How to obtain story scripts in necrosm

I.   Requirements (Assuming you're doing this on a Windows 10 PC):

1. A DMM/Fanza account linked to your game account, or whatever other browser-based platform you can run the game on. Extracting from the mobile version is also possible, but not recommended because it's much more complex.

2. Google Chrome/Firefox, or any browser with the developer console. This guide will use Google Chrome.

3. Unity Asset Bundle Extractor (UABE for short), because the game was programmed in Unity, and its files are compressed. That's how we can play it in the browser.

4. Ugrep. It can be found here: https://github.com/Genivia/ugrep (Yes, this whole process can be done much more easily on a Linux computer). Remember to add the directory to your environment variables path list. If it somehow doesn't work, you can try installing grep, too.

5. Strawberry Perl (https://strawberryperl.com/) This is necessary for the automated cleanup script

6. The automated cleanup script:
   https://drive.google.com/file/d/1XqmbHDQuprmYiDWv1Vj6LtqdUUcyh9tD/view?usp=sharing

II.   Getting the compressed script files

Step 1: Open the game in your browser of choice.

Step 2: Open the developer console (Ctrl+Shift+I, or F12)

Step 3 (Optional): Clear the data to make it difficult to mix up files of different stories

Step 4: Make sure the console's recording network activity (The circle on the top left is red, instead of gray). Set the filter to .dmm.ja (That's the extension/ending of story script files). See below.

Step 4: Open the story mission you want to get the script of. Once the browser finishes loading, the console will grab the link to the story script file, in the format of {adv_[3 digits for event ID][2 digits for mission ID].dmm.ja[extra url parameters that don't matter here]}, as shown here:
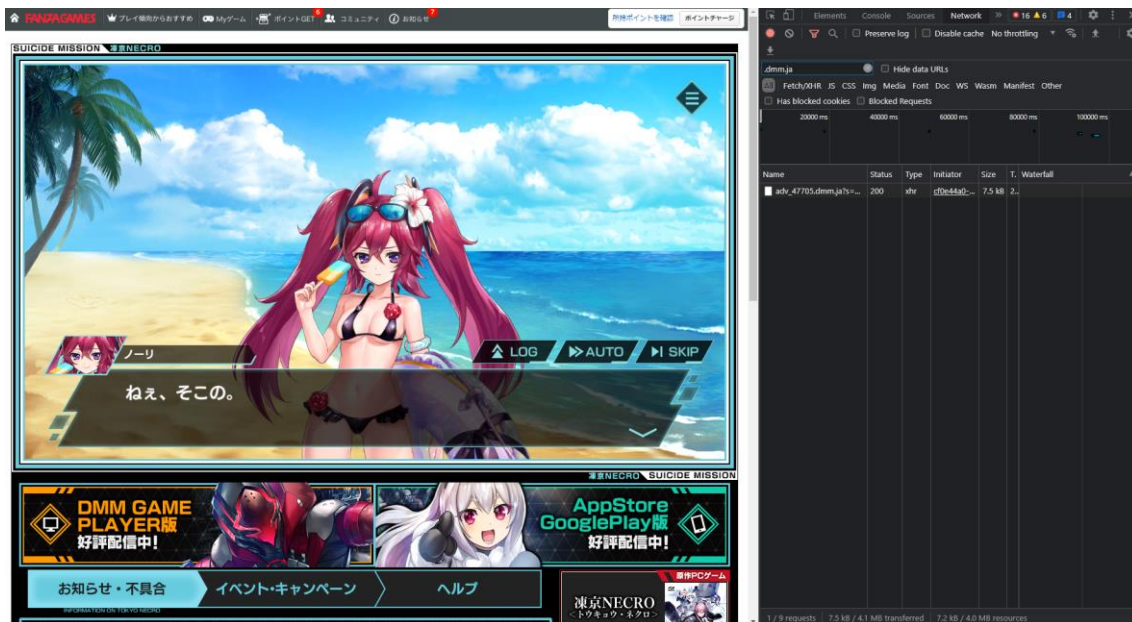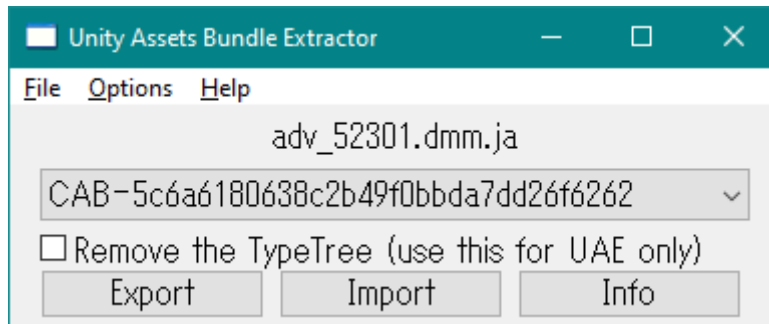

