ENGLISH · 18 OCTOBER 2026

The skin moves. The platform decides.

The C2C skin transaction, internal balances, valuation and the economic consequences of Steam account restrictions. A linked evidence file in the Valve investigation.

Prepared	18 October 2026
Attribution	Agent Victor
Live article	phishdestroy.io/steam_dossier/gambling-system
Reading files	PDFs, article JSON and verification

A dated reading edition of the published article. Original evidence, reported claims and editorial interpretation retain the distinctions and limits stated in the text.

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Follow the record.

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The entries are clickable. The PDF bookmarks provide another route through the document. External source links open the referenced publication or retained file.

EVIDENCE FILE 02 / THE ECONOMICS OF DEPENDENCE OWNERSHIP, GAMBLING & PLATFORM CONTROL10 OCT 2026 • WORKING PAPER
THE GAMBLING SYSTEM

The skin moves. *The platform decides.*

A direct transfer still runs through someone else's rules.

INVESTIGATION BY **AGENT VICTOR**
Follow the complete exchange: the customer supplies the skin, Steam records the transfer and an outside service assigns value and releases its own balance. This file traces those dependencies and the economic effect of account restrictions. The case against Valve's public defence and enforcement record is developed in the main investigation.

Follow the transaction ↓Valve's enforcement record ↗
ONE EXCHANGE / THREE AUTHORITIES

1. THE CUSTOMER**Supplies the item.**
   The participant's Steam inventory holds the delivery asset.
2. VALVE**Permits the transfer.**
   Steam records item transfers and applies account restrictions.
3. THE OUTSIDE SERVICE**Recognises the return.**
   Its ledger sets valuation, balance availability and settlement.

Original 11 October edition · complete text →

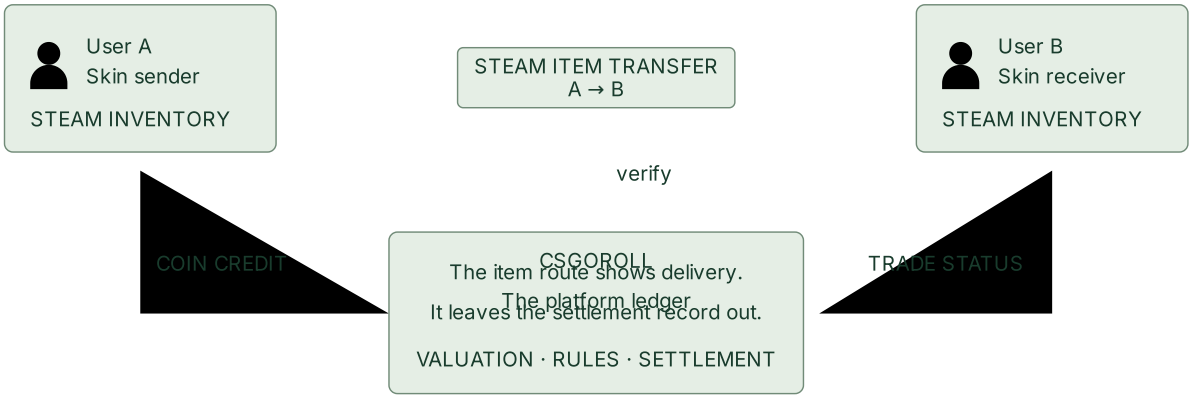
01
THE MECHANISM

Follow the whole transaction.

INTERACTIVE EXPLAINER
CSGORoll ↗ illustrates how another operator adds its own rules to Valve's item system. It offers Roll, Case Opening, Case Battles, Dice and Plinko, and announced a G2 esports partnership in May 2023 that included jersey branding and a branded slot machine at the team's Major booth. The skin exchange supports this commercial service: Steam delivers the item while Roll records the return in its own balance. [E40] [E29]

A skin-for-coins exchange spans two records: the item movement on Steam and the balance recorded by the operator. Walk through the points where the platform's decisions matter.

