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The Major showcase — Skins, stars & demand

PhishDestroy's dataset of seven Valve-backed Counter-Strike Majors: 491 maps, 960,770 inspect records and 203.66 player-hours of skinned-item inspection. Explore teams, percentages, gloves and the economy behind the stage.

Prepared	18 October 2026
Attribution	Agent Simon
Live article	phishdestroy.io/steam_dossier/major_skins/
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.

READING MAP / 09 SECTIONS

Follow the record.

Article overview	3
The exception is playing without one.	4
The skin becomes the moving foreground.	5
The knife goes away. The gloves remain.	8
Different winners. The same showcase.	9
The match is also an advertisement.	10
More than a colour on a weapon.	11
Your favourite player. A priced collection.	12
From the headline to the individual row.	13
The evidence behind the display.	50
Edition, sources & verification	53

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

FIELD RECORD / COUNTER-STRIKE MAJORS · 2021–2025

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.

Read the record ↓SIInvestigated & compiled by **Agent Simon**Major field record · 5 October 2026

EXHIBIT / 01INSPECT THE SYSTEM



98.7%of recorded weapon inspections involve a non-default finish
Butterfly Knife / DopplerCatalogue illustration

07Valve-backed Majors
491maps in the inspect dataset
960,770weapon inspect records
203.66 hskinned-item inspect time[1]

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

▼ **In this file 9 sections**

01 / THE RECORD557 OF 559

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.

WHAT "SHOWCASE" MEANS HERE
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 skin2 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	43.19player-hours
Antwerp 2022 ↗CS:GO · 71 maps	78 / 79	**98.7%**	105,494	41.27player-hours
Rio 2022 ↗CS:GO · 68 maps	79 / 79	**100.0%**	134,474	53.94player-hours
Paris 2023 ↗CS:GO · 67 maps	77 / 78	**98.7%**	104,496	44.77player-hours
Copenhagen 2024 ↗CS2 · 73 maps	79 / 79	**100.0%**	154,139	7.01player-hours
Shanghai 2024 ↗CS2 · 72 maps	84 / 84	**100.0%**	155,810	6.15player-hours
Austin 2025 ↗CS2 · 70 maps	82 / 82	**100.0%**	192,598	7.34player-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 LOOKINGF / 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 EXAMPLESChoose an item · scroll the filmstrip →

> Open the video examples and timestamps online.

FIRST-PERSON VIEW / PARACORD KNIFE · CRIMSON WEBREADY / FIRST-PERSON VIEW FROM THE MAJOR ARCHIVE—recorded player-hours

The video illustrates the animation. These hours come from the separate demo dataset.

Explore the players →Download these totals ↓
Open clip ↗

▼ **Is one Inspect animation always 5 or 5.5 seconds?**
No single duration applies across weapons and animations. A clip can contain the draw, a flourish, the inspect pose, a held pose and the return; the action may also repeat or be interrupted. The new excerpts run for 9–18 seconds. Their playback clock measures the excerpt, not one universal animation cycle.

The archive’s 203.66 hours count recorded Inspect-button intervals across players. The video examples and sampled screen-area percentages explain what the mechanic looks like; they do not replace those measurements.

ALL SKINNED WEAPONS**203.66player-hours**
of recorded inspect-button intervals on items with a non-default finish.

948,232skinned inspect records
205.43 hall 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.



2.5 s / Inspect
THIS FRAME / APPROXIMATE**7.5**%
of this frame occupied by the object and gloves

Download frame measurements ↓

Sampled screen area over the clip

Pink: object · cyan: gloves · grey: rest
Each column represents 100% of its frame. “Rest” includes the scenery, HUD and sleeves; it is not a separately traced scenery mask.

▼ Coordinates, sources & calculation

Each example has its own sampled timestamps and manually traced visible surfaces. The weapon includes its visible finish, handle or body and any applied stickers. Gloves are traced separately; sleeves and gaps between objects are excluded. Overlap is counted once. Foreground gloves take precedence in the new traces; the earlier Paracord trace retains its original weapon-first rule. The remaining pixels are labelled “rest of frame”: scenery, HUD, sleeves and any other untraced content.

Weapon and glove pixels ÷ (640 × 360) × 100. These are approximate manual measurements of selected frames, not continuous segmentation. Each new excerpt has two annotated moments; the retained Paracord study has six. Different cameras, viewmodels and scenes do not form a controlled experiment.