Download that file (double-click, or right-click -> open in new tab), and now you have the compressed script file.
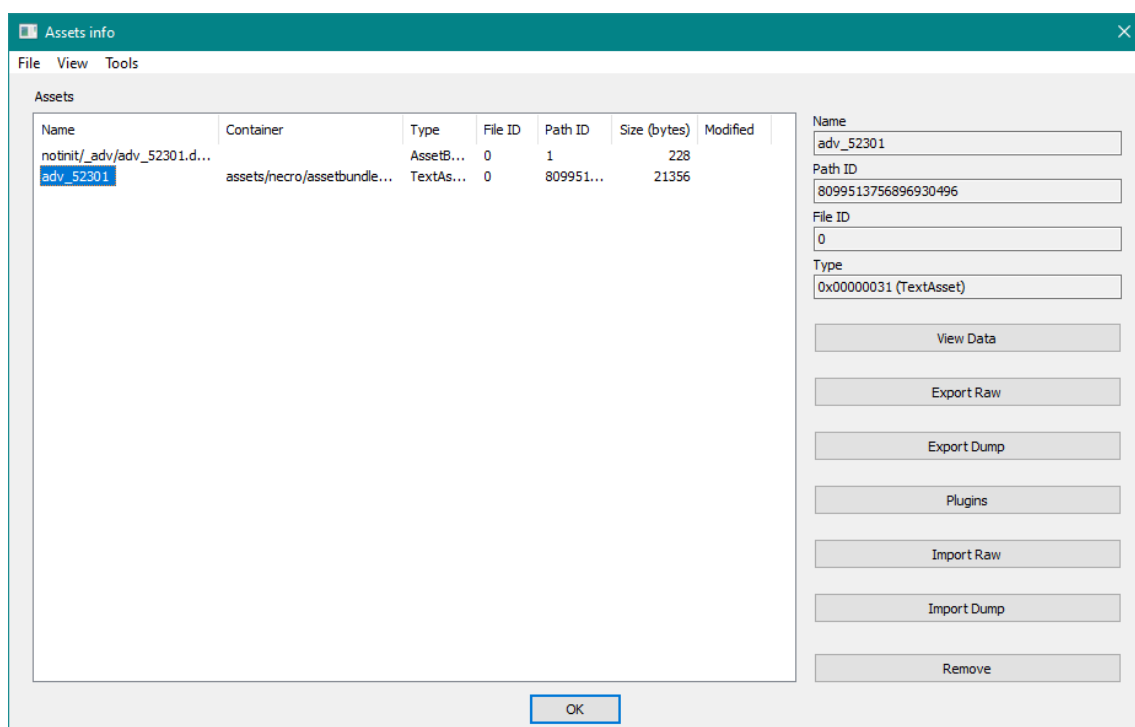
III.   Getting the raw script file:

Step 1: Open UBAE.

Step 2: Open the compressed script file in UABE. At this point, UABE will ask if you want to unpack the file. Click 'Yes', then choose where to save the unpacked file. After that, the UI will be changed to something like this:

Step 3: Click on 'Info' to open the asset info window:

Step 4: Select the TextAsset Type entry, Then Click on 'Plugins' -> pick 'Export to .txt' -> 'OK'. After choosing the save location, now you have the raw script file.

IV.   Cleaning up the raw script files:

Simply drag and drop all the raw script files you want to clean up on to the necrosm_script_cleaner.bat program, and it'll generate all the cleaned up script. And now you have clean-readable script files!

However, if the program doesn't work on your computer because your OS doesn't allow it, or

something along the line, you can use the Find and replace function of a text editor that supports RegEX(I use Notepad++) in this exact order to clean up instead (ignore all quotation marks):

1. Deleting flags with this RegEx (Replace with nothing):

"message,|,fc(¥d{5})[a-z]?,?|msgvoicesync,Live2D_(¥d{2}),|vc(¥d{5,6})_(¥d{6})|_men"

2. Formatting the script for readability (Only mandatory if you work with the translation team)

- Replace "¥n" with "¥n¥n"
- Replace "<br>" with "¥n"
- Replace "," with ":¥n"