

MCP SERVER

NO CODE

CLOUD HOSTED

Steam Intelligence MCP

Know what games are trending and who's playing them.

Steam Platform & Hype Intelligence MCP gives your agent deep access to the world's largest PC gaming platform data. Instantly monitor live player counts, track trending titles, analyze public wishlists, and map social connections between profiles using natural conversation.

A+ Quality Score 100/100

market-trends

player-counts

social-graph

community-data

gaming-insights

wishlist-analysis



The connectivity layer between AI and the world's software.



Vinkius sits between AI and every application. All communication passes through Vinkius Cloud via the Model Context Protocol (MCP) — with governance, observability, and security at every layer.

Your AI Connections Run Through Vinkius Cloud

The world's largest
managed MCP catalog

Vinkius is the connectivity layer where AI connects to the software your business already runs. We handle the hosting, the security, the credentials, the uptime — you get agents that actually do things.

We operate the world's largest managed MCP catalog. Major SaaS platforms, CRMs, databases, and cloud providers — running, monitored, production-ready. This MCP server is hosted and maintained by the Vinkius Cloud for AI Agents.

The agent doesn't manage credentials, doesn't manage uptime, doesn't manage security. Vinkius does.

— Architecture principle

Four Pillars of the Vinkius Runtime

01 — Security by design

Credentials stay encrypted at rest via AES-256. The AI agent never touches raw keys — they're injected into a sandboxed V8 isolate at runtime. Actions are logged, and connections have an emergency kill switch.

03 — Deterministic observability

Eight immutable metrics per endpoint: request volume, p95 latency, error rate, active connections, cost attribution. A live payload feed logs every tool call with mutation detection.

02 — Built on MCP Fusion

This MCP server was built with **MCP Fusion**, the open-source framework (Apache 2.0) that powers the entire Vinkius catalog. Schema-as-firewall strips undeclared fields, compiled PII redaction runs at zero overhead, and cryptographic lockfiles produce git-diffable audit trails.

04 — Autonomous operations

Servers are deployed, monitored, and patched autonomously. New capabilities and security patches ship weekly. Zero-downtime deployments ensure continuous availability across all managed MCP servers.

AES-256

Encryption at rest

Ed25519

PKI vault signatures

24h TTL

Ephemeral session keys

V8 Isolate

Sandboxed execution

One Token. Instant Access.

Every MCP server on Vinkius is accessed through a **Connection Token**. Tokens are generated in the cloud dashboard and produce a unique MCP endpoint URL. Paste this URL into any MCP-compatible client — no SDK required.

A single token can serve **multiple AI clients simultaneously**, or you can issue separate tokens per client for granular access control. Each token tracks its own request count, last activity timestamp, and can be individually enabled or revoked.

MCP ENDPOINT

`https://edge.vinkius.com/{token}/mcp`

Claude



Cursor



VS Code



Windsurf



Grok



Gemini

Security Is the Architecture

Security in Vinkius is not a feature — it's the foundation of the runtime. The gateway enforces multiple independent protection layers between AI agents and third-party APIs.

01 — Ed25519 PKI Vault

Every workspace has an Ed25519 Master Key. Session keys are generated ephemerally (24h TTL) and signed by the Master Key. Credentials never leave the vault boundary.

02 — V8 Isolate Sandboxing

Tool code runs inside isolated-vm V8 isolates with 64 MB memory caps and per-request timeouts. No filesystem access, no network access except through the SSRF-guarded fetch bridge.

03 — SSRF Guard

All outbound HTTP requests are DNS-resolved and validated before execution. Private IP ranges (10.x, 172.16-31.x, 192.168.x, AWS metadata 169.254.x) are blocked at the network layer.

05 — Cryptographic Audit Trail

Every request is signed into a SHA-256 hash chain with Ed25519 signatures. Events form a tamper-proof, SIEM-exportable forensic record.

04 — DLP & PII Redaction

A ResponseGuard pipeline intercepts every tool response. Configurable redaction patterns strip sensitive fields (emails, SSNs, card numbers) before data reaches the AI agent.

