

Their stage. Their skins. *Their economy.*

Valve's flagship competition is also a shop window for its item economy. Fans follow the player; the player carries the skin. Across seven Majors, our record shows how consistently priced cosmetics occupy that stage.

 Investigated & compiled by [Agent Simon](#)
Major field record • 5 October 2026



07

Valve-backed Majors

491

maps in the inspect dataset

960,770

weapon inspect records

203.66 h

skinned-item inspect time¹

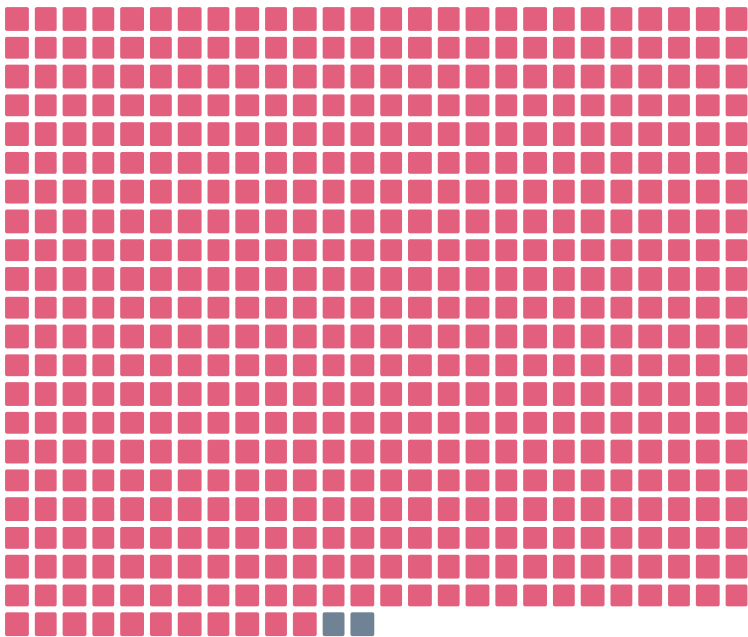
¹ Summed player time. 280 match series from the final 16-team stage through the grand finals. [How the numbers are read](#) ↗

The exception is *playing without one.*

557 of 559 player-Major records include an inspection of at least one weapon with a skin. That is **99.6%**. The same pattern runs through all seven events.

A live shop window inside the match. The player is the reference point. The skin becomes recognisable through repeated play; Inspect lifts and turns the object so the finish itself becomes the subject. The same object has a market name and a price.

Recognise the player → Recognise the skin → Want the item



99.6%

At least one skinned weapon in the inspect record.

■ 557 with a skin ■ 2 default-only records

One square = one nickname at one Major. Repeat appearances count again.

TABLE 01 / The same pattern, event after event

MAJOR	WITH A SKIN	SHARE OF RECORDS	SKINNED INSPECTS	SKINNED HOURS
Stockholm 2021 ↗ CS:GO · 70 maps	78 / 78	100.0%	101,221	43.19 player-hours
Antwerp 2022 ↗ CS:GO · 71 maps	78 / 79	98.7%	105,494	41.27 player-hours
Rio 2022 ↗ CS:GO · 68 maps	79 / 79	100.0%	134,474	53.94 player-hours
Paris 2023 ↗ CS:GO · 67 maps	77 / 78	98.7%	104,496	44.77 player-hours
Copenhagen 2024 ↗ CS2 · 73 maps	79 / 79	100.0%	154,139	7.01 player-hours
Shanghai 2024 ↗ CS2 · 72 maps	84 / 84	100.0%	155,810	6.15 player-hours

MAJOR	WITH A SKIN	SHARE OF RECORDS	SKINNED INSPECTS	SKINNED HOURS
Austin 2025 ↗ CS2 · 70 maps	82 / 82	100.0%	192,598	7.34 player-hours

Source: all-weapon player and event reports; hours summed from mapped inspect intervals. [Download the calculation ↗](#)

“Cosmetic” describes what an item does to a weapon’s stats.
It does not describe what it does to demand.

A professional player is more than another account in the player base. On the Major stage, the player is a reference point: a favourite team, a recognisable loadout, an object an audience can identify and want. The ordinary-player average does not answer what this stage puts on display.