FIG. 02 / TWO RECORDS, ONE EXCHANGE



Skin deliveryPlatform decisions & recordsConceptual reconstruction · no live account data
01 / VALUATION

The operator supplies the accounting value.

CSGORoll's FAQ attributes its Coin Calculation to an automated system and manual review. The platform's unit of account frames the exchange.

E02 · CSGORoll FAQ ↗
THE DISTINCTION
The Steam transfer does not carry the coin credit.
The return is recorded in the platform's ledger.

▼ **From listing to usable coins: the complete commercial sequence+**

1. **List the skin.** The platform records an available item and a coin valuation while delivery remains a later Steam action.
2. **Match the request.** Another platform user requests the skin against their internal balance. The operator coordinates the pending transaction.
3. **Send the Steam offer.** The sender follows the platform's instructions and Steam's confirmation process.
4. **Recognise delivery.** The documented token or manual-verification route supplies the completion decision.
5. **Apply the balance rules.** The operator credits or releases coins under its protection and eligibility conditions.
6. **Enforce failures and reversals.** Disputes, cancellations and penalties are handled through the platform's rules and support process.

The receiver's coin debit and the sender's coin credit are recorded by the operator; Steam records the skin transfer. [E02] [E06] [E07]

02
THE VALUE PARADOX

Internal currency still has an acquisition cost

The balance is called virtual. The exchange is priced.

A user gives up something to acquire a balance, then uses that balance to obtain an item. The investigation follows that exchange of value and asks who defines each conversion.

The user sends a skin through Steam. The return is recorded separately as conditional credit in the platform’s ledger. The platform determines when that balance becomes usable and the rules for using it.

ANALYSIS Economic dependence does not require physical custody of the skin.

THE OPERATOR’S OWN DOCUMENTS03 RECORDS
A
MONEY ENTERS

Money → Roll Coins

The terms describe purchases using money or cryptocurrency at operator-displayed rates.

E01 ↗
B
VALUE IS ASSIGNED

A platform calculation

The FAQ describes automated coin valuation with staff verification.

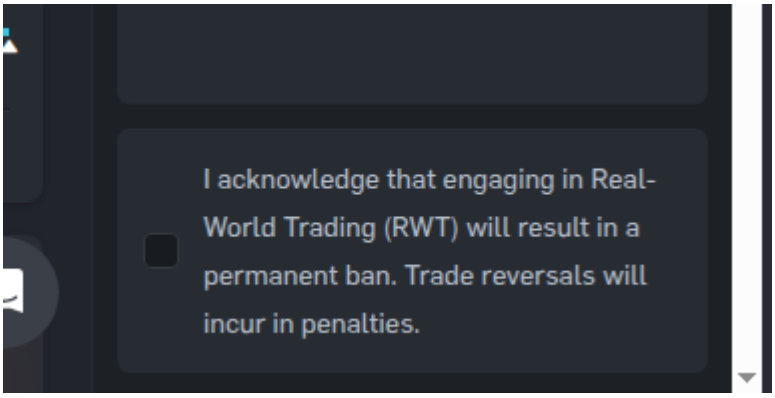
E02 ↗
C
DELIVERY HAS CONDITIONS

Cost-based substitution

The trading policy permits equivalent-cost substitutions after exceptional price movements.

E03 ↗
THE PLATFORM’S UNITS OF ACCOUNT
Roll Coins, CSGR Skins and promotional Roll Chips have different terms. In particular, the terms describe conditional cryptocurrency redemption for eligible Roll Chips. The ordinary coin balance remains usable on the operator’s terms. [E01]

EXHIBIT A / SUBMITTED IMAGE



Original crop · date and origin unverified
THE EXIT RULE

The asset can move. The rules follow the user.

The supplied warning asks the user to acknowledge a permanent ban for real-world trading and penalties for reversals.