06 — Honeypot Trap System

Phantom credentials are injected into isolated environments. If a honeypot is used outside Vinkius infrastructure, the server is quarantined instantly.

Emergency Kill Switch

EU AI Act Art. 14(1)
Compliant

The kill switch is an **emergency halt** mechanism — not a simple toggle. When triggered, it executes three actions atomically:

01 — Server deactivated

The MCP server is immediately taken offline across the entire cluster.

02 — All tokens revoked

Every connection token is invalidated. Total lockout — reconnection blocked until new tokens are issued.

03 — WebSocket connections killed

Active connections terminated via Redis pubsub broadcast. Propagates to every runtime node in the cluster.

Full Visibility. Zero Guesswork.

The Vinkius cloud dashboard includes a full MCP Governance suite — real-time analytics and security controls for production AI operations.

Control Plane

KPI dashboard with request volume, latency, success rate, token consumption, and AI-generated operational briefings.

FinOps

Cost tracking per tool, payload compression savings, budget optimization signals, and consumption trends.

Firewall & DLP

PII redaction activity, sensitive data protection counters, and security event timeline.

Agent Activity

Which AI clients are connecting, how often, and what they're doing — real-time session tracking.

Tool Health

Slowest and most error-prone tools, with actionable root-cause insights and performance baselines.

Incident Log

Error trends, failure rates, status-code breakdowns, and forensic audit trail access.

Get started at cloud.vinkius.com — connect your AI agent in under 60 seconds.

Steam Platform & Hype Intelligence MCP

11 tools available
Cloud-hosted on Vinkius

Understand what games are truly gaining momentum by connecting directly to Steam's massive data set. This MCP gives your agent the pulse of the market: you can identify which titles are spiking in popularity, audit current player numbers across specific games, and even analyze who friends with whom on the platform. Need to know if a new patch is generating hype? Your agent pulls the latest news and technical updates instantly. You don't have to juggle multiple dashboards or manually search developer wikis for this information. By connecting through Vinkius, you get professional-grade Steam analysis right inside your chat client, transforming raw gaming data into direct answers about consumer behavior and community interest.

Core Capabilities

01 — List trending titles

Retrieves the currently featured and top-selling games on the entire platform.

02 — Get live player counts

Provides real-time data showing how many people are playing a specific game right now.

03 — Analyze social links

Resolves custom usernames into unique Steam IDs and lists public friends or group memberships.

04 — Track user activity

Lists the games a specific player owns, recently played, or added to their wishlist.

05 — Review game information

Fetches full store page details and the latest patch notes for any given title.

One Click on Vinkius — From Prompt to Execution

Available at vinkius.com/mcp/steam-platform-hype-intelligence — connect your AI agent in three steps.

- 01 Subscribe to this MCP and input your Steam Web API Key into your agent's configuration.
- 02 Your AI client authenticates the key, granting controlled access to Valve's public data endpoints.
- 03 You ask a natural language question—like 'How many people are playing Deadlock?'—and the system executes the necessary tool calls.

The bottom line is that you get real-time, structured gaming intelligence delivered directly into your workflow without leaving your chat interface.

Built For

This MCP is for content creators and product teams who need deep data on community interest. It's essential for the Community Manager tired of guessing what content will trend, or the Indie Developer needing proof that a niche game has a dedicated player base.

Community Manager

Monitors the hype cycle around existing titles by running checks on live player counts and tracking public friend list growth.

Marketing Analyst

Identifies trending games and analyzes community activity to build targeted campaigns for launch windows or content drops.

Game Designer / Developer

Audits public wishlists and recently played data to understand player retention habits and identify which features are most valuable.

What Changes When You Connect

- 01 Track immediate hype cycles. Instead of guessing, you can use `get_current_player_count` to see the live user count for any title, quantifying momentum instantly.

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- 02 Understand player behavior patterns. You can audit public wishlists and check what games players have recently played using `get_recently_played` to inform your next content piece.

 - 03 Map out social networks efficiently. The `resolve_vanity_url` tool converts messy usernames into clean IDs, letting you use `get_friend_list` for precise targeting.

