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

The Steam Dossier follows G2 and CSGORoll at the Paris Major, Valve's 2016 demands, session-token instructions, sponsorship intermediaries and an unblocked Link Filter response.

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COUNTER-STRIKE / SPONSORSHIP, ACCESS & ENFORCEMENT

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

Valve demanded that gambling operators stop using Steam in 2016. Seven years later, CSGORoll announced a G2 activation at the Paris Major. Its next published trading workaround asked users for a Steam session token. These records follow the gap between platform rules, commercial promotion and account access.

Read the investigation ↓RWBy **Agent Rowan**5 October 2026 · The Steam Dossier
THE RECORD / THREE CONNECTED DOCUMENTS

2016**The demand**Valve's letters give gambling operators ten days.*01*2023**The promotion**CSGORoll announces G2 and a Paris Major activation.*02*2024**The credential**The operator publishes Steam session-token instructions.*03*
CASE FILE / MAJOR SPONSORSHIPSPUBLIC RECORD · 2016—2026

01 · The Major connection

The audience comes for the player. *The sponsor gets the attention.*

On 2 May 2023, CSGORoll announced a G2 partnership: branding on the G2 and OYA jerseys, plus a skin-and-prize activation at G2's Paris Major booth. Its announcement described a CSGORoll-themed slot machine. The operator itself placed the gambling brand at the intersection of a famous team, valuable skins and a flagship Counter-Strike event. CSGORoll's announcement · 2 May 2023 ↗

ATTENTION**G2 / players**Fans follow a familiar team.
ACTIVATION**Paris Major booth**The announced slot-machine attraction.
BRAND EXPOSURE**CSGORoll**Skins and prizes carry the sponsor's identity.
Advertising mechanism inferred from the operator's announcement. The source establishes what was promoted; it is not footage confirming the booth's operation.

Sharpr's 4 May report described the launch video featuring m0NESY, who had turned 18 the day before the partnership announcement. A young star was the face of a skin-gambling promotion. That is the commercial bridge this investigation follows: the player earns the audience's attention; the sponsor buys access to it. Sharpr · G2's skin-gambling deal ↗

The announcement documents a team partnership and a planned Major activation. It does not establish a direct CSGORoll–Valve sponsorship contract. Establishing who approved the activation would require the team's, organiser's and distributors' agreements and decisions.

READ WITH THE MAJOR DATA**98.7% of recorded weapon inspections involve a non-default finish.**
Seven Majors. 491 maps. The skin is already in the foreground before a sponsor enters the picture.

