

CS:GO Inventory Overload

Hello Sir/Mam. I'd like to personally thank you for purchasing CSGO Inventory Overload. I assure you that you will not be disappointed with any of the methods encased inside of this eBook. I value your trust and I will do my very best to meet your service expectations. If you have any questions about CSGO Inventory Overload, please do not hesitate to drop me a PM.

Sincerely, Viktor

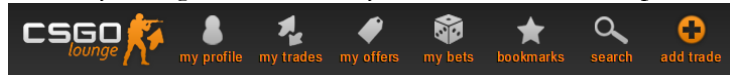
Introduction:

I'm sure that everyone that plays Counter Strike: Global Offensive has, at some point, wanted a knife or a skin for a certain weapon. But as they start researching, they see that many knives and skins cost upwards of \$100. This is a major turn off and I have yet to meet someone that actually thinks purchasing a skin like this is a good investment. Why would someone pay \$100 for something when they could get it for \$0.20, or even free? If you don't want to pay such outrageous prices, then that's probably the reason you've purchased this document. You want to learn how to Trade Up.

Trading Up is the process by which one earns money through Counter Strike: Global Offensive items. For example, you receive a weapon or case drop after a game, worth about \$0.20. You post around and find a trade for an item worth \$0.27. You continue to do this until you receive a desired inventory net worth. It seems slow, but don't let you turn that away from reading the rest of this document. You'll learn to do it quickly and correctly for maximum profits. Keep in mind that Counter Strike: Global Offensive items can be sold on HackForums for around 60% of their market price, so a small investment might get you ahead of the game if you wish to skip all of the smaller trades.

CSGOLOUNGE

CSGOLOUNGE is a website where people can post trades or place bets safely. It's all verified to be safe by Valve, and this is where many Trade Ups happen. Posting an Ad for what you're trading is very simple. Once you log in to the site, you'll see a bar with a plethora of actions.



To post your first trade, click on "add trade". You'll be greeted by a nice interface that allows you to pick and choose which items to advertise. Let's say you had a USP-S Blood Tiger Minimal Wear, worth \$0.17, and you wanted to Trade Up a little bit. You'd drag your USP-S into the "Have" Section. Afterwards, you'd click on the "Any Offers" icon and move it into the "Want" Section. You also have the option to add a message, and we must take advantage of this in order to trade up. Find your steam trade offer URL by going to "my profile". It should be listed under "Your Steam Trade URL". Take note of this and go back to your trade offer screen. In the message box, you can type something like:

*"Would like to upgrade a little bit, no lowballers please!
Don't add me, instead send a trade offer to YourTradeLinkGoesHere
Thank you!"*

Now that you've set up the trade, let's move on to the next step.

Making the Trade

So your trade is all set up and you are getting an influx of friend requests. In my experience, 70% of these turned out to be bots, and the other 30% turned out to be lowballers or scammers. But, among the friend requests should be some trade offers, and this is what you want to look at. The trade offers come from people who read your message and are interested in the item or items you have. Keep in mind the price of your USP, which was \$0.17. In one of your trade offers, say someone offered a USP-S Forest Leaves Minimal Wear. You can either check the price on the Steam Market, or use SteamAnalyst. I recommend SteamAnalyst, and you can find it here:

<http://csgo.steamanalyst.com/>

Now you're going to search for USP-S Forest Leaves and click on the result. As the current price states, it costs \$0.13, and from the graph you can conclude that the price isn't going up any time soon. This is an example of a trade you want to decline. But what about trades you want to accept? Generally there's a nice threshold that you want to trade your items for. For smaller items, generally you want to look for items that are \$0.03 to \$0.05 more than the item you have. For larger items, you have to be really careful because prices of such items fluctuate. You need to really look at the

SteamAnalyst graph in order to decide whether the item is worth taking. \$2-4 dollars is a good threshold for Trading Up when dealing with larger items. Back to the subject of trades you want to accept, let's say someone offered a USP-S Night Ops Minimal Wear for your USP. Same as before, you'd look on SteamAnalyst to see where the price is going and what it currently is. At the time of writing this, it costs \$0.23. That's \$0.06 more than our item, and it seems to be stabilizing around that price point. This is an offer you want to accept.