Separately, CSGORoll's published trading policy restricts off-site cash exchanges and permits account sanctions. The practical power is over participation in its economy. [E03]

Inspect the exhibit's provenance ↗
JULY 2025 / CONTROL OVER REVERSALS

The same transfer can remain subject to a reversal window.

Steam's Trade Protection feature allows eligible recent CS2 trades to be reversed within seven days and imposes a 30-day trading and Market cooldown on the account initiating the reversal. CSGORoll's corresponding update ties coin availability, instant-credit tiers and penalties to that protection window. The item transfer and the platform's spendable balance run on different rules and clocks. [E32] [E07]

THE VALUE OUTSIDE THE WALLET

The expensive end of the economy moves outside Steam's market.

≈ $1,800 Steam Market listing ceiling
248 CS2 categories above it in the dossier's snapshot
$10,941 Lowest Factory New Dragon Lore listing in that snapshot
The dossier's 23 September 2026 comparison across five outside markets records prices above Steam's own venue limit. Those prices are offered outside Steam; the items still move through Steam accounts. The transfer infrastructure connects a restricted Wallet economy to a wider cash-priced market. A Steam Community Market transaction carries a combined fee of roughly 15% — the game fee plus the Steam fee. [E15] [E13]

Inspect the dated listings and comparison ↗
The outside price does not free the item from Steam. It brings another service into a transfer that still needs Valve's permission. CSGORoll provides a concrete example: the transaction above follows the skin through Steam and the corresponding return through a separate platform

ledger.

NEW / THE COLLECTED INVENTORY**186,127 priced listings. $19,283,716.61.** Empire, Roll and Fast: the supplied minimum-price valuation, full item explorer and original CSVs.

03
THE CONTROL LEDGER

How the platform determines the trade's outcome

The useful test is a decision-by-decision audit. A user's involvement in sending an item tells us little about who governs the surrounding service.

Allocation of control in the documented CSGORoll exchange

Decision	User's role	Controlling layer	Record
01Coin valuation	Choose whether to participate	Platform calculation	E02 ↗
02Item delivery	Send or accept a Steam offer	Users, within Steam's rules	E03 ↗
03Verification & disputes	Provide a response or evidence	Operator workflow & support	E06 ↗
04Credit availability	Rely on the settlement outcome	Platform release rules	E07 ↗
05Trade cancellation	Request an explanation	Operator discretion	E03 ↗
06Steam access	Maintain an eligible account	Valve's infrastructure & terms	E09 ↗

A COMPLETION RULE WRITTEN BY THE OPERATOR

Ten minutes of silence can become a completed trade.

In its October 2024 manual workflow, CSGORoll watches for the item to leave the sender's inventory. The receiver then confirms receipt or disputes it. After ten minutes without a response, the system assumes delivery and completes the trade. A dispute can be routed through the user's token or the operator's support team. The same policy sets escalating cooldowns and, for some receiver offences, deductions based on the trade's value. [E06]

The seller-side rule is written in the same workflow. If the seller cancels the trade or lets it expire, the workflow records the Canceled or Declined status: the buyer's coins are unfrozen and returned, and the seller's account collects penalty points or a temporary P2P ban. The platform publishes the punishment schedule for a failed delivery — while asking Valve to believe the same delivery cannot be policed. [E06]

This is the platform's authority in concrete form: its timer, its accepted evidence and its penalty schedule decide the accounting result. The two users do not negotiate those rules with each other.

Control map reconstructed from the policies and dated technical records linked above.

> Removing the inventory bot
> does not remove the intermediary.
>
> THE ARCHITECTURAL FINDING

After the 29 March 2018 seven-day trade cooldown, operators moved from inventory bots to P2P; the intermediary stayed and changed shape. [E63] [E64]

04
THE ECONOMIC EFFECT OF ACCOUNT RESTRICTIONS

Who bears the loss. Who keeps the business.

