**app\_list.csv**

**============**

• appid: The unique numeric Steam Application ID for each game or software (e.g. 10 for "Counter-Strike")...

• name: The title of the app/game (e.g. "Counter-Strike"). This is the human-readable name corresponding to the appid.

**steam\_app\_data.csv**

**==================**

• type: The content type/category of the app. For games this is usually "game"; other possible values include "dlc", "demo", "application", etc.

• name: The name of the app/game (same meaning as in app\_list.csv).

• steam\_appid: The numeric Steam ID of the app (matches appid in app\_list.csv).

• required\_age: The minimum age requirement (in years) to view or play the app’s content.

• is\_free: Boolean indicating whether the app is free-to-play (true) or not (false). For example Counter-Strike is not free (false).

• controller\_support: Indicates Steam Controller support status (often values like "full", "partial", or "none").

• dlc: A list/array of Steam AppIDs representing available DLC.

• detailed\_description: A long-form description of the game.

• about\_the\_game: Another descriptive field giving an overview of the game.

• short\_description: A brief description or tagline of the game.

• fullgame: For DLC entries, this contains the base game info.

• supported\_languages: A string listing the languages supported by the game.

• header\_image: URL of the game’s header image.

• website: The official website URL for the game, if provided.

• pc\_requirements, mac\_requirements, linux\_requirements: System requirements for each platform. These fields often contain HTML blocks listing the minimum (and sometimes recommended) system specs.

• legal\_notice: Any legal text required for the app (EULA or special notices). Usually empty for most games.

• drm\_notice: Notices about copy protection or DRM, if any.

• ext\_user\_account\_notice: Text notifying if an external account (like a publisher’s account) is required.

• developers: An array of the developer name(s).

• publishers: An array of the publisher name(s).

• demos: Information about a free demo, if available.

• price\_overview: Object containing pricing details. If the game is not free, this includes currency, initial price (in cents), final price (in cents), and discount percentage.

• packages: An array of package IDs (integers) that the app can be purchased through.

• package\_groups: A complex structure listing how packages are grouped for purchase options.

• platforms: An object with boolean fields for each major OS.

• metacritic: An object with Metacritic review summary.

• reviews: A short featured review blurb (with source) from the media.

• categories: An array of category objects.

• genres: An array of genre objects.

• screenshots: A list of screenshot objects.

• movies: A list of trailer/preview objects.

• recommendations: An object giving the total number of user recommendations (positive reviews).

• achievements: Information about Steam achievements for the game.

• release\_date: An object with release info: "coming\_soon" (boolean) and "date" (string).

• support\_info: An object with support contact info.

• background: URL of a background image for the store page.

• content\_descriptors: Object describing content warnings (like mature or violent content).

**steamspy\_data.csv**

**=================**

• appid: The unique numeric ID of the game (e.g. 10). SteamSpy treats 999999 as a hidden-app placeholder, but otherwise this is the Steam app ID.

• name: The game's name (same as Steam store name). For example, "Counter-Strike" for appid 10.

• developer: A comma-separated list of the game’s developers. May be empty if unknown. Often matches the Steam store developers.

• publisher: A comma-separated list of the game’s publishers. Similar to developer. Example: "Valve".

• score\_rank: The game’s rank based on SteamSpy user reviews. Lower numbers are better. May be null if not enough data.

• positive: Number of positive user reviews.

• negative: Number of negative user reviews.

• userscore: User score as a percentage (positive / total × 100). Ranges from 0–100.

• owners: Estimated range of owners (e.g. "200000..500000"). SteamSpy warns about free weekends skewing numbers.

• average\_forever: Average total playtime in minutes (since tracking began in 2009).

• average\_2weeks: Average playtime in the last 2 weeks (in minutes).

• median\_forever: Median total playtime (in minutes).

• median\_2weeks: Median playtime in the last 2 weeks.

• price: Current price of the game in US cents (e.g. 999 means $9.99). Free games show 0.

• initialprice: Original (non-discounted) price in cents.

• discount: Discount percentage (0–100). Example: 50 for 50% off.

• languages: List of supported languages (e.g., "English, French, Spanish").

• genre: List of genres like “Action”, “Adventure”, etc.

• ccu: Peak concurrent users in the last reporting period.

• tags: JSON object mapping tag names to vote counts (e.g., {"Action": 2681, "FPS": 2048}).

• score\_rank (again): Same as above, repeated in some datasets.

• positive, negative, userscore: Also repeated, same as above.

• owners, average\_, median\_: Also repeated in some versions.

Note: Some SteamSpy fields may be null or 0 if not enough data exists. This is common for very new or niche games. The exact score\_rank algorithm is not officially documented.