02 / TIME SPENT LOOKING

F / INSPECT

The skin becomes *the moving foreground.*

A knife spins. A rifle turns its artwork towards the player. Inspect gives the cosmetic its own presentation inside the game. Explore eight new excerpts and the original frame study, then compare the item, the gloves and the rest of the frame.

INSPECT ROOM / 09 EXAMPLES

[Choose an item · scroll the filmstrip →](#)

CS2 / BUTTERFLY KNIFE · RED DOPPLER

[READY](#) / [SPIN](#) / [FLOURISH](#)

01 / CARRY The held view. 0.5 s · Compare the traced surface below.	02 / TURN The object turns. 4.5 s · Compare the traced surface below.
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The split handle rotates around the hand; the blade becomes the moving subject in front of the game world.

10.0-second illustration · Supplied video collection · original resolution 640 × 360. Model and visible colour identify this illustration; the exact Doppler phase is not assigned from video colour. Excerpt length is not the length of one Inspect cycle. Repeated, interrupted and held animations vary; no universal 5.5-second duration is assumed. Separate from the Major dataset. [Source ↗](#)

Is one Inspect animation always 5 or 5.5 seconds? +

ALL SKINNED WEAPONS

203.66

player-hours

of recorded inspect-button intervals on items with a non-default finish.

948,232

skinned inspect records

205.43 h

all inspect records

[What exactly is timed? ↗](#)

SCREEN SHARE / ANNOTATED SAMPLES

How much of the frame is the object?

Choose one of the annotated moments to see the visible weapon and gloves. Pink and cyan mark the measured surfaces; grey is the rest of the frame. Dim the background to examine the foreground. The denominator is the full 640 × 360 source frame.



THIS FRAME / APPROXIMATE

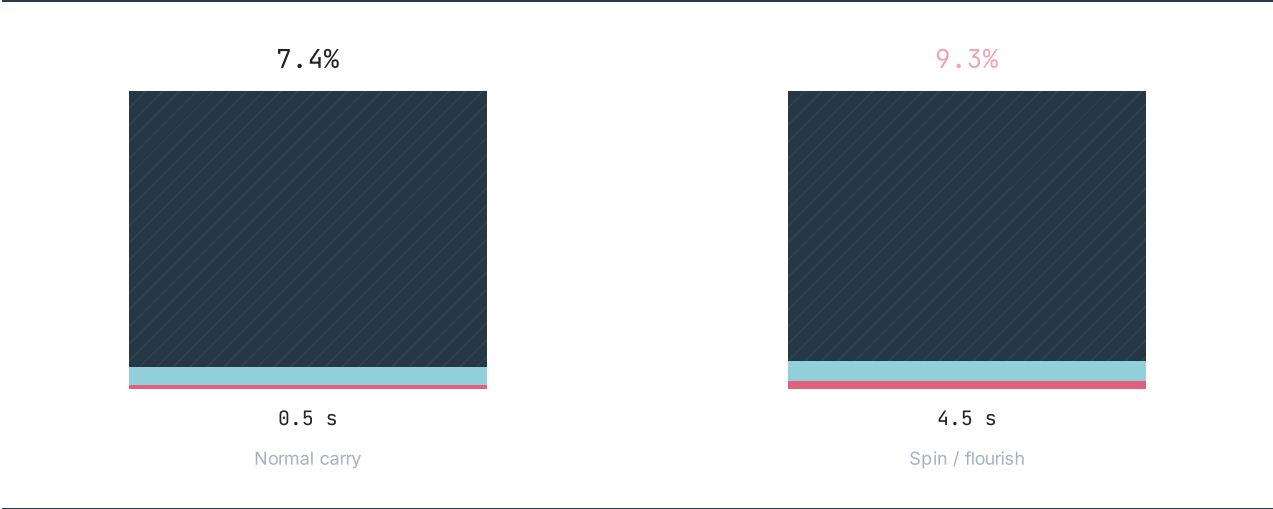
9.3%

of this frame occupied by the object and gloves

■ Knife	2.3%
■ Gloves	7.0%
■ Rest of frame	90.7%

21,434 ÷ 230,400 pixels × 100

[Download frame measurements ↓](#)



Each column represents 100% of its frame. “Rest” includes the scenery, HUD and sleeves; it is not a separately traced scenery mask.