The dimmed-background view is an editorial aid. It does not represent eye tracking, a saliency model or measured viewer attention. The illustrations are separate from the seven-Major records below. Visible animation intervals are approximate and are not demo input measurements.

All outlines, timestamps, source links and file hashes · JSON ↓
All frame measurements · CSV ↓

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
203.66 h skinned 1.77 h default

203.6626 ÷ 205.4313 × 100

95.87%of skinned-item Inspect time belongs to knives
195.26 h knives 8.41 h other weapons

702,919.943 ÷ 733,185.415 × 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

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**
For each mapped skinnable-weapon record: `max(0, end_s - start_s)`. For the skinned total, retain `paint_kit ≠ 0`. Sum across players and maps, then divide by 3,600.

733,185.415 seconds**÷ 3,600203.6626 hours**
The parser observes the inspect input state. It does not record the broadcast director's camera, animation completion or the number of viewers. An item can remain visible outside Inspect; these hours are not the full time a skin appears in play.

03 / ALWAYS IN THE FRAMETHE GLOVE LAYER / 122 MATCH SERIES

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.



Sport Gloves / Pandora's BoxSteam catalogue illustration

95.9%374 of 390 player records
have skinned gloves
1,909.37 hsummed tracked player spans
associated with skinned gloves[2]
[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 ↗

04 / SEVEN MAJORSSTOCKHOLM → AUSTIN

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.

05 / THE DEMAND MACHINETHE 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?**
Ask for the denominator: active Counter-Strike participants, all Steam accounts, idle accounts or automated accounts? Ask for the time window and definition of "uses a skin". A platform-wide total does not describe the professional example that a fan watches.

This dataset cannot establish which accounts Valve includes. Bots and idle-hour activity are questions for that methodology, not findings proved by these demos. Here, the denominator is explicit: the recorded players at seven Majors.

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 →
THE MAJOR RECORD CONTINUES / AGENT ROWAN

From the skin showcase to the gambling sponsor.

CSGORoll's G2 announcement placed a branded slot-machine activation at the Paris Major. Its later instructions asked sellers for Steam session tokens. Follow the sponsorship, the 2016 demands and the public enforcement record.

Ten days to stop. Seven years later, at G2's booth. →

06 / THE CARRIED VALUE122-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**.

$6.13msummed 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 ↓

07 / PLAYER FILESTHE PERSON · THE OBJECT · THE VALUE

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 ↓

> Explore the player files and their source data online.

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.

THE MOST INSPECTED FINISHES

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.

08 / EXPLORE THE DATATHE RECORD IS OPEN

From the headline *to the individual row.*

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

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

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	knife_events	default_events	has_skin	inspect_time_s	inspect_time_min
IEM Rio Major 2022	Jame	5517	0	yes	9010.8	150.18
PGL Major Stockholm 2021	huNter	2851	0	yes	8022.0	133.70
IEM Rio Major 2022	Patsi	6581	0	yes	7318.7	121.98
IEM Rio Major 2022	Qikert	2471	0	yes	5721.0	95.35
IEM Rio Major 2022	stavn	3338	0	yes	5692.2	94.87
PGL Major Antwerp 2022	huNter	1812	0	yes	5606.2	93.44

▼ 02 / Knife finishes 1,053 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	knife	finish	phase	wear	inspect_time_s	inspect_time_min
IEM Rio Major 2022	Jame	Butterfly Knife	Night		Field-Tested	7514.2	125.24
IEM Rio Major 2022	Qikert	Nomad Knife	Crimson Web		Minimal Wear	5721.0	95.35
IEM Rio Major 2022	stavn	Butterfly Knife	Tiger Tooth		Factory New	5692.2	94.87
PGL Major Stockholm 2021	huNter	Karambit	Doppler	Black Pearl	Factory New	5566.6	92.78
BLAST.tv Paris Major 2023	CRUC1AL	Paracord Knife	Marble Fade		Factory New	4887.6	81.46

event	player	knife	finish	phase	wear	inspect_time_s	inspect_time_min
IEM Rio Major 2022	torzsi	Butterfly Knife	Doppler	Phase 1	Factory New	4854.6	80.91