STABLE TREND - Prices are constant	
Last 180 days:	\$0.22
Last 90 days:	\$0.22
Last 60 days:	\$0.23
Last 30 days:	\$0.24
Last 7 days:	\$0.23

If you're lucky, you might not even have to trade up to the \$0.30 point, the market may sway the prices for you and you can skip right to the next milestone. The 180 and 90 day graphs are irrelevant to you at the moment, as they affect absolutely nothing when trading such small items. Now that you have basic knowledge of Trading Up, you can now apply it and reach the milestone of \$30.

Expanding

Your inventory is now \$30 after a while of trading and this is where it gets a little bit difficult. There are only so many items that are interesting at this price point, and picking the right ones to trade for is difficult. At this point, you want to go to <http://csgostash.com/> in order to find skins that are at or about \$30. If you have to trade down a dollar in order to get rid of a less desirable item, you need to be smart about it and refer back to the SteamAnalyst graphs. The AK-47 Case Hardened is a really nice item and the added variable of a pattern can allow you to take advantage of your traders a little bit and squeeze a little bit more out of them because the gun has "more blue than normal".

Keep in mind you can also trade items for keys, and one key can make a pretty big difference,

especially when buying smaller items around \$50. If you wish, you can open cases, but the chances of getting something worthwhile are so small and against you that I refrain from doing so.

Do's/Don't's/Tips

Once you get about \$50, there are some subreddits that are better than CSGL because CSGL is a really common place for phishing bots. Coding around reddit to PM users is possible, but would be much less effective, which is why many scammers wait around at CSGL. A subreddit I recommend is /r/GlobalOffensiveTrade, or GlobalOffensiveTrade.Reddit.Com.

Check your own items against SteamAnalyst's charts in order to get an idea of their actual worth instead of just their market price. This way you can say that your item is rising and hopefully get more money out of the person you're trading with.

Don't sell your items for PayPal UNLESS you wholly trust them. I, personally, only sell for BTC and was able to afford a new computer in only two weeks' worth of trading. Middlemen are not necessary unless you are going first. Use one of SteamRep's middlemen.

Always use the average price of an item in order to get the most money for your item. This is ineffective if the person you're trading with doesn't want to use flexible prices.

Updates

All updates to the document will be made here, at the very end. If I email you saying there is an update, look here to find it.

Trading Groups (Inventory Overload 2.0)

Something that will make your trading experience a lot more pleasant is to join what is called a Trading Group. These are Steam Groups dedicated to trading. It's like CSGL but much easier to navigate, and scammers will be spotted immediately. These are a bit less active than CSGL, which means your trade will stay up a lot longer than on CSGL. Here are some groups to check out:

<http://steamcommunity.com/groups/CSGOTrader>

<https://steamcommunity.com/groups/CSGOTradeHub>

<https://steamcommunity.com/groups/csgotradeskinscaseWorld>

I really like csgotradeskinscaseWorld because it's for lower tiered items. You can trade crates and smaller skins here to make your first \$10, which makes the road to a knife a lot easier.

Key Trading (Inventory Overload 3.0)

Once you're rich, the income just starts getting bigger and bigger. You can make about \$2.50 per trade if you incorporate keys into your trade-ups. For example: if I had a Karambit Fade FN and traded it away for 157 keys, I'd buy lots of smaller items like AWP Asiimovs with those keys, at a key or two under price. Then focus on trading each of these AWP Asiimovs back up into larger items. So now I'd have about 6 AWP Asiimovs and about 7 leftover keys. Once you have Asiimovs, you can sell them back to people for market price, or 1 key above market price. If you get rid of all

of them in an hour, (chances are you will) you'll have made more in one hour than a McDonalds worker, doing nothing but sitting at your computer.