Open the Major showcase →

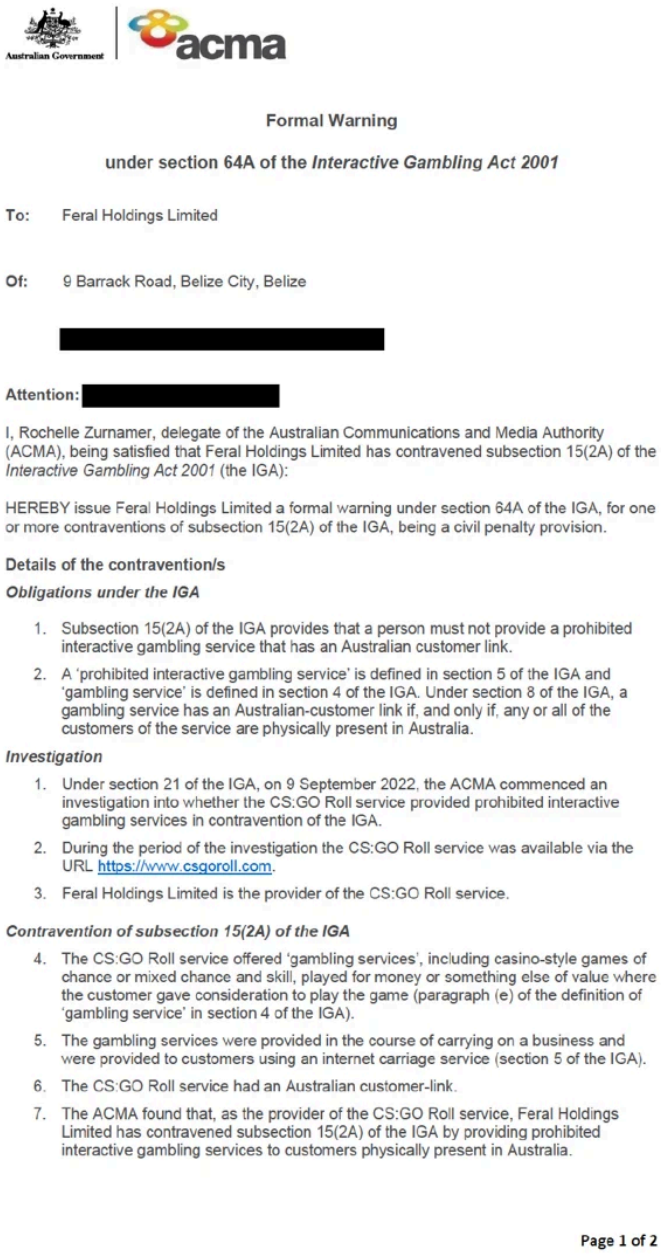
02 · Before the announcement

A warning existed. *Forty-three days earlier.*

43days
The Australian regulator's original warning is dated **20 March 2023**. CSGORoll announced the G2 deal on **2 May**. The addressee was Feral Holdings Limited, at a Belize address, identified as the operator of CS:GO Roll. ACMA · original formal warning ↗

ACMA's 17 May public statement described the economic loop: skins become gambling credits; winnings become skins; external services convert those skins into money. It reported the service's withdrawal from Australia. A cosmetic's lack of weapon damage does not remove its financial role. ACMA · enforcement announcement ↗

43 days = 2 May − 20 March 2023. The warning concerns Australian law. These dates do not establish when G2 learned of it.



Formal Warning

under section 64A of the *Interactive Gambling Act 2001*

To: Feral Holdings Limited

Of: 9 Barrack Road, Belize City, Belize

[redacted]

Attention: [redacted]

I, Rochelle Zurnamer, delegate of the Australian Communications and Media Authority (ACMA), being satisfied that Feral Holdings Limited has contravened subsection 15(2A) of the *Interactive Gambling Act 2001* (the IGA):

HEREBY issue Feral Holdings Limited a formal warning under section 64A of the IGA, for one or more contraventions of subsection 15(2A) of the IGA, being a civil penalty provision.

Details of the contravention/s

Obligations under the IGA

1. Subsection 15(2A) of the IGA provides that a person must not provide a prohibited interactive gambling service that has an Australian customer link.
2. A 'prohibited interactive gambling service' is defined in section 5 of the IGA and 'gambling service' is defined in section 4 of the IGA. Under section 8 of the IGA, a gambling service has an Australian-customer link if, and only if, any or all of the customers of the service are physically present in Australia.

Investigation

1. Under section 21 of the IGA, on 9 September 2022, the ACMA commenced an investigation into whether the CS:GO Roll service provided prohibited interactive gambling services in contravention of the IGA.
2. During the period of the investigation the CS:GO Roll service was available via the URL https://www.csgoroll.com.
3. Feral Holdings Limited is the provider of the CS:GO Roll service.

Contravention of subsection 15(2A) of the IGA

4. The CS:GO Roll service offered 'gambling services', including casino-style games of chance or mixed chance and skill, played for money or something else of value where the customer gave consideration to play the game (paragraph (e) of the definition of 'gambling service' in section 4 of the IGA).
5. The gambling services were provided in the course of carrying on a business and were provided to customers using an internet carriage service (section 5 of the IGA).
6. The CS:GO Roll service had an Australian customer-link.
7. The ACMA found that, as the provider of the CS:GO Roll service, Feral Holdings Limited has contravened subsection 15(2A) of the IGA by providing prohibited interactive gambling services to customers physically present in Australia.

Page 1 of 2

EXHIBIT 01 / ACMA WARNING
Original document, page 1 of 2. Date on page 2.