▼ 03 / Knife totals by Major 7 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	matches_with_data	players	players_skin_knife	players_default_knife	pct_skin	knife_inspect_events	total_inspect_time_min
PGL Major Stockholm 2021	40	78	77	1	98.7	96840	2509.9
PGL Major Antwerp 2022	40	78	77	1	98.7	98673	2376.4
IEM Rio Major 2022	40	77	77	0	100.0	130939	3160.0
BLAST.tv Paris Major 2023	40	78	76	2	97.4	99297	2604.2
PGL CS2 Major Copenhagen 2024	40	79	78	1	98.7	147767	390.6
Perfect World Shanghai Major 2024	40	84	82	2	97.6	151965	349.1

▼ 04 / Knife price snapshot 1,053 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	knife	finish	phase	wear	inspect_time_min	market_hash_name	buff_ask_usd	csfloat_ask_usd
IEM Rio Major 2022	Jame	Butterfly Knife	Night		Field-Tested	125.24	★ Butterfly Knife | Night (Field-Tested)	496.24	484.67

event	player	knife	finish	phase	wear	inspect_time_min	market_hash_name	buff_ask_usd	csfloat_ask_usd
IEM Rio Major 2022	Qikert	Nomad Knife	Crimson Web		Minimal Wear	95.35	★ Nomad Knife | Crimson Web (Minimal Wear)	185.68	188.68
IEM Rio Major 2022	stavn	Butterfly Knife	Tiger Tooth		Factory New	94.87	★ Butterfly Knife | Tiger Tooth (Factory New)	1048.66	1012.65
PGL Major Stockholm 2021	huNter	Karambit	Doppler	Black Pearl	Factory New	92.78	★ Karambit | Doppler (Factory New)	7450.88	7733
BLAST.tv Paris Major 2023	CRUC1AL	Paracord Knife	Marble Fade		Factory New	81.46	★ Paracord Knife | Marble Fade (Factory New)	112.81	109.18
IEM Rio Major 2022	torzsi	Butterfly Knife	Doppler	Phase 1	Factory New	80.91	★ Butterfly Knife | Doppler (Factory New)	2145.75	2107.51

▼ 05 / All-weapon player records559 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	inspect_events	default_events	skinned_events	pct_skinned	has_skinned_weapon	inspect_time_min
IEM Rio Major 2022	Jame	5563	3	5560	99.9	yes	150.46
PGL Major Stockholm 2021	huNter	3115	5	3110	99.8	yes	137.35

event	player	inspect_events	default_events	skinned_events	pct_skinned	has_skinned_weapon	inspect_time_min
IEM Rio Major 2022	Patsi	6749	2	6747	100.0	yes	123.04
IEM Rio Major 2022	Qikert	2718	0	2718	100.0	yes	102.06
PGL Major Antwerp 2022	huNter	1970	1	1969	99.9	yes	98.75
IEM Rio Major 2022	stavn	3404	0	3404	100.0	yes	95.66

▼ 06 / Weapon categories 47 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

weapon	category	inspect_events	default_events	skinned_events	pct_skinned	inspect_time_min
Butterfly Knife	Knives	393260	8304	384956	97.9	4085.76
Karambit	Knives	228118	19	228099	100.0	2546.21
M9 Bayonet	Knives	109996	24	109972	100.0	1811.93
Paracord Knife	Knives	47354	383	46971	99.2	907.81
Survival Knife	Knives	32777	40	32737	99.9	609.13
Nomad Knife	Knives	27585	611	26974	97.8	361.49

▼ 07 / All-weapon event totals 7 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	matches_with_data	players	players_with_skin	players_default_only	pct_players_with_skin	inspect_events	skinned_events	pct_skinned_events	inspect_time_min
PGL Major Stockholm 2021	40	78	78	0	100.0	102683	101221	98.6	2612.7
PGL Major Antwerp 2022	40	79	78	1	98.7	106006	105494	99.5	2488.7

event	matches_with_data	players	players_with_skin	players_default_only	pct_players_with_skin	inspect_events	skinned_events	pct_skinned_events	inspect_time_min
IEM Rio Major 2022	40	79	79	0	100.0	136221	134474	98.7	3256.6
BLAST.tv Paris Major 2023	40	78	77	1	98.7	106224	104496	98.4	2724.5
PGL CS2 Major Copenhagen 2024	40	79	79	0	100.0	155740	154139	99.0	424.5
Perfect World Shanghai Major 2024	40	84	84	0	100.0	160544	155810	97.1	376.9

