For: *Spike tag* by FX3 Studios

Effective Date: July 1, 2025

FX3 Studios ("we", "our", or "us") is committed to protecting your privacy. This Privacy Policy explains how we collect, use, and protect your personal and gameplay data when you access and use *Spike tag*, our Virtual Reality (VR) game.

---

1. Information We Collect

We collect the following types of data to operate, improve, and support the Game:

A. Account Data (via PlayFab)

- **Player ID**: A unique ID generated when you create or access your in-game account.
- **Custom login info**: Email, username, or other identifiers (only if you provide them).
- Account-related data: gameplay progress, achievements, session info.

B. Meta Platform Data

If you connect through Meta platforms (such as via Quest), we may access:

- Your **Meta User ID**
- Public **profile name or avatar** (if granted)
- **Platform enforcement flags or age restrictions** (for moderation or access control)

This data is used for:

- Enabling access to the Game
- Enforcing bans or restrictions
- Ensuring compliance with platform policies (such as age limits)

> 🔐 *We only access Meta data that is necessary for moderation, account integrity, or access enforcement.*

C. Gameplay & Technical Data

- VR headset and device type
- Operating system, region (IP-derived)
- Game session length, level completion, in-game behavior
- Error/crash reports (used for bug fixing)

D. Multiplayer Data (via Photon)

- Temporary network data (IP, ping, match session ID)
- Used only to support **real-time multiplayer functionality**

---

2. How We Use Your Data

We use the data collected to:

- Authenticate and manage your game account
- Enable gameplay features like multiplayer sessions
- Improve performance and diagnose bugs
- Moderate content or enforce platform/community rules
- Provide support if you contact us

---

3. Data Sharing

We do **not sell**, trade, or rent your personal information.

We may share data with:

- **PlayFab (Microsoft)** – for managing game accounts and user progression

- **Photon (Exit Games)** – for enabling multiplayer servers
- **Meta** – to validate platform permissions or enforce restrictions
- **Crash/analytics tools** – only in anonymized, non-identifying form

All partners comply with their own privacy standards and industry best practices.

---

4. Your Rights

You have the right to:

- Request access to your stored data
- Ask us to delete your game account and related data
- Inquire about restrictions or bans

To make a request, email: **wheelstudios.1@gmail.com**
Please include your **Player ID** or **Meta User ID** for faster processing. We will process all valid requests within a reasonable timeframe.

---

5. Data Security

We use technical and organizational measures to secure your data. However, no internet or electronic storage method is 100% secure.

---

6. Children's Privacy

Swinging Monkeys is **not intended for children under 13**.
We do not knowingly collect data from anyone under 13. If we discover such data has been collected, we will delete it immediately.

---

7. Third-Party Services

The Game may include or connect to third-party services such as:

- **Meta platforms**
- **PlayFab and Photon**
- External analytics or crash reporting services

Each of these services is governed by its own privacy policy. We encourage you to review them individually.

---

8. Changes to This Privacy Policy

We may update this policy from time to time. Updates will be posted here with a new effective date. Continued use of the Game after changes means you accept the updated terms.

---

9. Contact Us

For privacy questions, account issues, or data requests, contact:
📧 **wheelstudios.1@gmail.com**