03 · The 2016 demand

Ten days to stop. *A letter is not an outcome.*

On 13 July 2016, Valve described the mechanism in public: OpenID identifies a Steam account; automated accounts make web calls resembling ordinary users. Using those mechanisms for gambling, Valve said, violated its API and user agreements. This was a known infrastructure route, described by the platform itself. Valve · In-Game Item Trading Update ↗

Letters signed by general counsel **Karl Quackenbush** gave operators ten days to stop commercial use of Steam accounts. Ars reported 23 recipients and Valve's confirmation of the letter. HLTV identified **CSGOFAST** and CSGOLounge among the named sites. These records do **not** establish CSGORoll as a recipient. Ars · the cease-and-desist letters ↗ HLTV · named recipients ↗

JUL 2016**Valve declares the gambling use prohibited.**
OpenID, automated accounts and a ten-day demand.

DEC 2017**CSGOFAST Cup 2 enters the tournament record.**
Eight teams; $10,000 prize pool.

MAY 2023**CSGORoll announces G2 and a Paris Major activation.**
Jerseys, a branded slot machine, skins and prizes.

APR 2024**CSGORoll publishes its session-token instructions.**
A credential handed from the Steam session to the operator.

OCT 2026**The checked Link Filter route allows continuation.**
A dated response, preserved with its checksum.

HLTV's event record dates **CSGOFAST Cup 2 to 20–22 December 2017**. The brand's later tournament presence is documented. That alone does not establish uninterrupted operation or unchanged ownership after the 2016 demand. CSGOFAST Cup 2 · event record ↗

> The letter records what Valve demanded. Enforcement records would show what happened next.

04 · Beyond a jersey

When one advertising surface closes, *another can carry the brand.*

RushBee's own **Metality** case study names GG.BET as its client and describes a Vitality campaign built around touring rock-star imagery. It says brand placement in game packs maintained visibility while adhering to jersey sponsorship restrictions. A branded bus, gaming sessions and player meet-and-greets carried the campaign beyond the shirt. RushBee · Metality campaign ↗

This is a documented intermediary and a documented change of advertising surface. It is not, by itself, evidence of a concealed owner or an unlawful workaround. The useful question is concrete: **what does a jersey restriction prevent when the same sponsor can reach fans through the surrounding event?**

BLAST's January 2024 announcement gives a second route: GG.BET's BLAST Premier partnership included on-broadcast betting odds, predictions, Pick 'Ems, giveaways and physical and digital branding. It also records GG.BET's previous partnerships with the Stockholm 2021 and Antwerp 2022 Majors. The newly announced deal was for **BLAST Premier**; it should not be relabelled as a new Major contract. BLAST · GG.BET partnership ↗

SPONSORSHIP ROUTES / DIFFERENT CONTRACTS, DIFFERENT SURFACES

Relationship	Documented surface	Record
CSGORoll → G2	Team jerseys; announced Paris Major booth activation	2 May 2023
GG.BET → RushBee / Vitality campaign	Game packs, branded tour bus, meet-and-greets	Agency case study
GG.BET → BLAST Premier	Odds in the broadcast, predictions, content and branding	22 Jan 2024
CSGOEmpire → Empire Cup	Announced $50,000 online tournament	26 Mar 2024

Sources: operator announcement, agency case study, organiser announcement and HLTV's tournament reporting. These are distinct relationships, not a single ownership chain.

CSGOEmpire announced a $50,000 online cup with Fortuna in March 2024. After the disruption at the **Copenhagen Major on 29 March**, participants withdrew; this was not the Paris Major of 2023. A later 3DMAX statement dated 2 March 2025 confirmed that its brief Empire sponsorship had been terminated. The record shows both commercial recruitment and pushback, not one permanent partnership. HLTV · Empire Cup announcement ↗ HLTV · withdrawals ↗ 3DMAX · termination statement ↗

Valve's currently published tournament licence has separate provisions for betting sponsorship and skin-economy sponsors. That distinction makes the applicable contract, date and jurisdiction material. Today's licence cannot establish which clause governed a 2023 activation. Valve · tournament licence, §2.4(d)–(e) ↗

05 · The session-token route

The operator's instruction: *hand over the token.*

The sponsorship buys attention. The trading workflow asks for something else: a credential from the customer's Steam session. In its 10 April 2024 **WebAPI P2P SOLUTION** post, CSGORoll told sellers to copy a `webapi_token` from their authenticated Steam browser session into the operator's trading page. CSGORoll · published instructions ↗

STEAM**User session**A Steam-issued access token.
USER ACTION**Credential transfer**The token is copied outside Steam.

