The collected network in numbers — The Steam Dossier

Source: https://phishdestroy.io/steam_dossier/output_steam_network/steam_ecosystem_dashboard
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STATISTICS OVERVIEW // FILE 02

Steam Ecosystem Dashboard — The Network In Numbers

The network, in numbers.

WHAT THIS SECTION PROVES
This dashboard aggregates structural intelligence across 3,320 developers and 252 repositories, identifying 68 gambling-specific codebases and cross-platform connection bridges. The empirical data highlights geographic clustering and developer overlaps showing that third-party skin gambling infrastructure operates as an organized, highly interconnected software industry integrated with Steam's platform.

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Consolidated statistics of the investigation database: geographic distribution, top companies, skins gambling repositories, and active connection bridges.

Scanned Devs 3320
Total Repos 252
Gambling Repos 68
Total Connections 1,426
Structure and Sectors of Automation

Sector I — Valve Corporation Core

Official repositories and systems software. Confirmed development space of Valve employees Nephyrin and Joe Ludwig.

Sector II — Authorization Engines & Protocol Emulators (SteamKit)

Reverse-engineered network libraries co-authored by Valve's Nephyrin and skins gambling developer DoctorMcKay.

Sector III — Card Farming Clients (ArchiSteamFarm)

Utilize SteamKit protocol emulators to run millions of fake clients (idling) in the background to farm trading cards.

Developer Geography
Germany 57
United States 52
Canada 48
United Kingdom 44
Poland 30
France 28
Russian Federation 27

China 27
USA (Washington State) 23
Australia 19