The enforcement claim is examined in the main Valve investigation. This record follows the economic result: inventory permissions, outside balances and the service that coordinates the exchange.

FOLLOW THE LOSS / FOLLOW THE BUSINESS

The casino's balance sheet is bigger than a Steam inventory.

CSGORoll's terms provide for purchases with money or cryptocurrency. Its game rules explicitly describe house edges and probability-based payout multipliers. The operator's economic mechanism combines funding, priced play and an internal ledger; skin delivery connects that mechanism to Steam. [E01] [E40]

What an account-level inventory restriction acts on

Layer	What the restriction can immobilise	What remains outside that account
The participant	The skins in the restricted inventory and the ability to move their value through a trade.	The participant has to seek a remedy from the platform controlling access.
The outside operator	A delivery route or the items on a particular account.	Its money or cryptocurrency holdings, internal balance records, game rules, pricing system and website.
Valve	The user's permission to participate in Steam transfers.	Control of the item records, account restrictions and the wider Steam economy.

That is the asymmetry this investigation identifies: a user can lose the economic use of the skin while the operator retains the machinery that earns from play and Valve retains the machinery that controls the item. A ban count measures the account action. To measure its effect on gambling, follow the operator's continued access, settlement and business.

PAYMENTS & ENFORCEMENT / NEW EVIDENCE FILE

10,712,351 "Users". Over one million accounts locked.

Inspect the CSGOFast counter alongside Valve's account total, the missing classification, real payment routes and the difference between locking an inventory and disabling an operator.

Follow the account-count comparison ↗

THE PUBLIC LABEL

Gambling, fraud and theft.

Valve combines these categories in one account total. The published number does not show the value of stranded inventories, which account holders lost access, or the outcome of their challenges. These are the human and economic consequences hidden behind the total.

THE COMMERCIAL RESULT

Crypto. Ledger. House edge.

An inventory restriction does not itself seize the outside operator's cryptocurrency or switch off its game mathematics. The relevant test is whether the commercial service still accepts value and settles balances after the user-facing action.

SCARCITY / A PUBLISHED ECONOMIC JUSTIFICATION

Valve invokes value when refusing restoration.

Its restoration policy says duplication can reduce other items' value. The later Trade Protection system returns originals in eligible CS2 trades. Together they put the choice of remedy under scrutiny: economic value is recognised when restricting restoration, and technical reversal exists within a scope Valve defines. [E27] [E32]

An inventory restriction reduces the affected holder's ability to supply items through the blocked route. Valve holds the inventory, price and sales records for the market it operates: it should publish what the million-plus account locks did to item prices, case purchases and the inventories frozen in place. The structural finding is concrete: the issuer controls scarcity rules, monetisation and remedies within the same economy.

Where Market and Wallet losses fall outside the trade-reversal route ↗

05
THE ECONOMIC FINDING

The labels leave control in place.

Valve’s physical-collectible analogy omits the issuer’s continuing authority over the item. The commercial workflows in this investigation show the consequences of that omission.

THE CONTROL THAT THE LABEL HIDES

A physical collector can retain the object independently of the original seller. A Steam user relies on Valve’s records and transfer permissions. When an outside casino is involved, the user also relies on that operator to recognise delivery and release its own credit. Each layer retains a power the customer needs in order to realise the item’s value.

“P2P” describes the direct delivery of the skin; C2C describes the trade between customers. Neither label removes the central ledger, account restrictions or credential requirements documented here. Presenting the system through the independence of physical ownership conceals precisely the dependency that becomes decisive in a dispute.

RECORDS CSGOROLL MUST DISCLOSE

1. 01Pricing inputs and manual valuation overrides.
2. 02The event log linking a Steam trade to a coin credit.
3. 03Token scopes, retention and server-side access records.
4. 04Criteria for cancellations, sanctions and appeals.

06
THE PUBLIC RECORD

Inspect the evidence.