CSGOROLL**Trade monitoring**The operator's stated purpose.
The post addressed sellers listing skins, rather than buyers alone. It described daily token renewal, invalidation after logout or session termination, and encrypted storage. These are the operator's claims about use and handling. The post was still publicly accessible when collected; that does not establish that its 2024 procedure remains in use unchanged.

The user key and the session token are different credentials.

Steam users manage a **personal Steam Web API key** at steamcommunity.com/dev/apikey ↗. This is the user-key route, not a Steamworks publisher credential for a game studio. Valve's authentication documentation explicitly separates *User Keys* from *Publisher Keys*. Valve · User Keys and Publisher Keys ↗

CSGORoll's cited procedure asks for a different object: the session's `webapi_token`, not the personal API key registered on that page. The sample examined for this investigation is a **JWT access token**. JWT describes its format; the API is the interface that accepts it. A token accepted by a Steam endpoint does not become a publisher key. JWT format · RFC 7519 ↗

PERSONAL WEB API KEY

Registered on the user's account

A separately managed credential at Steam Community's API-key page. Its creation and revocation are distinct from those of a browser-session access token.

User API-key management ↗
SESSION ACCESS TOKEN / JWT

Issued in the logged-in session

The credential requested in the cited workflow. Its expiry, accepted endpoints and revocation depend on the session-token system; the API-key page does not define those controls.

Maintainer's access-token account ↗
The distinction is documented in trade tooling. In March 2024, the maintainer of `node-steam-tradeoffer-manager` described access-token authentication for parts of Steam WebAPI, including a fallback when an account lacked an API key and registration required mobile confirmation. The maintainer dates that confirmation requirement to late 2023 and calls the token route officially unsupported. This establishes a documented alternative credential path; it does not establish which library CSGORoll used. Library maintainer · Access Tokens ↗

The trust boundary moves after sign-in.

Steam OpenID confirms a Steam identity to the relying site. That sign-in step alone does not give the site the user's Steam session token. CSGORoll's separate copy-and-paste instruction is the material step: a session credential crosses to the operator. Valve · Steam OpenID provider ↗

The published instruction supplies no endpoint-level permission list or evidence of an independently revocable, site-specific grant. Its promise to use the token for monitoring does not establish that Steam restricts the token to that purpose. The questions for the platform are the permissions accepted by each endpoint and the mechanism for ending the transferred access.

> A confirmation gate on API-key registration does not close a separate session-token route.

Continue in Part II: which credential crosses the boundary? →

06 · The cross-IP test

The token worked *from a different IP.*

The source reports testing the same session access token from a different IP address and receiving authenticated access. In that reported test, a change of source IP did not cause the server to reject the credential. This is a behavioural observation, separate from decoding the token.

The sample decoded for this investigation declares `EdDSA` and an audience of `web:community`. Its `ip_subject` and `ip_confirmer` values match. The account identifier, IP addresses and credential are withheld.

DECLARED AUDIENCE`web:community`
EXPIRY − ISSUE TIME**24h 20m 49s**
REPORTED CROSS-IP TEST**Access accepted**

The result matters because the IP fields can look like a security boundary. A recorded address is not, by itself, a server-enforced restriction. **The source's test reports that the boundary did not hold for the request tested.** It does not establish that every Steam endpoint accepts the token from every possible IP.

Test provenance: result supplied to this investigation by the source. The request log, endpoint and test time are not included in this publication; the editorial review did not independently replay the credential.

The sample's time claims span **87,649 seconds**. This is the interval encoded in that sample, not a measured guarantee of usable access or a universal Steam token lifetime. Local decoding alone did not validate the signature.

Neither the personal API-key settings nor Steamworks publisher-key restrictions establish the IP controls on this JWT. The relevant evidence is the response to the session token at the endpoint under test. The reported cross-IP success is a reason to examine that control directly.

07 · The public control

The response was a warning. *It offered a way through.*

CAPTURE / 05 OCT 2026 · 16:20 UTCUNAUTHENTICATED GET · HTTP 200
steamcommunity.com/linkfilter/?url=csgoroll.com

Continue to external site
The captured Steam response offered continuation.
No “Link Blocked” screen was present.

Open the checked Steam route ↗
Textual reconstruction of the saved response; not an interactive Steam security dialog.

