300M Gamers. *Split History.*

~300M

Play both PC & console

Steam

PlayStation

Xbox

No single data layer

No Universal *Barcode*.

Steam	`17470 / 1693980`
PlayStation	`PPSA03845`
Xbox	`2008403666`

EXISTING DATABASES MISS CONSOLE IDS

Dead Space (2008) ≠ **Dead Space (2023)**

Fuzzy scrapers merge them — breaking cross-store history.

03 · WHAT WE BUILT FIRST

One Data Layer. *Real Gamers.*

3,000

Registered Gamers

300

Monthly Active

68

Discord Members

Unifying libraries forced us to build our own cross-store game catalog

Scrapers Found Our *Catalog*.

~77K / day

Non-search requests across >16,000 addresses

None of them were search engines.

Exact Mapping. *Honest Confidence.*

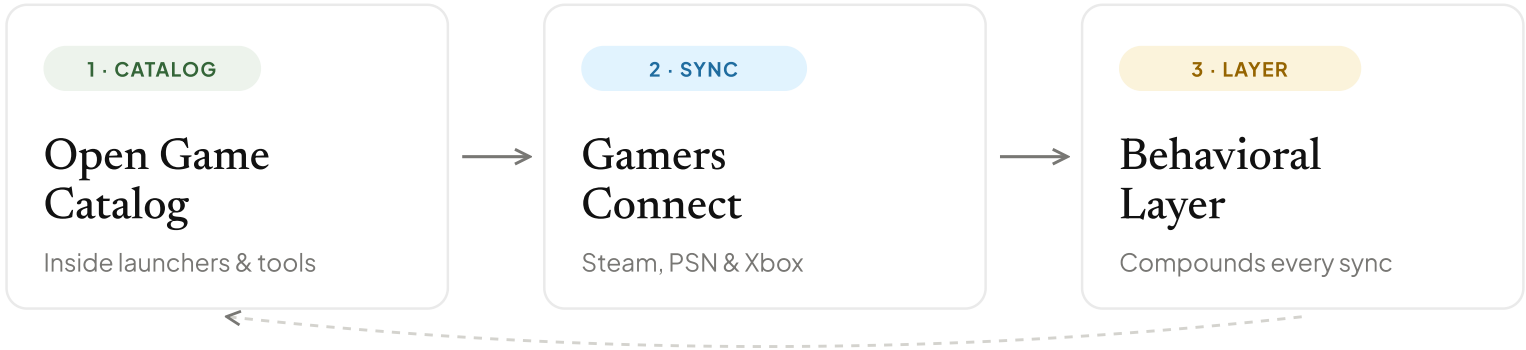
EXISTING DATABASES & SCRAPERS

- Miss console runtime IDs
- Fuzzy title guesses
- Silent wrong merges

GAMESCROBBLER CATALOG

- **Exact PC & console store IDs**
- **Edition-safe mapping (2008 ≠ 2023)**
- **Verified · Unverified · Ambiguous**
- **Identical REST & MCP answers**

Same Foundation. *Compounding Loop.*



Tables Commoditize. *Behavior Doesn't.*

~450K

Connected Steam gamer pairs

~5M

Game co-ownership pairs

Sample from public Steam friend networks — compounds across PC & console as gamers sync

Ready Now. *Live Next.*

LIVE & READY

3,000 Gamers · 300 Active

Catalog Portal Live

REST & MCP Endpoints Ready

NEXT MILESTONE

Live REST & MCP Access

Confidence Tags & Dead Space Fix

Catalog Expansion Wave

09 · DEMO DAY

Test It in *Five Steps*.

developers.gamescrobbler.com/catalogue

REST JSON | MCP get_game

playstation:PPSA03845 Resolve

Dead Space (2023) VERIFIED

steam:1693980 psn:PPSA03845_00 xbox:2008403666

Separated cleanly from Dead Space (2008)


```
{
  "gs_game_id": 59244,
  "title": "Dead Space",
  "release_year": 2023,
  "match_confidence": "verified",
  "externalIds": {
    "steam": "1693980",
    "playstation": "PPSA03845_00",
    "xbox": "2008403666"
  }
}
```

Ten Years Building Together.

E

Ebrahim

GTM & Strategy

F

Farzad

Infra, API & MCP

M

Mehrad

Catalog & Data

Shipping data products & AI platforms built for large-scale traffic

WARM INTROS WANTED

Direct connections in the PC gaming industry — builders, platforms, or studios.