▼ 08 / Most inspected skins 100 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	weapon	finish	phase	wear	inspect_time_min
IEM Rio Major 2022	Jame	Butterfly Knife	Night		Field-Tested	125.24
IEM Rio Major 2022	Qikert	Nomad Knife	Crimson Web		Minimal Wear	95.35
IEM Rio Major 2022	stavn	Butterfly Knife	Tiger Tooth		Factory New	94.87
PGL Major Stockholm 2021	huNter	Karambit	Doppler	Black Pearl	Factory New	92.78
BLAST.tv Paris Major 2023	CRUC1AL	Paracord Knife	Marble Fade		Factory New	81.46
IEM Rio Major 2022	torzsi	Butterfly Knife	Doppler	Phase 1	Factory New	80.91

▼ 09 / Gloves by player 390 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	gloves	finish	wear	has_skinned_gloves	on_screen_min
PGL CS2 Major Copenhagen 2024	jL	Sport Gloves	Hedge Maze	Field-Tested	yes	835.72
PGL CS2 Major Copenhagen 2024	w0nderful	Specialist Gloves	Crimson Kimono	Minimal Wear	yes	835.72
PGL CS2 Major Copenhagen 2024	iM	Specialist Gloves	Crimson Kimono	Minimal Wear	yes	835.67
PGL CS2 Major Copenhagen 2024	b1t	Specialist Gloves	Crimson Kimono	Field-Tested	yes	835.67
PGL CS2 Major Copenhagen 2024	Aleksib	Moto Gloves	Spearmint	Field-Tested	yes	835.59
PGL CS2 Major Copenhagen 2024	broky	Specialist Gloves	Crimson Kimono	Field-Tested	yes	781.35

▼ 10 / Gloves by Major 7 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	matches_with_data	players	players_skinned_gloves	players_default_gloves	pct_skinned	total_on_screen_min
PGL Major Stockholm 2021	1	10	10	0	100.0	950.2
PGL Major Antwerp 2022	3	25	24	1	96.0	3918.3
IEM Rio Major 2022	4	40	38	2	95.0	2696.0
BLAST.tv Paris Major 2023	28	80	76	4	95.0	31404.3

event	matches_with_data	players	players_skinned_gloves	players_default_gloves	pct_skinned	total_on_screen_min
PGL CS2 Major Copenhagen 2024	37	80	77	3	96.2	34703.4
Perfect World Shanghai Major 2024	22	75	73	2	97.3	21500.5

▼ 11 / Carried loadouts by player396 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	weapons_carried	weapons_skinned	pct_skinned	has_skin	match_min
BLAST.tv Austin Major 2025	zont1x	13	13	100.0	yes	110.61
BLAST.tv Austin Major 2025	magixx	16	16	100.0	yes	110.61
BLAST.tv Austin Major 2025	Jimpphat	19	17	89.5	yes	110.29
BLAST.tv Austin Major 2025	torzsi	18	18	100.0	yes	110.23
BLAST.tv Austin Major 2025	sh1ro	20	17	85.0	yes	110.14
BLAST.tv Austin Major 2025	chopper	17	17	100.0	yes	109.96

▼ 12 / Carried weapon slots50 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

weapon	carried_slots	skinned_slots	pct_skinned
AK-47	393	393	100.0
Glock-18	392	382	97.4
USP-S	390	386	99.0

weapon	carried_slots	skinned_slots	pct_skinned
M4A1-S	388	388	100.0
Desert Eagle	380	373	98.2
Galil AR	368	344	93.5

▼ 13 / Carried loadouts by Major 7 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	matches_with_data	players	players_with_skin	players_default_only	pct_players_with_skin	weapon_slots	skinned_slots	pct_skinned_slots
PGL Major Stockholm 2021	1	10	10	0	100.0	131	113	86.3
PGL Major Antwerp 2022	3	25	25	0	100.0	359	338	94.2
IEM Rio Major 2022	4	40	40	0	100.0	445	391	87.9
BLAST.tv Paris Major 2023	28	80	80	0	100.0	1399	1276	91.2
PGL CS2 Major Copenhagen 2024	37	80	80	0	100.0	1466	1353	92.3
Perfect World Shanghai Major 2024	22	78	78	0	100.0	1222	1163	95.2

