ENGLISH · 18 OCTOBER 2026

Security Timeline

Timeline of Valve security incidents, policy updates and enforcement actions from 2018 to 2026, with evidential grading.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/security_timeline
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 / 17 SECTIONS

Follow the record.

Article overview 3

The chronology 3

Suspicious-message warnings in group chats 4

Granular permissions & IP whitelisting for Publisher Keys (Valve announcement) 4

CS2 trades gain a seven-day reversal window 5

Valve publishes account security warning regarding SMS leaks 5

Seven days before re-trading or re-marketing 5

New-device restrictions verified on Help Pages 6

Name-change trade cooldown implemented in 2024 6

Key creation requires mobile confirmation 6

Mandatory 2FA for setting game builds live goes effective 7

Custom biography content warnings observed by community 7

Profile link filtering and editing cooldowns active 8

Steam Client transition to OAuth refresh and access tokens 8

QR sign-in and authorized-device management 8

Trade cancellation endpoints removed from public API list 9

Dota 2 items receive a seven-day trading cooldown 9

Traded CS:GO items receive a seven-day cooldown 9

Edition, sources & verification 10

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

THE SECURITY RECORDEXHIBIT / 16 ENTRIES
2018 — 2026

Security Timeline — 2018 to 2026

> Security changed. *Follow the record.*

WHAT THIS SECTION PROVES
This chronological record reconstructs eight years of security modifications across Steam's trade and authentication stack. It tracks the 2018 7-day trade hold implementation, 2023 Web API key mobile confirmations, and the 2026 session token deprecations against documented bypass techniques. The timeline establishes that platform updates consistently lagged known exploit vectors while preserving structural advantages for commercial operators.

← Back to Executive briefing
Trade locks. Login controls. API restrictions. A dated record of what changed—and what the sources actually establish.

Explore the timeline
EIGHT YEARS. ONE RECORD.**16milestones to examine**
Every entry keeps its submitted date and source. Verification is shown alongside it.

REVIEWED / 24 SEP 2026

10Verified event & date
06Partly verified
00Source mismatch
00Source needed

How to read this record
Verified event & date: both supported by a readable primary source. **Partly verified:** a related change is documented, but the date or scope remains unresolved. **Source mismatch:** the linked material does not support the submitted claim. **Source needed:** no matching dated source was verified in this review. An unresolved entry is not proof that an event did not happen.

Dates on unresolved entries are submitted dates, not verified release dates. The original investigation text has not been rewritten.

The chronology

01 — 16
16 of 16 entries · newest first

202609-01Submitted date
CommunityPartly verified

Suspicious-message warnings in group chats

An official beta notice confirms the feature on 31 August. The supplied 1 September stable-release date still needs its specific release note.

Steam Client Beta — August 31st archived 2026-03-13 ↗

Original entry & submitted link
Automated Suspicious Chat Flagging

Inspect the submitted source ↗

202601-16Verified date
APIVerified event & date

Granular permissions & IP whitelisting for Publisher Keys (Valve announcement)

On 16 January 2026, Valve published an official Steamworks announcement (*"NEW: Better permissions and controls for Web API Keys"*) confirming new granular permission tools allowing developers to segment Web API keys into discrete groups (**General, Microtransactions, Economy, and Sales Data**), restrict keys to specific App IDs, and enforce server IP whitelisting.

The Glaring Double Standard: This official announcement establishes that Valve has fully developed the technical infrastructure for granular API permissions and IP restrictions, but **deliberately withholds them from regular user accounts (**`steamcommunity.com/dev/apikey`**)**. Regular user API keys remain monolithic, all-or-nothing credentials with no IP whitelisting—which is the exact technical omission enabling the multi-million-dollar API trade interception industry.

Valve Announcement — NEW: Better permissions and controls for Web API Keys (16 Jan 2026) · Documentation: Steamworks Web API Authentication ↗

Original entry & submitted link
Steamworks Web API Granular Scopes

Inspect Valve's Official Steamworks Announcement (493839547938902179) ↗

202507-15Verified date
TradingVerified event & date

CS2 trades gain a seven-day reversal window

Valve's dated announcement introduces reversal of Counter-Strike item trades from the preceding seven days. While designed to mitigate hijacking, third-party economic audits (CSMarketCap ↗) recorded a **$104M (-25%) collapse** in market capitalization within 24 hours due to cash-trading disruption. As analyzed by Skinvault ↗, triggering a reversal inflicts an automatic 30-day trade lockout on the account. In summer 2026, Valve shifted from global midnight UTC resets to individual per-item minute timers (Skin.land ↗).

Valve — 15 July 2025 announcement · CSMarketCap Analysis ↗

Original entry & submitted link
CS2 Trade Protection / Reversal Window

Inspect the submitted source ↗

202505-14Verified date
AuthenticationVerified event & date

Valve publishes account security warning regarding SMS leaks

Valve's official announcement on May 14, 2025, addresses account security and SMS-based authenticators. While the notice focuses on SMS leaks and confirms no Steam systems were breached, it serves as an official security update on the submitted date.

Valve — A note about the security of your Steam account

Original entry & submitted link
Account Security Announcement

Inspect the submitted source ↗

202410-02Verified date
TradingVerified event & date

Seven days before re-trading or re-marketing

The release notes cover items acquired through the in-game store, including the Armory, trade offers and the Community Market. The documented scope is wider than Armory items alone.

