

Forum:[Hack Forums](#)

Thread: [Decrypting .DAT Game Files](#)

Levande - December 24, 2017, 6:19 pm

Recently I acquired data from a dumped arcade cabinet for a music game that I really enjoy. I was going to take this opportunity to looked at the map files and attempt to add in custom maps, but I ran into an issue. All of the maps are stored as .DAT files and appear to be encrypted. I'm still new to the concept of encryption, but if anyone could assist me with decrypting one file, I would greatly appreciate it.

I'm retarded. The file is too big for pastebin, so you will just have to download it and look at it yourself. Apologies.

<https://ufile.io/wvqpd>

Thank you.

Vyxn - December 24, 2017, 6:23 pm

(Dec 24, 2017 07:19 PM)Levande Wrote: [\[CITE\]](#) Recently I acquired data from a dumped arcade cabinet for a music game that I really enjoy. I was going to take this opportunity to looked at the map files and attempt to add in custom maps, but I ran into an issue. All of the maps are stored as .DAT files and appear to be encrypted. I'm still new to the concept of encryption, but if anyone could assist me with decrypting one file, I would greatly appreciate it.

Below is the contents of the file when viewed with notepad++ and a hex editor.

Hex: <https://pastebin.com/>

Notepad++: <https://pastebin.com/>

Be warned, this one file is insanely long.

Thank you.

Its all just a pastebin link?

?Synapse - December 24, 2017, 6:24 pm

You didn't upload the contents of the file to pastebin, all you did was just put the pastebin home url.

Levande - December 24, 2017, 6:25 pm

So now we know that I'm actually retarded.

I'll fix it after I'm done eating.

I have fixed it. Never speak of this again.

CyberStrike - December 25, 2017, 2:52 pm

Something to look into they may have an SDK for games, so people can add functionalities to the title. Usually also it is released by the game maker.

Faith Connors - December 25, 2017, 3:18 pm

dat can be any kind of data.

stuff to try:

debug game while loading game to see how it's reading the dat or if it is decrypting anything
check the file in binwalk, might just be a gzip compressed obj file for all u know

Levande - December 25, 2017, 5:51 pm

(Dec 25, 2017 03:52 PM)sirru5h Wrote: [\[CITE\]](#) Something to look into they may have an SDK for games, so people can add functionalities to the title. Usually also it is released by the game maker. There is zero chance of there being an SDK as the developers did not intend for anyone to even have this data, they even added measures that would completely wipe the arcade cabinet if anyone attempted to dump the contents.

(Dec 25, 2017 04:18 PM)Faith Connors Wrote: [\[CITE\]](#) dat can be any kind of data.
stuff to try:

debug game while loading game to see how it's reading the dat or if it is decrypting anything
check the file in binwalk, might just be a gzip compressed obj file for all u know
Debugging while running the game would be a very difficult task. But it's worth it to make an attempt.

I'm definitely going to look into using binwalk. Thank you!

CyberStrike - December 25, 2017, 7:19 pm

Wow well that's interesting several big game developers have SDK's that is some crazy level of preventing the gaming community from participating.