Normal carry / 1 sample frames

≈7.4%

mean object + glove area

Spin / flourish / 1 sample frames

≈9.3%

mean object + glove area

Means describe the selected frames, not every instant of the animation. The remaining area includes the game scene, HUD and sleeves. Area is measurable here; attention is not.

Coordinates, sources & calculation



Additional examples / measured frames



Butterfly Knife · Red Doppler / CS2 / 4.5 s: object + gloves 9.3%; rest 90.7%. Supplied video collection · original resolution 640 × 360.



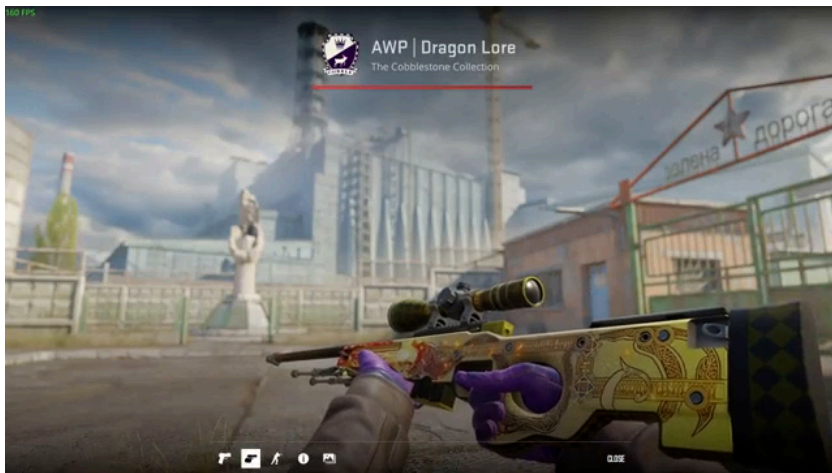
Butterfly Knife · Blue Doppler / CS2 / 12 s: object + gloves 8.0%; rest 92.0%. Supplied video collection · original resolution 640 × 360.



M9 Bayonet · Blue Doppler / CS2 / 10 s: object + gloves 5.2%; rest 94.8%. Supplied video collection · original resolution 640 × 360.



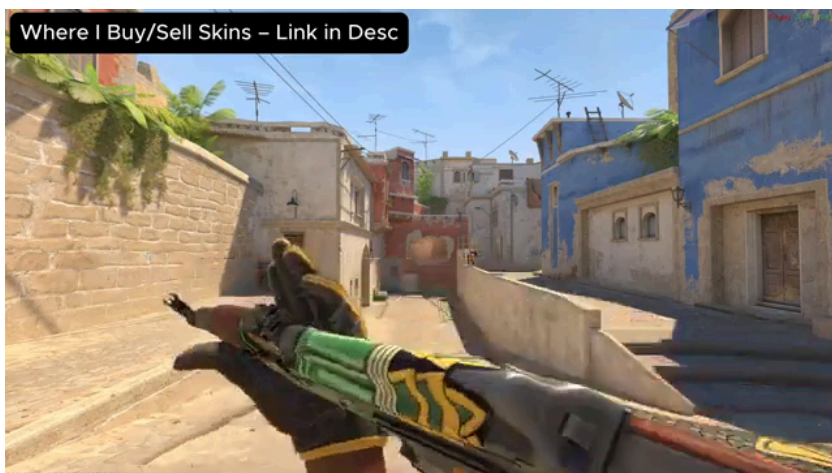
Karambit · Blue Doppler / CS2 / 10 s: object + gloves 3.3%; rest 96.7%. Supplied video collection · original resolution 640 × 360.



AWP · Dragon Lore / CS2 / 7 s: object + gloves 15.4%; rest 84.6%. Supplied video collection · original resolution 640 × 360.



M4A1-S · Blue finish / CS2 / 6 s: object + gloves 15.0%; rest 85.0%. Supplied video collection · original resolution 640 × 360.



AK-47 · Fire Serpent / CS2 / 9 s: object + gloves 13.1%; rest 86.9%. Supplied video collection · original resolution 640 × 360.