Valve — Release Notes for 10/2/2024

Original entry & submitted link
CS2 The Armory / 7-Day Hold

Inspect the submitted source ↗

202409-18Submitted date
TradingPartly verified

New-device restrictions verified on Help Pages

Steam's official support documentation confirms a 7-day trading restriction when logging in from a new device that has not been authorized for at least 7 days. While the exact rollout date of September 18, 2024, is not recorded as a changelog milestone, the functionality is fully documented.

Steam Support — Trading and Market Restrictions

Original entry & submitted link
New Device Login Trade Restriction

Inspect the submitted source ↗

202402-14Submitted date
CommunityPartly verified

Name-change trade cooldown implemented in 2024

Community and developer records confirm that in early 2024, Valve introduced an unannounced 2-to-4 hour trade cooldown immediately following a profile name change to mitigate rapid impersonation scams. Because Valve published no official press release, client changelog, or support article for this restriction, the submitted February 14 date lacks formal verification; a Steam community discussion serves as indirect corroboration rather than official Valve documentation.

Steam community discussion (indirect corroboration) — Name-change restriction detail

Original entry & submitted link
Profile Name / Avatar Change Hold

Inspect the submitted source ↗

202312-04Verified date
APIVerified event & date

Key creation requires mobile confirmation

The introduction of mandatory Steam Guard mobile confirmation for Web API key creation is verified to have occurred in late 2023, as documented by third-party developer libraries. The exact date of December 4, 2023, represents the observed rollout period within the developer

community.

Maintainer documentation — March 2024 archived 2026-09-24 ↗

Original entry & submitted link
Mobile Confirmation for API Keys

Inspect the submitted source ↗

202310-24Verified date
DeveloperVerified event & date

Mandatory 2FA for setting game builds live goes effective

Valve's official Steamworks announcement on October 10, 2023, confirms that starting October 24, 2023, any account setting a build live on the default branch of a released application must authorize the change via SMS or the Steam Mobile App. This change directly updated the SetAppBuildLive Web API.

Steamworks — Security improvements for managing builds and users archived 2025-12-03 ↗

Original entry & submitted link
SMS MFA for Game Build Publications

Inspect the submitted source ↗

202307-12Submitted date
CommunityPartly verified

Custom biography content warnings observed by community

Steam community reports starting in July 2023 document that custom profile biographies containing external links or trigger words began displaying automated content warnings. The submitted date of July 12, 2023, matches the initial wave of user reports on Steam Community forums.

Steam Community Forum — Bio Content Warning Reports

Original entry & submitted link
Custom Biography Content Warning

Inspect the submitted source ↗

202301-25Submitted date
CommunityPartly verified

Profile link filtering and editing cooldowns active

Steam's official support documentation confirms that links in custom biographies are filtered, and abusive name or avatar changes can trigger editing bans. While the exact rollout of the 4-hour cooldown on January 25, 2023, represents the observed onset, the link-filtering mechanism itself is fully active on the submitted help page.

Steam Support — Profile Name and Avatar Restrictions

Original entry & submitted link
Profile LINK REMOVED / Cooldown

Inspect the submitted source ↗

202210-24Verified date
AuthenticationVerified event & date

Steam Client transition to OAuth refresh and access tokens

Valve's major client and mobile app updates in October 2022 overhauled the Steam authentication system. The old session cookie structure was replaced with OAuth-based access and refresh tokens, and a list of active authorized devices was introduced to allow manual revocation of active sessions.

Valve — Steam Mobile App Update and Authentication Overhaul

Original entry & submitted link
Steam Login Overhaul / Cookie Truncation

Inspect Valve Announcement ↗

202210-12Verified date
AuthenticationVerified event & date

QR sign-in and authorized-device management

Valve's 12 October announcement describes QR sign-in, approval or denial of sign-ins, and a device list that can revoke account access.

Valve — The updated Steam Mobile App is now available

Original entry & submitted link
Steam Mobile App 3.0 / QR Login

Inspect the submitted source ↗

202205-10Submitted date
APIPartly verified

Trade cancellation endpoints removed from public API list

Developer records confirm that in May 2022, Valve silently removed trade management endpoints such as IEconService/CancelTradeOffer and DeclineTradeOffer from the Web API (documented in node-steam-tradeoffer-manager #325). While the methods remain functional in private client protocols, the date of May 10, 2022, represents their observed removal from public Web APIs to combat scam panels.

Developer Discussion — Issue #325 (CancelTradeOffer removed) · Steamworks Web API — IEconService Documentation

Original entry & submitted link
Removal of Trade Cancellation Endpoints

Inspect node-steam-tradeoffer-manager Issue #325 ↗

202005-25Verified date
TradingVerified event & date

Dota 2 items receive a seven-day trading cooldown

On May 25, 2020, alongside the International 10 Battle Pass release (blog.dota2.com/2020/05/the-international-10-battle-pass/), Valve implemented a 7-day trade lock on Dota 2 items, matching the 2018 Counter-Strike policy. This restriction applies to all traded items and Market purchases.

Dota 2 Community — Trade Lock and TI10 Client Update

Original entry & submitted link
Dota 2 / 7-Day Trade Lock

Inspect the submitted source ↗

201803-29Verified date
TradingVerified event & date

Traded CS:GO items receive a seven-day cooldown

The official release notes confirm the date and restriction. The supplied URL redirected to a 2013 map update; the matching release-note URL ends in 20309.

Valve — Release Notes for 3/29/2018

Original entry & submitted link
CS:GO / 7-Day Trade Lock

Inspect the submitted source ↗ archived 2025-02-26 ↗

Follow the evidence. Inspect the source.

Return to the investigation ↗

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

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