▼ 14 / Player loadout valuations 395 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	player	knife_usd	guns_usd	gloves_usd	total_usd	skins_count
PGL CS2 Major Copenhagen 2024	b1t	2652.44	31839.03	6838.23	41329.70	23
Perfect World Shanghai Major 2024	Jimpphat	2952.86	28311.91	6838.23	38103.00	14
Perfect World Shanghai Major 2024	donk	1765.91	28332.22	6838.23	36936.36	17
BLAST.tv Austin Major 2025	magixx	1765.91	30948.69	3680.83	36395.43	17
BLAST.tv Paris Major 2023	m0NESY	886.53	31336.19	2473.76	34696.48	17
PGL Major Stockholm 2021	b1t	1683.72	28982.14	3179.00	33844.86	13

▼ 15 / Major valuation totals 7 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

event	matches_with_data	players	total_loadout_usd	avg_loadout_usd
PGL Major Stockholm 2021	1	10	161041.01	16104.10
PGL Major Antwerp 2022	3	25	306281.82	12251.27
IEM Rio Major 2022	4	39	320859.03	8227.15
BLAST.tv Paris Major 2023	28	80	820636.69	10257.96
PGL CS2 Major Copenhagen 2024	37	80	949007.90	11862.60
Perfect World Shanghai Major 2024	22	78	1101000.25	14115.39

▼ 16 / Skin catalogue and market links 1,448 rows · CSV

Download complete table ↓ · First six rows below; original fields and precision retained.

market_hash_name	players_count	csfloat_url	steam_market_url	skinport_url
Desert Eagle | Blaze (Factory New)	144	https://csfloat.com/search?name=Desert%20Eagle%20%7C%20Blaze%20%28Factory%20New%29	https://steamcommunity.com/market/listings/730/Desert%20Eagle%20%7C%20Blaze%20%28Factory%20New%29	https://skinport.com/market?search=Desert%20Eagle%20%7C%20Blaze%20%28Factory%20New%29
M4A1-S | Blue Phosphor (Factory New)	134	https://csfloat.com/search?name=M4A1-S%20%7C%20Blue%20Phosphor%20%28Factory%20New%29	https://steamcommunity.com/market/listings/730/M4A1-S%20%7C%20Blue%20Phosphor%20%28Factory%20New%29	https://skinport.com/market?search=M4A1-S%20%7C%20Blue%20Phosphor%20%28Factory%20New%29
AK-47 | Fire Serpent (Field-Tested)	124	https://csfloat.com/search?name=AK-47%20%7C%20Fire%20Serpent%20%28Field-Tested%29	https://steamcommunity.com/market/listings/730/AK-47%20%7C%20Fire%20Serpent%20%28Field-Tested%29	https://skinport.com/market?search=AK-47%20%7C%20Fire%20Serpent%20%28Field-Tested%29
M4A1-S | Hot Rod (Factory New)	124	https://csfloat.com/search?name=M4A1-S%20%7C%20Hot%20Rod%20%28Factory%20New%29	https://steamcommunity.com/market/listings/730/M4A1-S%20%7C%20Hot%20Rod%20%28Factory%20New%29	https://skinport.com/market?search=M4A1-S%20%7C%20Hot%20Rod%20%28Factory%20New%29
AK-47 | Wild Lotus (Factory New)	122	https://csfloat.com/search?name=AK-47%20%7C%20Wild%20Lotus%20%28Factory%20New%29	https://steamcommunity.com/market/listings/730/AK-47%20%7C%20Wild%20Lotus%20%28Factory%20New%29	https://skinport.com/market?search=AK-47%20%7C%20Wild%20Lotus%20%28Factory%20New%29
AK-47 | Redline (Minimal Wear)	118	https://csfloat.com/search?name=AK-47%20%7C%20Redline%20%28Minimal%20Wear%29	https://steamcommunity.com/market/listings/730/AK-47%20%7C%20Redline%20%28Minimal%20Wear%29	https://skinport.com/market?search=AK-47%20%7C%20Redline%20%28Minimal%20Wear%29

▼ Raw skins tables508 files

- 68259_evil-geniuses-vs-faze-dust2.dem.skins.csv ↓
- 68260_g2-vs-copenhagen-flames-ancient.dem.skins.csv ↓
- 68262_gambit-vs-ence-overpass.dem.skins.csv ↓
- 68263_liquid-vs-entropiq-vertigo.dem.skins.csv ↓
- 68264_vitality-vs-virtus-pro-inferno.dem.skins.csv ↓
- 68266_nip-vs-mouz-inferno.dem.skins.csv ↓

