Lunar Tag ? Privacy Policy & Terms of Service

Effective Date: June 1, 2026

IMPORTANT NOTICE

This Privacy Policy is available through a publicly accessible URL and is intended to clearly explain how Lunar Tag handles user data. It is always kept up to date so players can review it at any time.

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1. PRIVACY POLICY

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1.1 Data We Collect

- Username / display name

- In-game identifiers (player ID)

- Gameplay data (score, progression, settings)

- Device and performance data (crash logs, hardware type, OS version)

- Network performance data (latency, packet loss)

1.2 Data We Do NOT Collect

- Real name
- Home address or precise location
- Payment or financial information
- Government identification
- Passwords

1.3 How We Use Data
- Provide core gameplay functionality
- Improve performance and stability
- Detect bugs, exploits, and cheating
- Save player settings and progression

1.4 Data Sharing
- We do NOT sell personal data
- Limited data may be shared with trusted service providers (hosting, analytics)
- Data may be disclosed if required by law or to protect the integrity of the game

1.5 Data Retention & Deletion
- Data is stored only as long as necessary for gameplay functionality

- Players may request deletion of their data through official support channels

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2. TERMS OF SERVICE

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2.1 Acceptance of Terms

By using Lunar Tag, you agree to follow these Terms of Service.

2.2 User Conduct

- No cheating, exploiting, or hacking

- No harassment, hate speech, or abusive behavior

- Respect other players and community guidelines

2.3 Enforcement

We reserve the right to suspend or permanently ban accounts that violate these rules.

2.4 Disclaimer

Lunar Tag is provided "as is" without warranties of any kind. Gameplay may change, break, or be updated at any time.

2.5 Intellectual Property
Lunar Tag is a fan-made Gorilla Tag-inspired project and is not affiliated with or endorsed by the original developers of Gorilla Tag.

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3. PRIVACY & DATA RIGHTS
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3.1 Privacy Policy Access
Players can access this Privacy Policy at any time through the game or official website.

3.2 Data Usage Transparency
We may use limited data such as:
- Username
- Gameplay progress
- Device and performance data

Used to:

- Keep the game running smoothly

- Fix bugs and crashes

- Improve gameplay experience

3.3 Data Minimization & Protection

We only collect what is necessary and do not collect:

- Real names

- Addresses or precise location

- Payment information

- Passwords or private account data

3.4 User Data Rights

Players may:

- Request to view stored data

- Request deletion

All requests go through official support.

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4. CONTACT INFORMATION

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For support or privacy requests, contact the developer through the official support channel or store page contact method.

?? Privacy Policy (PlayFab Data Collection)

1. Overview

This game uses Microsoft PlayFab to provide online services such as accounts, saving progress, leaderboards, and gameplay analytics.

By playing the game, you agree that certain data is collected and processed by PlayFab to support these features.

2. Data PlayFab may collect

Depending on how the game is built, PlayFab may collect:

?? Account & identity data

PlayFab user ID (unique account identifier)

Username / display name

Login information (e.g., platform account like Steam, Xbox, etc.)

?? Gameplay data

Player progress (levels, XP, stats)

Inventory (items, cosmetics, currency)

Match history and performance

In-game events and actions sent by the game

?? Device & technical data

IP address

Device identifiers

Platform type (PC, VR, mobile, console)

Basic crash logs or performance data

?? Economy data (if used)

Purchases made in-game

Virtual currency balances

Transaction history

3. How this data is used

PlayFab data is used to:

Create and manage player accounts
Save and sync game progress
Provide multiplayer and matchmaking features
Run leaderboards and stats systems
Prevent cheating and abuse
Analyze game performance and improve gameplay
4. Data storage & sharing
Data is stored on Microsoft PlayFab cloud servers
Data may be processed in different countries (including the United States)
Microsoft may use trusted service providers (subprocessors) to operate the service
Data is not sold by PlayFab
5. Data control
Players may request deletion of their PlayFab data through the game developer
Some data may be retained for legal or security reasons
Account deletion typically removes player progress and stored data

6. Important note

PlayFab only collects data that the game sends to it.
It does not access your microphone, camera, or files unless your game explicitly provides that data.