15 RECORDS

Sources cited in this article appear first. Select “All records” to inspect the complete 107-record register shared by the investigation; the dedicated evidence files retain their own detailed registers.

▼ **Methodology & source notes**

Research date: 10 October 2026. This chapter reconstructs skin delivery, valuation, verification, coin release and account restrictions from the operator’s dated trading policies and Steam’s published rules. The supplied RWT warning remains available as original exhibit E12 in the shared source register.

The control tables distinguish the Steam item record from the operator’s ledger. The legal-response analysis is retained in Valve and enforcement; the dated credential and Link Filter records are retained in Steam access.

▼ **Original research scope · 10 October 2026**

Research date: **10 October 2026**. This investigation compares the platform's public policies and dated technical records with Valve's public statement, Steam's agreement, account-restriction rules and the filed New York complaint. The supplied RWT warning is reproduced without alteration.

Technical changes are presented on a dated timeline. The Link Filter exhibits preserve literal request URLs, timestamps and observed headings and continue links. The JWT exhibit transcribes the supplied decoded fields with identifiers redacted. The interactive diagrams explain the documented control relationships. The legal-response analysis places Valve's public framing beside the complaint and the documented control of accounts and items.

The analysis follows the economic mechanism: who supplies the credential, assigns value, verifies delivery, credits the balance, sets transfer conditions, enforces account restrictions and receives fees. Related findings link directly to the Steam Dossier's underlying records.

Cited source records

E40 · Game promotion rules — play, payout multipliers and house edge

Publisher: CSGORoll

Date: Live rules

Supports: Named game modes and the operator's published house-edge and payout mechanisms.

Scope: The economic rules of play relevant to the distinction between skin delivery and the operator's continuing business.

https://www.csgoroll.com/info/games-promotion-rules/

E29 · CSGORoll x G2 — collaboration announcement

Publisher: CSGORoll

Date: 2 May 2023

Supports: The announced esports partnership, jersey branding and a CSGORoll-inspired slot machine at the G2 Major booth.

Scope: Historical announcement describing the May 2023 collaboration.

https://www.csgoroll.com/blog/csgoroll-g2-collaboration/

E02 · FAQ — coin valuation and skin listings

Publisher: CSGORoll

Date: Live FAQ

Supports: The pricing explanation attributes coin calculations to automated valuation and staff checks. Listing guidance describes skins exchanged for platform coins.

Scope: The operator's published valuation and listing procedure, reviewed 10 October 2026.

https://www.csgoroll.com/info/faq/

E06 · New Escrow, Dispute and Penalty Systems for Trades

Publisher: CSGORoll

Date: 01 Oct 2024

Supports: Platform-defined manual completion after ten minutes, disputes, escalating penalties and inventory-based verification; a token-free route was described for certain skins.

Scope: Dated record of the manual verification, dispute and penalty workflow introduced in October 2024.

https://www.csgoroll.com/blog/new-trading-system/

E07 · Trade Protection Update

Publisher: CSGORoll

Date: 16 Jul 2025

Supports: Coin-release timing during the seven-day protection window, tier-dependent instant access and consequences for reversals.

Scope: The coin-release mechanism described on 16 July 2025; tiers and limits are adjustable under that policy.

https://www.csgoroll.com/blog/trade-protection-update/

E01 · Terms of Service

Publisher: CSGORoll

Date: Live policy

Supports: Distinctions between Roll Coins, CSGR Skins and promotional Roll Chips; purchase and redemption terms; restrictions on real-world trading.

Scope: Terms governing the platform's separate units, purchase methods and permitted uses.

https://www.csgoroll.com/info/terms-of-service/

E03 · Skin Trading — explanation of terms

Publisher: CSGORoll

Date: Live policy

Supports: Direct user delivery, platform cancellation discretion, restrictions on outside cash exchanges and cost-based substitutions for certain virtual rewards.

