ENGLISH · 18 OCTOBER 2026

# The collected network in numbers

The collected network in numbers: developer, repository and overlap statistics from The Steam Dossier.

| | |
|---|---|
| **Prepared** | 18 October 2026 |
| **Attribution** | PhishDestroy Team |
| **Live article** | phishdestroy.io/steam_dossier/output_steam_network/steam_ecosystem_dashboard.html |
| **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 / 01 SECTIONS

# Follow the record.


Article overview 3

Recorded profile locations 4

Edition, sources & verification 5


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

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.

← Back to Executive briefing
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.

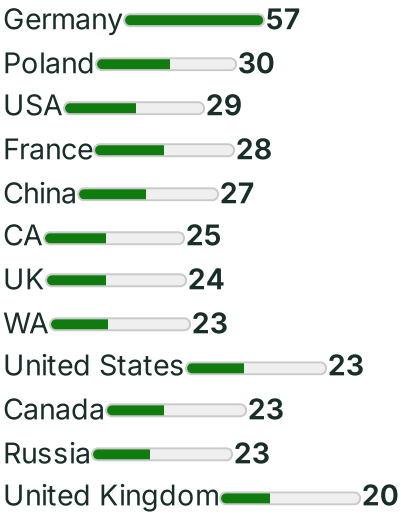
## Sector III — Card Farming Clients (ArchiSteamFarm)

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

# Recorded profile locations

3,320 profiles · 1,135 with a supplied location · 2,185 Unknown (65.8%). Snapshot date labelled by the original page: 17 September 2026.

Literal labels from country_summary.csv. Country names, cities and other self-entered values are retained without additional normalization.




▼ **Original geographic summary 1 — retained for comparison**

The earlier summaries used different displayed values: Canada 48 / 25; United Kingdom 44 / 24. Their aggregation transformation is not recorded in the retained CSV. The main chart above is reproducible from the literal CSV labels; the earlier values remain here unchanged.

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

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.

## Check this edition

The detached OpenPGP signature covers the exact bytes of the article JSON. That JSON includes the exported text, source identity and SHA-256 of this PDF. It is not a PDF document signature, and it does not certify the truth of underlying third-party material.

Article JSON · OpenPGP signature · JSON SHA-256
Published verification key · Verification instructions

```
Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
dec023aa2c35a4de369574f7e16f537d89f2a291bdcd3258f07b946943b17726
```

## Reuse and attribution

Authored research is released under CC0 1.0 Universal. Third-party statements, screenshots and other source material retain their own rights and attribution. The original rights statement is a separate signed object.

```
Build 2026-10-18T11:58:30.589Z
Source:
https://phishdestroy.io/steam_dossier/output_steam_network/steam_ecosystem_dashboard.html
```