 - 04 Stay ahead of development cycles. Use `get_app_news` to pull the latest patch notes and technical changes for a game before competitors even post about them.

 - 05 See what's hot right now. The `list_featured_games` tool gives you an immediate rundown of trending titles, saving time compared to browsing the store manually.
-

Real-World Applications

Need proof for a publisher meeting

The marketing analyst needs quick data. They ask their agent to use `list_featured_games` and then `get_current_player_count` on the top three results. This immediately generates hard numbers proving market interest before they even write a single press release.

Checking competitor launch viability

The product team wants to know if a rival game is gaining traction. They use `get_app_details` and check for recent news using `get_app_news`, giving them actionable intel on the opponent's current development focus.

Building out character profiles for fiction

The writer asks their agent to `resolve_vanity_url` for an online pseudonym, then use `get_player_summary`. This reveals the user's primary interests and general activity level, adding deep realism to the fictional background.

Auditing friend groups for networking events

The community manager needs to know who is connected. They use `resolve_vanity_url` to convert a group of names into IDs, then run `get_friend_list` to see the depth and breadth of their existing social graph.

Patterns to Avoid

Trying to find user info by guessing

X AVOID

Manually trying to copy a username like 'gamerboi123' into an external search tool and hoping it works. This is slow, prone to error, and often hits dead ends.

✓ INSTEAD

Use `resolve_vanity_url` first; this converts the messy vanity name into the required 64-bit Steam ID. Then, you can use `get_player_summary` with that confirmed ID for accurate data.

Assuming player activity is visible

X AVOID

Asking a general query like 'Who plays this game?' without specifying the scope. The agent might return outdated or overly broad results.

✓ INSTEAD

Be specific: use `get_current_player_count` to get a live, immediate number for a single title, making your data concrete and real-time.

Ignoring patch notes

X AVOID

Focusing only on sales figures while ignoring recent updates. You might think a game is stable when it's actually undergoing major technical shifts.

✓ INSTEAD

Always check `get_app_news` after reviewing market trends; this ensures you know if the hype is due to positive changes or ongoing development issues.

The Right Fit

Use this MCP if your goal involves measuring community interest, tracking player behavior on Steam, or understanding platform-wide trends. You need live numbers and social metadata that only comes from a massive gaming platform source. Don't use it if you are trying to analyze general consumer spending habits outside of the PC game space; for that, look at dedicated e-commerce data tools. Similarly, don't expect personal opinions—this MCP provides hard metrics like `get_owned_games` or `get_friend_list`, not subjective reviews. If your task is purely about internal team communication and doesn't require external market data, stick to messaging tools instead of this gaming intelligence feed.

Tracking Game Hype Feels Like a Full-Time Job

Today, if you want to know what games are gaining steam—pun intended—you have to jump between the Steam Store front page, developer wikis for patch notes, and separate social media tools just to compile a basic report. You copy-paste IDs, manually check player counts in different tabs, and spend hours cross-referencing who is talking about what.

With this MCP, you ask your agent directly: 'What's the current momentum behind X title?' It instantly runs checks for live user counts, pulls the latest technical changes via `get_app_news`, and gives you one cohesive answer. You stop doing research; you start getting insights.

Get Player Behavior Intelligence with Steam Platform & Hype Intelligence

You no longer need to manually track down a user's history by guessing their ID. Instead, your agent uses `resolve_vanity_url` to confirm the unique 64-bit identifier first. Then it can run `get_recently_played` or check if they own specific titles using `get_owned_games`.

It's simple: You stop building data sheets and start making decisions based on concrete, verified player actions.

Steam Platform & Hype Intelligence: 11 Tools

Use these tools to retrieve everything from live player counts and game details to complex friend list data for deep gaming analysis.

