Website\]](#)

We are very sorry for causing you inconvenience with various problems. As it would take some time for the team to confirm the issues after discovering them, we humbly ask for your patience and understanding. We will do our best to provide everyone with a better gaming experience.

Thank you for supporting GODDESS OF VICTORY: NIKKE!

#### Fixed issues

- The issue where "Bastion Cube" is shown as "Resilience Battery" when the game is set in English, German, or Thai
  - > Fixed through hot reloading on February 15
- Modernia's Skill 2 attack increase buff does not take effect when she's in increased Hit Rate status.
  - > Fixed in February 22 update
- Issues with Queency's Skill 1 and Burst Skill
  - > Fixed in February 22 update
- Battle against Modernia in the Union Raid playing the BGM from the Lobby.
  - > Fixed in February 22 update
- The issue where Modernia's position is skewed to the left in shooting scenes
  - > This issue has been fixed in the Nikkepedia during the update on February 22. If the same adjustment is implemented during battle, it may result in Modernia's weapon blocking the face of your team's characters. In order to ensure the overall experience, it is only adjusted in the Nikkepedia.
- The issue where reload occurs repeatedly after Max. Ammunition Capacity buff is dispelled

BACK

- > Fixed in February 22 update
- The issue where reload happens right after cartridge clips are used up  
> Fixed in February 22 update
- The issue where the background image is displayed abnormally under SD character mode of view mode  
> Fixed in February 22 update
- The issue where Union chat logs cannot be viewed due to errors occurring under certain circumstances  
> Fixed in February 22 update
- The issue where the special attack (red remark) of Grave Digger cannot be shot  
> Fixed in February 22 update
- The issue where a revived Nikke's HP does not fit the skills' description after Anne: Miracle Fairy's Burst Skill Blue Butterfly's Slumber and/or Rapunzel's Burst Skill Garden of Shangri-La are used  
> Fixed in February 22 update
- The issue where the pop-up about claiming rewards repeatedly shows up in Union when Union rewards are already claimed  
> Fixed in February 22 update
- The issue where Noise's and Rapunzel's HP are displayed abnormally in the Arena  
> Fixed in February 22 update
- The issue where the actual duration of Vest's Burst Skill is shorter than what's indicated on the tooltip  
> Fixed in February 22 update
- The issue where the highest number of Union members exceeds the maximum number allowed (30 people)  
> Fixed the instance where the number of Union members exceeds the maximum limit. The maximum number of Union members allowed is adjusted to 32.
- The issue where there is no touch sound effect when the player taps Makima's standing avatar while she's wearing her costume Coat Off.  
> Fixed in March 15 update
- An occasional issue where the player can change a Liberation character to the same character.  
> Fixed in March 15 update
- The issue where the mission status is displayed abnormally when player carries out the Welcome Back event more than twice.  
> Fixed in March 15 update
- The issue where the weapon's recommended range information in certain Tribe Tower stages is omitted.  
> Fixed in March 15 update
- The issue where text splitting of the description for "Interception EX stage 7~Stage 9 Additional Rewards" under the English language setting.  
> Fixed in March 15 update
- The issue where the intermittent disconnection of the co-op server ends the battle.  
> Fixed in the March 23 update
- Papillon cannot be displayed in Main Chapter 19 and Chapter 20.  
> Fixed in March 23 update
- When using the German language setting, the skill description of Biscuit Skill 1 [Happy Puppy] appears to be incorrect.  
> Fixed in March 23 update

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