AK-47 · Wild Lotus / CS2 / 4.5 s: object + gloves 14.8%; rest 85.2%. Supplied video collection · original resolution 640 × 360.

THE SCENE STAYS. THE ITEM PERFORMS.

A small share of pixels can carry the show.

The world can occupy most of the screen while a blade spins directly in front of it. Dragon Lore offers a different presentation: the rifle turns its broad decorated side towards the player. Motion, proximity, colour and recognisable finishes give the cosmetic a distinct role within the play view.

Our argument: this is a product display built into play. On the tournament stage, the player's equipment becomes part of the image fans recognise and want to reproduce. Cosmetic performance is still presentation, even when it adds no weapon performance.

The percentages measure visible surface area. They cannot tell us what percentage of a viewer's attention went to the object. The repeated display and accumulated Inspect time are documented separately below.

SEVEN MAJORS / THE ACTUAL TIME RECORD

*From individual animations
to 203.66 player-hours.*

99.14%

of recorded Inspect time is on skinned items



$203.6626 \div 205.4313 \times 100$

95.87%

of skinned-item Inspect time belongs to knives

195.26 h knives

8.41 h other weapons

$702,919.943 \div 733,185.415 \times 100$

Time-weighted shares; the 98.7% figure elsewhere counts Inspect records. Player intervals can overlap. These are shares of recorded Inspect time, not shares of match duration, broadcast duration or viewer attention.

Where those hours accumulate

Show

Skinned items

▼

Stockholm 2021 CS:GO		43.19 h
Antwerp 2022 CS:GO		41.27 h
Rio 2022 CS:GO		53.94 h
Paris 2023 CS:GO		44.77 h
Copenhagen 2024 CS2		7.01 h
Shanghai 2024 CS2		6.15 h
Austin 2025 CS2		7.34 h

Bars share a zero baseline. CS:GO and CS2 use different input implementations; their recorded button durations are not equivalent animation lengths. Counts and hours are summed across simultaneous players, not a broadcast timeline.

From a demo interval to the number on this page



The knife goes away.

The gloves remain.

The weapon changes. The gloves stay. In ordinary first-person play, the gloves are part of the visible hands: holding the rifle, drawing a knife, reloading and inspecting. They do not need a separate Inspect action to be displayed.

Non-default glove finishes are market-valued cosmetic items, separate from the free default gloves. A player may buy, trade, borrow or receive a pair; the cosmetic value is there regardless of who paid. **374 of 390 player-Major glove records use a non-default pair.**

“Stay” describes the equipped first-person hands, not uninterrupted visibility in every frame. Spectator camera changes, death, menus and other views interrupt that visibility.

A player switches from a knife to a rifle. The gloves stay on the hands holding it. Their visual presence does not depend on pressing Inspect.

Weapon finishes occupy the held object. Gloves occupy the hands around it: shooting, reloading and inspecting all take place in the same first-person view. They recur throughout active play, rather than in one isolated showcase animation.

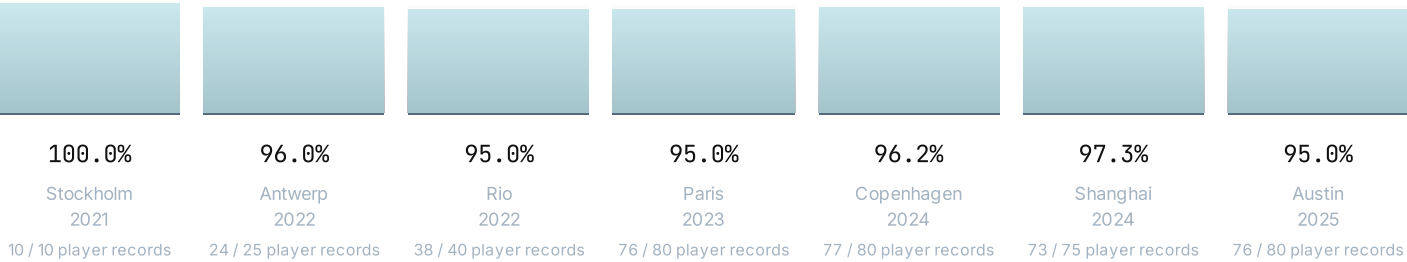


95.9%

374 of 390 player records
have skinned gloves

1,909.37^h

summed tracked player spans
associated with skinned gloves²



² From the supplied glove report's time field: first-to-last tracked player spans, summed across players. These spans include time when a player is not the observed camera or their hands are not visible; they are not measured screen exposure. Glove and inspect hours overlap and must not be added. [Glove records](#) ↗

Different winners.