#	TOOL	DESCRIPTION
01	<code>get_app_details</code>	Retrieves the full store page listing details for a specific game title.
02	<code>search_all_steam_apps</code>	Generates a comprehensive list of every available app on the Steam platform.
03	<code>get_app_news</code>	Pulls the most recent news updates and patch notes associated with a game's AppID.
04	<code>get_featured_categories</code>	Lists the current, top-level featured categories available in the Steam Store.
05	<code>get_friend_list</code>	Creates a list of friends for a specified Steam user's public profile.
06	<code>get_owned_games</code>	Lists all games that a specific player has purchased and owns on the platform.
07	<code>get_current_player_count</code>	Provides a live, accurate count of how many users are currently playing a designated game.
08	<code>get_player_summary</code>	Gathers basic public profile details about a specific Steam user.
09	<code>get_recently_played</code>	Lists the titles that a player has played within the last two weeks.
10	<code>list_featured_games</code>	Returns a list of games that are currently featured or trending on Steam.
11	<code>resolve_vanity_url</code>	Converts a custom, readable Steam URL into the unique 64-bit numerical ID required for API calls.

See It in Action

Real prompts you can use once this MCP is connected to your AI agent through Vinkius Cloud.

U Identify the top trending games on Steam right now.



Retrieving trending titles... I've identified the current top games including 'Deadlock' and 'Black Myth: Wukong'. I have their current sales ranking and featured banners. Would you like to see the live player count for these titles?

U Resolve the vanity URL 'faker' and show his public profile summary.



Resolving URL... Custom ID 'faker' corresponds to SteamID64 765611980345 His profile shows he is currently 'Online' and his primary game is League of Legends. I also have his avatar and profile link. Shall I check his recently played games?

U Analyze the latest patch notes for Counter-Strike 2 (AppID 730).



Inspecting latest updates... I found a significant patch from today regarding map adjustments on Mirage and sub-tick networking improvements. I have the full summary of technical changes. Would you like the details on weapon balance adjustments?

Frequently Asked Questions

01 How do I find out how many people are playing a game right now using Steam Platform & Hype Intelligence MCP?

You use the `get_current_player_count` tool. This function fetches a live, real-time count of users active in that specific title at the moment you run the query.

02 Can I find out what games a user is interested in with Steam Platform & Hype Intelligence MCP?

Yes. You can use `get_player_summary` to see basic details, and by checking their public wishlists or using the `get_recently_played` tool, you understand their current gaming habits.

03 What is the best way to check for new game updates?

Use the `get_app_news` tool. This pulls all the latest patch notes and developer announcements for a specific AppID, ensuring you have the most accurate information on changes.

04 How does Steam Platform & Hype Intelligence MCP handle usernames?

It uses the `resolve_vanity_url` tool. This function takes human-readable custom URLs and converts them into the unique numerical ID that all other tools require.

05 Does this MCP help me find out what games are trending generally?







Yes, you can use `list_featured_games` to get a quick overview of currently featured titles. For more specific data on popularity, check the live player count via `get_current_player_count`.

Go Live in 60 Seconds

Get your connection token from cloud.vinkius.com, then paste the endpoint URL into any MCP-compatible client.

YOUR MCP ENDPOINT

```
https://edge.vinkius.com/[TOKEN]/mcp
```

CLIENT	WHERE TO CONFIGURE
 Claude AI	Profile → Customize → Connectors → "+" → Add custom connector → Paste endpoint
 Cursor	Settings → Features → MCP Servers → "+ Add New MCP Server" → Type: SSE → Paste endpoint
 VS Code	Ctrl/Cmd+Shift+P → "MCP: Add Server" → add <code>"steam-platform-hype-intelligence": { "url": "..."} </code>
 Windsurf	MCP Settings → <code>mcp_settings.json</code> → Add endpoint URL
 ChatGPT	Settings → Tools & plugins → Add MCP server → Paste endpoint
 Gemini	Extensions → Add MCP Server → Paste endpoint URL

ASK AN AI ABOUT THIS

Let your preferred AI explain this MCP server

-  **Ask ChatGPT** 
-  **Ask Claude** 
-  **Ask Perplexity** 
-  **Ask Gemini** 
-  **Ask Grok** 

READY TO CONNECT

Steam Platform & Hype Intelligence is live on Vinkius Cloud.

Get your connection token, paste it into your AI agent, and
start building. No SDK. No deployment. Just results.

[Start at cloud.vinkius.com](https://cloud.vinkius.com) →

vinkius.com · support@vinkius.com

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