

# **SteamDestroyer**

## **The Ultimate Guide to Free Steam Games**



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### **I. What you can expect**

**Before we get started on the method itself, I'd like to say a few words about what you can realistically expect.**

**1. There is no hacking/RATing/blackhat activity involved.**

**2. Don't expect to get a steam game within the first 2 minutes of trying this method. It takes a little bit to get rolling. Perhaps a few hours.**

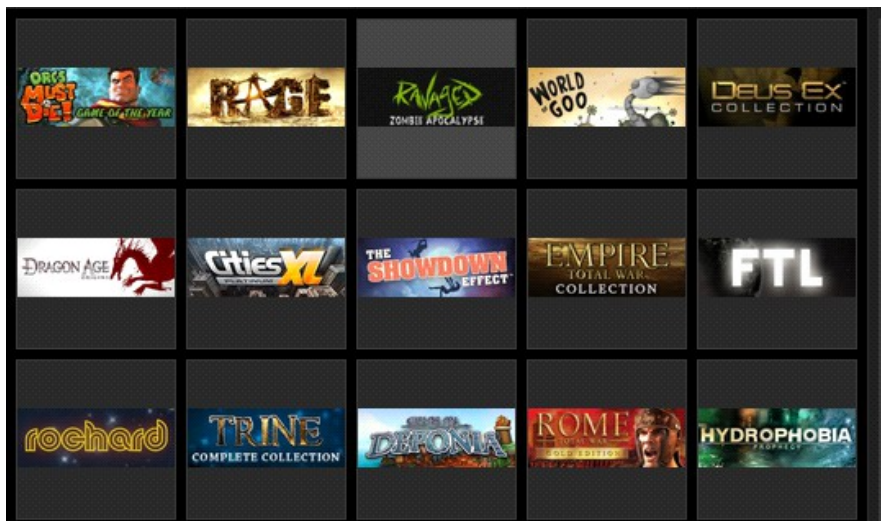
**Once you have everything in motion, you will have successfully established a constant stream of free Steam games.**

**3. 90% of the time you will spend on this will be waiting. The actual effort you need to put in will be minimal.**

**4. This works on ANY Steam game.**

**5. Go into this with the mindset that you will succeed.**

**6. Proof of what you could have if this method is done right.**



**Every single one of these games has been obtained through this method. Remember that you can get literally any game on Steam through**

**this method.**

## **II. Requirements**

**The base of this method relies on a website called [SteamTrades.Com](http://www.steamtrades.com) but other exchange websites can be used too such as**

**<http://www.steamexchange.com/marketplace>  
and <http://www.reddit.com/r/SteamGameSwap>**

**It's essentially a website where users from across the globe come together to trade everything related to Steam. Serial keys, gifts, trading cards, and quite a few other digital items as well, on the odd occasion.**

**In order to log in to Steamtrades with your Steam account the combined value of all the games in your Steam library must exceed \$100. If you do not fulfill this requirement, you will have to begin on [steamexchange.com](http://www.steamexchange.com) or the reddit exchange**

**<http://www.reddit.com/r/SteamGameSwap>**

**You can use any exchange website you like, but steamtrades is the most popular.**

**<http://www.steamexchange.com/marketplace>**

**Click "Log in", not register, then log in with your steam ID.**

**Steamtrades - Most popular (\$100 limit)**

**Reddit - Second most popular (Your steam account needs to have existed for 30 days)**

**Steamexchange - Least popular**

**Once you have fulfilled the above requirement, you're almost ready to get started on this method. The last thing you need is something you can trade. This can be:**

- A Steam gift.**
- Mann Co. Supply Crate Keys.**

**If you have one already, that's great! If not, I'd highly recommend getting either a very cheap Steam gift or investing in a Supply Crate Key. Steam gifts can be as cheap as \$1 during sales. It really does not matter what the value of the actual game is, although if it's a little bit higher, it's better. People on SteamTrades value a gift at its lowest sale price, so make sure to check [this](#) website for the lowest sale price of the game you're about to buy, before buying. You're better off taking a \$20 game that's been on sale for 50% off (\$10 at lowest price), than a game that's \$30, that's been on sale for 75% off (\$7.50). Keep this in mind. It will come to play a big role in this method. Do not get a game that has been in a bundle already, even if it's a gift. Once a game has been in a bundle, its value drops like a rock to almost nothing.**

**A supply crate key on the other hand, costs around \$2 (from the Steam marketplace), but is VERY easy to trade, and is probably your best bet.**

**You can go through with this method with a Steam serial key or Steam trading cards, but it will take you SIGNIFICANTLY longer than if you chose one of the starred options. In fact, I highly advise against it. These two things have a place in trading, but that will be discussed later on.**