- 68267_natus-vincere-vs-heroic-ancient.dem.skins.csv ↓
- 68268_furia-vs-astralis-inferno.dem.skins.csv ↓
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- 79734_apeks-vs-bad-news-eagle-ancient.dem.skins.csv ↓
- 79735_fnatic-vs-gamerlegion-overpass.dem.skins.csv ↓
- 79736_monte-vs-vitality-m1-anubis.dem.skins.csv ↓
- 79736_monte-vs-vitality-m2-nuke.dem.skins.csv ↓
- 79739_9ine-vs-faze-m1-inferno.dem.skins.csv ↓
- 79739_9ine-vs-faze-m2-anubis.dem.skins.csv ↓
- 79740_heroic-vs-liquid-m1-inferno.dem.skins.csv ↓
- 79740_heroic-vs-liquid-m2-mirage.dem.skins.csv ↓
- 79740_heroic-vs-liquid-m3-ancient.dem.skins.csv ↓
- 79741_furia-vs-g2-m1-inferno.dem.skins.csv ↓
- 79741_furia-vs-g2-m2-mirage.dem.skins.csv ↓
- 79742_ence-vs-ninjas-in-pyjamas-m1-mirage.dem.skins.csv ↓
- 79742_ence-vs-ninjas-in-pyjamas-m2-ancient.dem.skins.csv ↓
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- 79744_faze-vs-bad-news-eagles-m2-mirage.dem.skins.csv ↓
- 79744_faze-vs-bad-news-eagles-m3-inferno.dem.skins.csv ↓
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- 79745_monte-vs-natus-vincere-m2-nuke.dem.skins.csv ↓
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- 79747_fnatic-vs-g2-m1-inferno.dem.skins.csv ↓
- 79747_fnatic-vs-g2-m2-ancient.dem.skins.csv ↓
- 79747_fnatic-vs-g2-m3-vertigo.dem.skins.csv ↓
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- 79756_faze-vs-natus-vincere-m3-anubis.dem.skins.csv ↓
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- 79758_fnatic-vs-into-the-breach-m2-overpass.dem.skins.csv ↓
- 79758_fnatic-vs-into-the-breach-m3-vertigo.dem.skins.csv ↓

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- 79803_vitality-vs-into-the-breach-m2-anubis.dem.skins.csv ↓
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- 79807_liquid-vs-apeks-m2-overpass.dem.skins.csv ↓
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- 86023_complexity-vs-pain-vertigo.dem.skins.csv ↓
- 86024_faze-vs-heroic-ancient.dem.skins.csv ↓
- 86025_g2-vs-furia-inferno.dem.skins.csv ↓
- 86026_spirit-vs-cloud9-ancient.dem.skins.csv ↓
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- 86030_mouz-vs-eternal-fire-vertigo.dem.skins.csv ↓
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- 86063_eternal-fire-vs-virtus-pro-m3-inferno.dem.skins.csv ↓
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- 86064_ecstatic-vs-g2-m3-anubis.dem.skins.csv ↓
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- 86069_cloud9-vs-natus-vincere-m3-overpass.dem.skins.csv ↓
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- 86076_virtus-pro-vs-g2-m3-anubis.dem.skins.csv ↓
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- 86162_spirit-vs-faze-m2-nuke.dem.skins.csv ↓
- 86162_spirit-vs-faze-m3-vertigo.dem.skins.csv ↓
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- 92886_spirit-vs-furia-dust2.dem.skins.csv ↓
- 92887_mouz-vs-pain-nuke.dem.skins.csv ↓
- 92888_faze-vs-wildcard-ancient.dem.skins.csv ↓
- 92889_heroic-vs-big-mirage.dem.skins.csv ↓
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- 92894_liquid-vs-gamerlegion-inferno.dem.skins.csv ↓
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- 92905_faze-vs-heroic-ancient.dem.skins.csv ↓
- 92906_3dmax-vs-pain-dust2.dem.skins.csv ↓
- 92915_natus-vincere-vs-spirit-mirage.dem.skins.csv ↓