This check establishes the result for **one URL at one time**. It does not reveal sanctions against trading accounts or imply Valve’s endorsement. It does leave a precise enforcement question: what criterion governs the public warning for an operator whose own instructions describe collecting Steam session tokens?

▼ **Response provenance and SHA-256**

Retrieved
2026-10-05T16:20:36.939554+00:00

Request
Unauthenticated HTTP GET; no user token submitted

Saved response SHA-256
0878605b1ee6eead0ad27e515fd9d1b05cf657046f1ec7c7df666e73cccf324b

Read the captured response text ↓

08 · The missing enforcement trail

Who was removed? *Who was allowed back?*

New York’s Attorney General raised precisely this selection problem in a complaint filed on 25 February 2026. Paragraphs 95–99 allege exclusions from the 2016 campaign and later restoration of access for certain services. These are the plaintiff’s allegations, not findings by a court. They identify records that matter: the exemption criteria, internal decisions and restoration trail. New York v. Valve · complaint, §§95–99 ↗

Valve also documented concrete action against OPSkins ExpressTrade in 2018. The question is the reach, consistency and durability of enforcement: which route was closed, whether its replacement was detected, and which commercial uses were permitted to continue. Valve · ExpressTrade ↗

The documents this record calls for

1. **2016 recipients and outcomes.** Account actions, follow-up and the reasons for exclusions.
2. **Event approval.** Who approved the advertised G2 activation, under which dated agreements?
3. **Credential boundaries.** Which endpoints accept session tokens, with what permissions, IP controls and revocation?
4. **Public warnings.** The criteria for blocking, allowing or restoring the domains in this record.

The ten-day deadline was a demand made of the operators.
Ten years later, its enforcement belongs on the record.

09 · Sources & authorship

Follow the documents.

This article connects dated public records, a locally decoded and redacted token sample, a source-reported cross-IP test, and a preserved unauthenticated Link Filter response. Source links sit beside each claim. Interpretations, announcements and allegations are identified where they appear.

1. S01
   G2 / CSGORoll announcement ↗ operator · 2023-05-02
2. S02
   Sharpr: G2 skin gambling deal ↗ reporting · 2023-05-04
3. S40
   ACMA formal warning to Feral Holdings ↗ regulator · 2023-03
4. S03
   ACMA: CSGORoll warning ↗ regulator · 2023-05-17
5. S04
   Valve: In-Game Item Trading Update ↗ valve · 2016-07-13
6. S06
   Ars: July letters confirmed by Valve ↗ reporting · 2016-07-20
7. S34
   Valve letters / CSGOFAST named ↗ reporting · 2016-07-20
8. S19
   CSGOFAST Cup 2 ↗ event-record · 2017-12-20/2017-12-22
9. S23
   RushBee Metality campaign ↗ agency-case-study · Retrieved 5 October 2026
10. S10
    BLAST Premier / GG.BET ↗ organizer · 2024-01-22
11. S16

CSGOEmpire Cup announcement ↗ reporting · 2024-03-26

12. S17
    Withdrawals after Copenhagen disruption ↗ reporting · 2024-03-30
13. S44
    3DMAX termination statement ↗ team-social · 2025-03
14. S08
    Valve Limited Game Tournament License ↗ valve-current · Retrieved 5 October 2026
15. S39
    CSGORoll WebAPI P2P Solution ↗ operator · 2024-04-10
16. S31
    JWT standard ↗ standard · 2015-05
17. S27
    Steam Community · OpenID provider ↗ valve-docs · Retrieved 5 October 2026
18. S29
    Access Tokens: tradeoffer-manager ↗ maintainer-primary · 2024-03-29
19. S45
    Steam Community · personal API-key management ↗ valve-user-account · Sign-in required
20. S24
    Steam Web API · User Keys and Publisher Keys ↗ valve-docs · Retrieved 5 October 2026
21. S07
    NY OAG v Valve complaint ↗ court-pleading · 2026-02-25
22. S37
    Valve OPSkins / ExpressTrade action ↗ valve · 2018
23. S33
    Steam Link Filter: csgoroll.com ↗ direct-observation · 2026-10-05

THE STEAM DOSSIER / INDIVIDUALLY ATTRIBUTED MATERIAL

Agent Rowan

Editorial pseudonym · Published 5 October 2026
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Source HTML SHA-256
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```

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