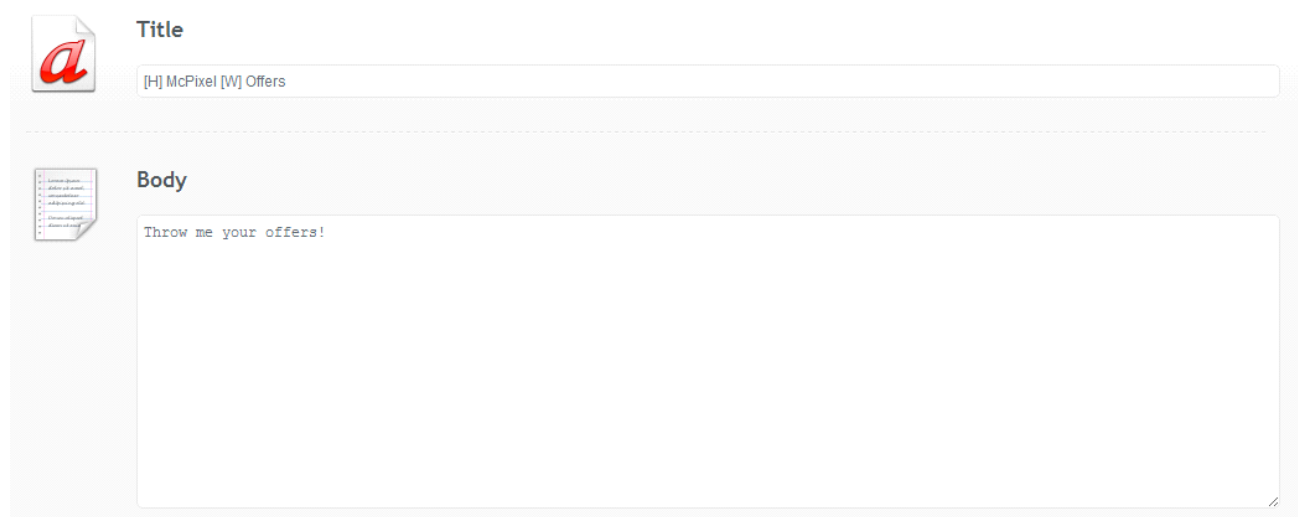
### **III. General Method – Steam Gifts**

**The general basis of this method is that you start with something cheap, and trade it for more expensive things. So the first thing you're going to want to do is create a thread on SteamTrades.Com advertising what you have, [H], and what you want, [W]. This all goes in the subject box. You can put whatever you want in the description, but mention that fact that you are open to people adding your Steam profile directly. This makes for much faster trades.**



**For what you want, I would highly recommend just putting “Offers”. At this point, you shouldn’t be looking for specific games you want. You should be looking to build up a small library of games that you can continue to trade to build up a constant source of trading material which you can later use to actually get all the games you want. This way, you’ll always have something to trade. Otherwise, you have to invest \$1-\$2 again.**

**Below is an example of what your thread should look like.**



The image shows a forum post template with two main sections: 'Title' and 'Body'. The 'Title' section has a small icon of a red 'a' on the left and a text input field containing '[H] McPixel [W] Offers'. The 'Body' section has a small icon of a document with a list on the left and a large text area containing the text 'Throw me your offers!'. The entire form is set against a light gray background.

**Title**

[H] McPixel [W] Offers

**Body**

Throw me your offers!

**Once that’s looks good, post it. Soon you may start to receive offers. If you don’t, don’t worry**


**about it. Just keep bumping your thread (you can bump every hour), and the offers will eventually start to come in.**

**While that's happening, scour the board for other people's topics, and see what kind of games they have. If they have a gift that is worth slightly more than yours (at lowest sale price) and it hasn't been in a bundle, trade for it! Remember to use [this](#) website to check the lowest sale prices of each game.**

**If you offer your gift of lower value for one of higher value, make sure the difference between the sale prices of the games isn't too different. For example, don't offer a game that's been \$2.50 for one that's been \$10. Use your common sense on this part.**

**Be warned in advance that you may only get 1 deal for every 10 offers you put out. But each offer takes 5 seconds to type out. 10 offers would take you 50 seconds. What do you have to**

**lose? The same goes for your own threads. You may get 10 lowball offers, and only get one deal out of them. Don't get discouraged.**



**BomlloMlloM** (+8/-0) (1 month ago)

Would you be interested any of these? I have keys for:

Section 8

Dream Pinball 3D


Insecticide


SpaceChem

[Reply](#)

No, sorry.

[Reply](#) or [Edit](#) or [Delete](#)

**kebralt** (+99/-2) (1 month ago) 




**perro33012** (+2/-0) (1 month ago)

Ok well i shall trade Victoria II for Sanctum 2 and another \$5 game u have? ;3 (victoria II is a key)

[Reply](#)


No.


[Reply](#) or [Edit](#) or [Delete](#)

**kebralt** (+99/-2) (1 month ago) 

kk ;3

[Reply](#)

**perro33012** (+2/-0) (1 month ago) 




**monqoose0330** (+17/-0) (1 month ago)

I have some tradeables now. Dungeonland and The Showdown Effect Digital Deluxe Edition if you are interested.