The same showcase.

Select a Major. Follow the teams, the recorded matches and the skins behind the event-level totals.

The emblem on each selector identifies that Major's champion. Team artwork is taken from in-game tournament stickers.

CS:GO / 70 MAPS / 40 MATCH SERIES

PGL Major Stockholm 2021



Major champion / Natus Vincere

100.0%

78 / 78 player records with a skin

98.6%

of inspect records skinned

43.19 h

skinned-item inspect time

16 teams represented in the sampled stage and playoffs.

Open the 40 match records



05 / THE DEMAND MACHINE

THE LINK TO THIS INVESTIGATION

The match is also *an advertisement.*

Our argument is direct: repeated display by admired professionals advertises the objects, even without a price tag or a sponsor's logo. Valve backs the stage, creates the items and controls the Steam infrastructure through which those items circulate. "Only cosmetic" describes their lack of a performance advantage; it does not remove their commercial function.

01 / VALVE-BACKED STAGE

The Major

Professional competition and the players fans follow.



02 / REPEATED DISPLAY

The recognisable item

The finish, knife and gloves become part of a player's on-screen identity.



03 / ASPIRATION

"I want that one."

Our argument: admired players turn visible items into desirable objects.



04 / THE ECONOMY

One item. Two markets.

Steam supplies the item infrastructure. Price discovery and cash trading extend onto external venues.

Follow the market mechanics →

The dataset measures professional use and inspect activity. The demand pathway above is the investigation's interpretation of that exposure; it is not a measured sales-conversion rate.

Valve is inside the picture.

Valve's first Major announcement explicitly linked its tournament prize fund to revenue from in-game items. Its Major rulebook sets requirements for organisers and includes the use of players' likenesses in Counter-Strike-related media. The platform, competition and item economy are connected by design.

[Valve's prize-fund announcement ↗](#)

[Valve's Major rulebook ↗](#)

Free to play. Not free from the sales pitch.

For a young fan learning the game, professional matches and the surrounding player culture can make a knife more than equipment: it becomes a recognisable sign of belonging. "My favourite player has it" is the demand mechanism this investigation examines.

Our sample makes the visible norm concrete: **557 of 559 player-Major records include skinned-weapon Inspect; 98.7% of recorded weapon inspections concern skins; 95.9% of glove records use a non-default pair.** A free default exists. On this stage, the priced alternative dominates.

When someone says "many players use no skins", who counts?

+

THE ACQUISITION QUESTION

*The finish is visible.
The supply chain is not.*

A coordinated premium loadout does not require the player to win every item from a case. Direct purchases, trades, collector loans and sponsor-supplied items are alternative routes. Our working hypothesis is that external sourcing helps put desirable items on this stage; these match records establish use, not which route a particular player took.

The tension is explicit in Valve's current tournament rules. Section 2.4(e) restricts broadcasts from displaying material that violates Valve's agreements, naming case-opening and skin-trading sites, and restricts sponsorships tied to Valve's game economies. **The external brand can be excluded while the desirable inventory remains on screen.**

[Valve's tournament licence · §2.4\(e\) ↗](#)

Current rule cited as context; it is not applied retroactively to all seven sampled events. Individual purchases, loans and sponsorships require transaction or contract evidence.

The player becomes the reference.
The skin becomes the aspiration.
The market sells the object.

CONTINUE / PRICE ATLAS

Where the price climbs beyond
Steam’s market

Read the atlas →

CONTINUE / AUTHENTICATION

A blocked site. A working Steam
login.

Follow the route →

06 / THE CARRIED VALUE

122-MATCH SUBSET

More than a
colour on a weapon.

Pricing the observed cosmetic classes at the checked market floors gives a **\$6,127,115 matched-price subtotal** across 395 player–Major loadout records. The average subtotal is **\$15,512**.