Scope: Rules governing the platform trade request, cancellation and access to the service.

https://www.csgoroll.com/info/skin-trading/

E12 · RWT acknowledgement and trade-reversal warning

Publisher: Submitted evidence

Date: Undated image

Supports: The visible warning asks the user to acknowledge a permanent ban for real-world trading and penalties for trade reversals.

Scope: Original submitted crop. Capture date and original page URL were not supplied. Related trading restrictions are documented in E01 and E03.

https://phishdestroy.io/steam_dossier/case_assets/assets/rwt-warning.png

E32 · Trade Protected Items

Publisher: Valve / Steam Support

Date: Live FAQ · feature introduced July 2025

Supports: Seven-day protection, reversal of eligible trades and the initiating account's thirty-day trade and market cooldown.

Scope: The platform-defined reversal mechanism affecting delivery and outside operators' balance-release timing.

https://help.steampowered.com/en/faqs/view/365F-4BEE-2AE2-7BDD

E15 · Steam Community Market FAQ — Wallet proceeds and market limits

Publisher: Valve / Steam Support

Date: Live FAQ · reviewed 10 Oct 2026

Supports: Market sale proceeds in Steam Wallet and the approximate US$1,800 listing limit.

Scope: Steam's own market and Wallet mechanics, used in the ownership and outside-price comparison.

https://help.steampowered.com/en/faqs/view/61F0-72B7-9A18-C70B

E13 · The Steam Dossier — rules, routes and accountability

Publisher: PhishDestroy

Date: Related investigation

Supports: The parent investigation supplies the historical registration and consent exhibits, transfer-substitution sequence, route register, ownership and recovery records, and correspondence used by this companion investigation.

Scope: The parent PhishDestroy investigation; linked as the wider editorial and infrastructure context.

https://phishdestroy.io/steam_dossier/

E09 · Steam Subscriber Agreement

Publisher: Valve

Date: Live agreement

Supports: Valve's licence grant, the absence of ownership interest in marketplace subscriptions, and Steam Wallet restrictions.

Scope: Relevant clauses: §1.C (personal account), §2.A/2.G (licence and commercial use), §3.C/3.D (Wallet and marketplace), §4.D and §9.C (enforcement).

https://store.steampowered.com/agreement/?l=english

E63 · Adjustments to maps and trade

Publisher: Valve / Counter-Strike

Date: 29 Mar 2018

Supports: Seven-day cooldown for traded CS:GO items and explanation concerning frequent automated turnover.

Scope: Valve's dated response to the ExpressTrade mechanism and the accounts supporting it.

https://blog.counter-strike.net/2018/03/20308/

E64 · FAQ — Steam bots and the transition to P2P

Publisher: CSGOEmpire

Date: Live FAQ · reviewed 10 Oct 2026

Supports: Operator dates its move from Steam bots to P2P to 2018.

Scope: The operator's retrospective account of its own transition to P2P in 2018.

https://csgoempire.com/faq

E27 · Steam Item Restoration Policy

Publisher: Valve / Steam Support

Date: Live policy

Supports: Steam Support's policy on restoring items removed through trades, market transactions, deletion or gifting.

Scope: Account recovery and routine item restoration are distinct processes; the dated Trade Protection feature is recorded in E32.

https://help.steampowered.com/en/faqs/view/3B6E-B322-2400-8D24

Read the claim. Check its source.

This reading edition was prepared on 18 October 2026 from the current English article. It retains the authored discussion and analytical tables in the source HTML. Navigation and interactive controls are removed. Interactive datasets remain linked rather than expanded into thousands of printed rows.

Selected source images remain linked to their publications or retained copies. The PDF does not independently authenticate the participants in a screenshot, verify every report in a collection, or determine the merits of a legal allegation.

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Build 2026-10-18T12:03:18.956Z
Source: https://phishdestroy.io/steam_dossier/gambling-system
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