[Reply](#)

Added

[Reply](#) or [Edit](#) or [Delete](#)

**kebralt** (+99/-2) (1 month ago) 

**An effective way of getting quicker responses from Steam Trades members is to add them directly on Steam. You can do this by clicking their Steam Trades name and then clicking “View Steam Profile”.**

**After making a successful trade, make sure to rep the person you traded with and vice versa. Your rep count on Steam Trades determines who goes first when trading serial keys, or anything else you can't trade through the Steam platform.**

## **IV. General Method – TF2 Keys**

**Mann Co. Supply Crate Keys, also known as TF2 keys, are used as currency to trade for Steam gifts. The value of a TF2 often fluctuates, but it's usually around \$2. You can check the exact value [here](#).**

**The rules for how many TF2 keys you use is different based on whether you're the one giving the keys, or taking them.**

**Suppose someone has a gift for the game RAGE. Its lowest sale price is \$5. You would divide \$5 by the value of a TF2 key. For now, let's say it's just a flat \$2. You can now see that RAGE is worth 2.5 keys. Because we're trading FOR the game, we round down. We would offer 2 keys.**

**If we were the ones that HAD the game RAGE, we would round up, because obviously we want more profit. So we would ask for 3 keys.**

**Sometimes but not always, the person you're trading with will want an exactly even deal. In this case, they may ask you to add some Refined Metal, or ref, to even up the trade. 1 key usually equals 5 or 6 pieces of ref, based on how the market is at the time. You can check the exact value [here](#).**

**Often, this isn't worth it because you'll only be breaking even. But in the event that you really want that certain gift, here is how you would calculate how much ref you need.**

**RAGE was worth 2.5 keys, but we offered 2. Now the trader wants us to essentially put in half a key worth of refined metal. Supposing that 1 key is worth 6 pieces of ref at the time, I would divide 6 by 2. That gives us 3 pieces of refined metal.**

**So my final deal would consist of 2 keys and 3 pieces of refined metal. Get it?**

**Any time you can trade gifts to get a higher value in keys, or trade keys to get a higher value in gifts, do it.**

## **V. Keys Vs. Gifts**

**We've talked about how bundle keys aren't**

**worth very much. But what about serial keys for games that haven't been in bundles?**

**Non-bundle keys are worth quite a bit less than their gift counterparts. This is simply due to the fact that while you can keep a gift in your inventory forever without anything happening to it, keys are a little bit more risky. You cannot see any visible proof that the person you're trading with even *has* a key, so it's easier to get scammed. Additionally, keeping a key without activating it is very risky. It's for all these reasons that keys are valued at 20%-40% less than their gift counter parts.**

**Try to stay away from them.**

## **VI. Tipping the Scales**

**You may come to the point where you're on the verge of making a trade for a good profit, but the**

**person you're trading with isn't quite there.**

**In that case, it's a good idea to throw in some cheap freebies to tip the scales. This means either giving him a bundle key or two, or perhaps even a few Steam trading cards.**

**If you don't know what they are, Steam Trading Cards are collectible cards that drop from certain games. The purpose of them is to craft badges and make your profile look better, but that's all useless in my opinion.**

**Cards are typically worth \$0.10-\$0.25, but some may be worth more. Make sure to check in the Steam marketplace beforehand.**

**Offer them a few freebies, but not so many that you're making a profit. Only use this tactic if they are just one step away from making the deal.**



## **VII. Steam Trading Cards & Steam Wallet**

**As we've discussed before, Steam Trading Cards usually have a very low value, but they can be useful in tipping the outcome of a deal in your favor.**

**However, instead of using them for trades, you can also sell them directly on the Steam market. Once you sell them, the money you earn will be credited to your Steam wallet. With each card averaging at \$0.10-\$0.25, you can get a decent amount of cash into your wallet which you can then use to purchase gifts to trade.**

**I usually save a card or two for tipping the scale, but for the most part, I sell them.**

## **VIII. Avoiding Scams**

**There are a few tips you should keep in mind when you're new to Steam trades.**

**1. Don't trade for anything that can't be traded directly through Steam. This means serial keys. Because you'll have no rep starting off, most people will expect you to go first to them, thus making you an easy target for scams. If the member you're trading with has over 50 positive reps and no more than 1 negative, it's usually alright to go first, even with serial keys. That's up to you though.**

**2. If someone adds your profile directly, make sure you ask them to link you to their Steam Trades profile, and check their rep. Make sure the Steam profile linked to that Steam Trades account matches the person you're talking to.**

## **IX. Finishing Note**

**Well that's the end of this method! The only thing you have to do now is actually try the method! If you have any questions or concerns, feel free to PM them to me. Full updates and support will be given to everyone that buys this book. If you liked this eBook, please leave a vouch on my thread. It would mean a lot to me.**

**Leaking, or sharing this book in any way, shape or form is prohibited.**