- 92916_furia-vs-liquid-inferno.dem.skins.csv ↓
- 92918_g2-vs-3dmax-ancient.dem.skins.csv ↓
- 92919_mouz-vs-faze-inferno.dem.skins.csv ↓
- 92921_vitality-vs-mibr-m1-mirage.dem.skins.csv ↓
- 92921_vitality-vs-mibr-m2-anubis.dem.skins.csv ↓
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- 92922_gamerlegion-vs-wildcard-m2-ancient.dem.skins.csv ↓
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- 92925_big-vs-pain-m3-mirage.dem.skins.csv ↓
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- 92943_big-vs-faze-m1-inferno.dem.skins.csv ↓
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- 92948_natus-vincere-vs-gamerlegion-m1-nuke.dem.skins.csv ↓
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- 92949_mouz-vs-3dmax-m1-dust2.dem.skins.csv ↓
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- 92953_furia-vs-pain-m3-inferno.dem.skins.csv ↓
- 92954_spirit-vs-heroic-m1-ancient.dem.skins.csv ↓
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- 92984_faze-vs-furia-m3-mirage.dem.skins.csv ↓
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- 93037_spirit-vs-liquid-m2-dust2.dem.skins.csv ↓
- 93050_g2-vs-heroic-m1-ancient.dem.skins.csv ↓
- 93050_g2-vs-heroic-m2-nuke.dem.skins.csv ↓
- 93050_g2-vs-heroic-m3-mirage.dem.skins.csv ↓
- 93052_vitality-vs-faze-m1-nuke.dem.skins.csv ↓
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- 93052_vitality-vs-faze-m3-anubis.dem.skins.csv ↓
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- 97737_vitality-vs-legacy-inferno.dem.skins.csv ↓
- 97739_mouz-vs-virtuspro-mirage.dem.skins.csv ↓
- 97740_spirit-vs-pain-dust2.dem.skins.csv ↓
- 97741_g2-vs-3dmax-nuke.dem.skins.csv ↓
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- 97753_spirit-vs-lynn-vision-dust2.dem.skins.csv ↓
- 97754_mouz-vs-faze-ancient.dem.skins.csv ↓
- 97755_vitality-vs-nemiga-dust2.dem.skins.csv ↓
- 97756_the-mongolz-vs-liquid-ancient.dem.skins.csv ↓
- 97757_g2-vs-pain-dust2.dem.skins.csv ↓
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- 97770_legacy-vs-faze-anubis.dem.skins.csv ↓
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- 97773_the-mongolz-vs-lynn-vision-nuke.dem.skins.csv ↓
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- 97791_mouz-vs-liquid-m2-nuke.dem.skins.csv ↓
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- 97830_aurora-vs-mouz-m3-mirage.dem.skins.csv ↓
- 97835_virtus-pro-vs-vitality-m1-train.dem.skins.csv ↓
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- 97836_natus-vincere-vs-g2-m1-mirage.dem.skins.csv ↓
- 97836_natus-vincere-vs-g2-m2-anubis.dem.skins.csv ↓
- 97836_natus-vincere-vs-g2-m3-inferno.dem.skins.csv ↓
- 97857_legacy-vs-mouz-m1-ancient.dem.skins.csv ↓
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- 97857_legacy-vs-mouz-m3-nuke.dem.skins.csv ↓
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- 97867_virtus-pro-vs-pain-m1-mirage.dem.skins.csv ↓
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- 97867_virtus-pro-vs-pain-m3-dust2.dem.skins.csv ↓
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- 97934_spirit-vs-mouz-m3-nuke.dem.skins.csv ↓
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- 97936_furia-vs-pain-m2-anubis.dem.skins.csv ↓
- 97936_furia-vs-pain-m3-inferno.dem.skins.csv ↓
- 97952_natus-vincere-vs-vitality-m1-mirage.dem.skins.csv ↓
- 97952_natus-vincere-vs-vitality-m2-nuke.dem.skins.csv ↓
- 97954_faze-vs-the-mongolz-m1-mirage.dem.skins.csv ↓
- 97954_faze-vs-the-mongolz-m2-anubis.dem.skins.csv ↓
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- 97970_mouz-vs-vitality-m3-train.dem.skins.csv ↓
- 97973_pain-vs-the-mongolz-m1-mirage.dem.skins.csv ↓
- 97973_pain-vs-the-mongolz-m2-anubis.dem.skins.csv ↓
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- 97995_vitality-vs-the-mongolz-m2-dust2.dem.skins.csv ↓
- 97995_vitality-vs-the-mongolz-m3-inferno.dem.skins.csv ↓
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- faze-vs-natus-vincere-m1-inferno.dem.skins.csv ↓
- faze-vs-natus-vincere-m2-mirage.dem.skins.csv ↓
- faze-vs-natus-vincere-m2-nuke.dem.skins.csv ↓
- faze-vs-natus-vincere-m3-inferno.dem.skins.csv ↓
- g2-vs-natus-vincere-m1-ancient.dem.skins.csv ↓
- g2-vs-natus-vincere-m2-nuke.dem.skins.csv ↓
- gamerlegion-vs-vitality-m1-overpass.dem.skins.csv ↓
- gamerlegion-vs-vitality-m2-nuke.dem.skins.csv ↓
- outsiders-vs-heroic-m1-mirage.dem.skins.csv ↓
- outsiders-vs-heroic-m2-overpass.dem.skins.csv ↓
- spirit-vs-faze-m1-nuke.dem.skins.csv ↓
- spirit-vs-faze-m2-ancient.dem.skins.csv ↓
- spirit-vs-faze-m3-dust2.dem.skins.csv ↓
- vitality-vs-the-mongolz-m1-mirage.dem.skins.csv ↓
- vitality-vs-the-mongolz-m2-dust2.dem.skins.csv ↓
- vitality-vs-the-mongolz-m3-inferno.dem.skins.csv ↓