\$6.13m

summed matched-price subtotals

93.0%

5,932 of 6,381 recorded weapon slots skinned

96.7%

382 of 395 records exceed \$2,000 before individual-item premiums.

384 exceed \$1,800. Missing quotes add nothing to these subtotals: 43 of 6,044 selected item observations remain unpriced, across 42 records. A subtotal is not a complete inventory valuation.

The loadout layer records carried weapons beyond the Inspect button. All **396** player–Major records in this subset have at least one skinned weapon. The separate pricing selection yields 395 records. Prices are current catalogue-class references checked on 5 October 2026, applied to historical observations.

TABLE 02 / The value carried through the sample

MAJOR	SERIES COVERED	RECORDS	AVERAGE SUBTOTAL	SUMMED SUBTOTALS
Stockholm 2021	1 / 40	10	\$18,302	\$183,024
Antwerp 2022	3 / 40	25	\$16,334	\$408,356
Rio 2022	4 / 40	39	\$11,107	\$433,162
Paris 2023	28 / 40	80	\$13,312	\$1,064,979
Copenhagen 2024	37 / 40	80	\$15,993	\$1,279,455
Shanghai 2024	22 / 40	78	\$17,532	\$1,367,501
Austin 2025	27 / 40	83	\$16,755	\$1,390,638

Current listing floors, not historical purchase prices or completed sales. The selection takes the earliest demo-relative observation per weapon slot and player–Major group, plus one glove pair; it does not establish ownership or a complete personal inventory. Repeated players and borrowed items may be represented. [Corrected player subtotals CSV](#) ↓ · [Every selected item and quote CSV](#) ↓ · [Major totals CSV](#) ↓

Your favourite player.
A priced collection.

Select a player and a Major. See the finishes they inspected most, the time accumulated on each item and the matched-price subtotal for their recorded loadout.

▼ Our pricing strategy: the lower end of the matching market class

Model, finish, phase and wear must match. The price layer uses normal-item listing floors published in Waxpeer's model catalogues, checked on 5 October 2026. It does not replace a Sapphire with a generic Doppler or price one knife model as another.

Exact float, pattern seed, stickers, StatTrak, Souvenir status and provenance are outside this calculation. Rare combinations can be worth multiples of the class baseline. We do not assume that every item carries such a premium, and we do not claim these asks are the purchase price or current value of the player's exact item.

These current references are applied to historical Major observations. An absent exact quote stays unpriced. Loadout panels show the subtotal of matched quotes and their coverage.

For the individual collectible, consult [SkinsAtlas pro inventories ↗](#) and the player's Waxpeer profile. These profiles describe current inventories, which can differ from the sampled match.

Correction record: the original knife lookup confused eight model names, affecting 68 displayed skinned-item variants and one default-knife aggregate. Models and phases now resolve from item-definition and paint-kit IDs in the supplied catalogue. Original CSVs remain unchanged as source records; their affected labels and valuations are superseded by the corrected layer.

[Identity and price correction log ↓](#) · [Price snapshot and provenance ↓](#) · [All displayed item prices CSV ↓](#) · [Corrected catalogue CSV ↓](#)

Jame

2.51 h

total recorded Inspect time

5,563

weapon Inspect records

\$21,227.42

matched-price subtotal · 12/12 finishes

■ Knife \$505.10 ■ Weapons \$20,322.14 ■ Gloves \$400.19

01 / MOST INSPECTED

**Butterfly Knife**
Night

Field-Tested

125.2 min **Model price**
source below

4,415 Inspect records

► Price & source · \$505.10

02 / MOST INSPECTED

**Talon Knife**
Doppler · Phase 2

Factory New

24.9 min **Model price**
source below

1,102 Inspect records

► Price & source · \$974.26

03 / MOST INSPECTED

**Galil AR**
Firefight

Field-Tested

0.1 min **Model price**
source below

2 Inspect records

► Price & source · \$1.28

ON THE HANDS **Sport Gloves | Vice** Field-Tested · Non-default cosmetic pairFor the individual item: **SkinsAtlas · pro inventories ↗** **Waxpeer · Jame ↗**

External current profiles; the Major record above remains tied to the sampled match.

