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Thread: [Help decoding a video game Hyperlink](#)

aNameYouDidNotPick - August 23, 2023, 12:11 am

Okay, so I'm kinda new to this whole scene but I've cracked a few other game's hyperlinks before but this one is just a tad more difficult because it seems to have a checksum at the end of it. The reason I think it's a checksum is because any change of the code results in the code being posted instead of the link. The ingame chat box is most likely coded in HTML.

The first link is just one of the item, and the second is two of them. This is to hopefully make it a tad easier. I can provide more examples if needed.

[Item
Name](game://Item.CLPjursMFXNBFgAoCzABQABIBIABAK0BAACAP7gBAdABAOgBAA==.4d9fa5
b7)

[Item Name
(2)](game://Item.CLPjursMFXNBFgAoCzACQABIBIABAK0BAACAP7gBAdABAOgBAA==.5ed769b8
)

As you can see, only one value changed in the code, but the numbers after the "." changed drastically (checksum?). I should point out that the "B" that changed to "C" changes to D, E, F, G etc the more I add to the item stack, with "A" Being zero items, B one, C two etc.

These values aren't normally accessible, so I wouldn't expect alot of security, but my attempts at decryption all point me towards its either a custom encryption or I'm just not understanding something here.

Hopefully this made sense.