▼ **Raw gloves tables** 225 files

- 68407_g2-vs-natus-vincere-m1-ancient.dem.gloves.csv ↓
- 68407_g2-vs-natus-vincere-m2-nuke.dem.gloves.csv ↓
- 71910_nip-vs-faze-m1-nuke.dem.gloves.csv ↓
- 71910_nip-vs-faze-m2-overpass.dem.gloves.csv ↓
- 71910_nip-vs-faze-m3-inferno.dem.gloves.csv ↓
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- 71939_ence-vs-copenhagen-flames-m2-nuke.dem.gloves.csv ↓
- 71998_faze-vs-natus-vincere-m1-inferno.dem.gloves.csv ↓
- 71998_faze-vs-natus-vincere-m2-nuke.dem.gloves.csv ↓
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- 75555_mouz-vs-liquid-inferno.dem.gloves.csv ↓
- 75556_sprout-vs-big-vertigo.dem.gloves.csv ↓
- 75637_outsiders-vs-heroic-m1-mirage.dem.gloves.csv ↓
- 75637_outsiders-vs-heroic-m2-overpass.dem.gloves.csv ↓
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- 86181_natus-vincere-vs-g2-m3-ancient.dem.gloves.csv ↓
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- 92950_mibr-vs-liquid-m3-anubis.dem.gloves.csv ↓
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- 97740_spirit-vs-pain-dust2.dem.gloves.csv ↓
- 97741_g2-vs-3dmax-nuke.dem.gloves.csv ↓
- 97743_aurora-vs-faze-anubis.dem.gloves.csv ↓
- 97745_the-mongolz-vs-furia-inferno.dem.gloves.csv ↓
- 97748_liquid-vs-lynn-vision-dust2.dem.gloves.csv ↓
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- 97826_the-mongolz-vs-faze-m2-anubis.dem.gloves.csv ↓
- 97830_aurora-vs-mouz-m1-train.dem.gloves.csv ↓
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- 97830_aurora-vs-mouz-m3-mirage.dem.gloves.csv ↓
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▼ **Raw loadout tables** 225 files

- 68407_g2-vs-natus-vincere-m1-ancient.dem.loadout.csv ↓
- 68407_g2-vs-natus-vincere-m2-nuke.dem.loadout.csv ↓
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- 71910_nip-vs-faze-m3-inferno.dem.loadout.csv ↓
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- 71939_ence-vs-copenhagen-flames-m2-nuke.dem.loadout.csv ↓
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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 & SOURCESAGENT 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**CSV ↓04 / HOURS CALCULATION**Seconds, hours, event totals**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 →

Agent SimonFOLLOW THE EVIDENCE.

Material PDF ↓Signed record · JSON ↓PGP signature ↓

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EDITION NOTES / TRACEABLE FILES

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.

Visual material linked separately

- interactive collection: Open the video examples and timestamps online.
- interactive collection: Explore the player files and their source data online.

Check this edition

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Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/major_skins/
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