► All 14 inspected finishes in this player file



Open "Price & source" for the exact catalogue class, checked quote and pricing method. Original reports remain downloadable; corrected prices and model labels are documented above.

What keeps returning to their hands.

Ranked by summed player Inspect time across the seven Majors. Each row opens the players who inspected that exact finish, phase and wear class.

01		Butterfly Knife Doppler · Ruby Factory New · 61 player-Major records	12.80 h Price sources in player file View players ↗	02		Butterfly Knife Doppler · Sapphire Factory New · 49 player-Major records	9.55 h Price sources in player file View players ↗
03		Butterfly Knife Fade Factory New · 60 player-Major records	6.90 h Price sources in player file View players ↗	04		M9 Bayonet Doppler · Sapphire Factory New · 32 player-Major records	6.33 h Price sources in player file View players ↗
05		Butterfly Knife Gamma Doppler · Emerald Factory New · 43 player-Major records	6.08 h Price sources in player file View players ↗	06		Karambit Doppler · Ruby Factory New · 56 player-Major records	6.00 h Price sources in player file View players ↗
07		M9 Bayonet Crimson Web Minimal Wear · 10 player-Major records	4.46 h Price sources in player file View players ↗	08		Butterfly Knife Doppler · Phase 4 Factory New · 12 player-Major records	4.39 h Price sources in player file View players ↗

09		Karambit	4.05 h	10		Butterfly Knife	4.03 h
		Gamma Doppler · Emerald	Price sources in player file			Tiger Tooth	Price sources in player file
		Factory New · 23 player-Major records	View players ↗			Factory New · 16 player-Major records	View players ↗
11		Karambit	3.62 h	12		Talon Knife	3.23 h
		Doppler · Sapphire	Price sources in player file			Doppler · Ruby	Price sources in player file
		Factory New · 25 player-Major records	View players ↗			Factory New · 9 player-Major records	View players ↗

From the headline *to the individual row.*

One row per nickname-Major group; inspect time includes default and skinned weapons.

PLAYER / MAJOR	INSPECT RECORDS	SKINNED SHARE	INSPECT TIME
Jame ↗ Rio 2022	5,563	99.9%	2.51 h
huNter ↗ Stockholm 2021	3,115	99.8%	2.29 h
Patsi ↗ Rio 2022	6,749	100.0%	2.05 h
Qikert ↗ Rio 2022	2,718	100.0%	1.70 h
huNter ↗ Antwerp 2022	1,970	99.9%	1.65 h
stavn ↗ Rio 2022	3,404	100.0%	1.59 h

PLAYER / MAJOR

INSPECT RECORDS

SKINNED SHARE

INSPECT TIME

sjuush ↗

Rio 2022

2,711

99.4%

1.57 h

xertioN ↗

Rio 2022

5,176

99.6%

1.53 h

HooXi ↗

Stockholm 2021

4,006

99.9%

1.47 h

huNter- ↗

Paris 2023

1,592

100.0%

1.45 h

CRUC1AL ↗

Paris 2023

3,096

99.9%

1.44 h

electroNic ↗

Antwerp 2022

6,295

99.9%

1.42 h

jabbi ↗

Rio 2022

2,181

100.0%

1.40 h

torzsi ↗

Rio 2022

3,340

98.9%

1.38 h

shox ↗

Stockholm 2021

2,705

99.9%

1.37 h

HooXi ↗

Antwerp 2022

2,569

99.9%

1.33 h

SH1R0 ↗

Rio 2022

6,836

100.0%

1.32 h

b1t ↗

Rio 2022

4,223

99.9%

1.31 h

electronic ↗

Rio 2022

5,603

100.0%

1.28 h

n0rb3r7 ↗

Rio 2022

3,582

99.6%

1.23 h

EVERY TABLE / ORIGINAL PRECISION

Open the collection.

All 16 report tables, with individual CSV downloads. The raw map tables sit beneath them; the data pack keeps the collection together.

