



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

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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

HOME

- NEWS WORLD CHARACTER
- FEATURES GALLERY PURCHASE

Volume

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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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