+ 01 / Knife records by player	556 rows · CSV
+ 02 / Knife finishes	1,053 rows · CSV
+ 03 / Knife totals by Major	7 rows · CSV
+ 04 / Knife price snapshot	1,053 rows · CSV
+ 05 / All-weapon player records	559 rows · CSV
+ 06 / Weapon categories	47 rows · CSV
+ 07 / All-weapon event totals	7 rows · CSV
+ 08 / Most inspected skins	100 rows · CSV
+ 09 / Gloves by player	390 rows · CSV
+ 10 / Gloves by Major	7 rows · CSV
+ 11 / Carried loadouts by player	396 rows · CSV
+ 12 / Carried weapon slots	50 rows · CSV
+ 13 / Carried loadouts by Major	7 rows · CSV
+ 14 / Player loadout valuations	395 rows · CSV
+ 15 / Major valuation totals	7 rows · CSV
+ 16 / Skin catalogue and market links	1,448 rows · CSV

- +

Raw skins tables

508 files
-
- +

Raw gloves tables

225 files
-
- +

Raw loadout tables

225 files
-

ANALYSIS SOFTWARE

Portable parsers & offline report builders

0.7 MB · [source ZIP](#) ↓

FILE INDEX / INTEGRITY

Every table + SHA-256

[JSON](#) ↓

Curated analysis source with a portable launcher, offline report generation and catalogue-based phase resolution. [Release file list + hashes](#) ↗ · [Software checksum](#) ↗

09 / METHOD & SOURCES

AGENT SIMON / INVESTIGATION & ANALYSIS

The evidence behind *the display.*

The archive brings the observations together: match links, per-map inspect records, glove and loadout layers, market listings and the parser source.

What is in the sample?

Seven Majors, Stockholm 2021 to Austin 2025. The manifest contains 40 match series per event: the final 16-team Swiss stage (Legends / Elimination / Stage 3) and the playoffs, including the grand final. There are 491 mapped inspect CSVs. Earlier stages and qualifiers are outside this manifest.

What do the percentages count?

“With a skin” means a nickname–event group has at least one inspect record on a skinnable weapon with a nonzero paint kit. The dataset has 559 such groups, not 559 unique people.

“Default-only” refers to those inspect records, not an assertion about every item a player owns. The full carried-loadout layer is a separate 122-series subset.

Inspect time, glove time and screen time

Inspect hours are sums of button-state intervals for all players. Multiple players can inspect at once. CS:GO and CS2 record the action differently; do not interpret the drop in CS2 duration as a corresponding reduction in visible skins. Glove hours come from first-to-last tracked spans and are not clipped to active play or the broadcast camera. These two time measures overlap.

The Major archive has no spectator-camera or frame-mask data. The frame studies above are separate, manually annotated first-person illustrations. They measure visible object/glove pixels in the selected frames only. Their screen-share figures are not extrapolated to Major broadcasts or viewer attention.

Sources, artwork and video

Match and demo links: HLTV, from the supplied manifest. Skin records and reports: PhishDestroy’s supplied Major archive. Item names and catalogue artwork: the included skins_db.json; team emblems: tournament-sticker artwork from Steam, resolved through ByMykel’s item catalogue. Team and item names belong to their respective owners; their inclusion identifies the evidence.

Nine independent examples illustrate the mechanic, including eight excerpts from the supplied video collection. Dragon Lore is shown in inventory preview; the other new recordings use in-game views. These illustrations are separate from the sampled Majors. JSON: coordinates, source links and file hashes · CSV: all frame measurements · CS2 Skin Inspect channel supplied with the collection ↗.

01 / COMPLETE DATA PACK

All original CSVs + catalogue

12.5 MB · ZIP ↓

02 / CHART DATA

Page dataset

JSON ↓

03 / MATCH MANIFEST

280 matches and demo links

04 / HOURS CALCULATION

Seconds, hours, event totals

CSV ↓

CSV ↓

Data pack SHA-256

83304505fb6a2ed53d000b8833f5174448f24dc318b793f9e6a864b0d59a857c

Data pack excludes credentials and compiled executables. Original game demos are linked through the match manifest, not included.

Publication: 5 October 2026.

AUTHOR / INVESTIGATION / EDITORIAL

Agent Simon

Investigation and analysis by Agent Simon. Published as part of The Steam Dossier by PhishDestroy, using the supplied Major collection.



[Find this material in the fragment map →](#)

Material PDF ↓ Signed record · JSON ↓ PGP signature ↓

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