

Pax Historia, Co. Privacy Policy

Effective Date: August 13, 2025

Pax Historia, Co. (“**Pax Historia**,” “**we**,” “**us**,” or “**our**”) respects your privacy. This Privacy Policy explains what we collect, how we use it, with whom we share it, and the choices you have when you use our websites, games, applications, and other online services that link to this Policy (the “**Services**”).

By using the Services, you agree to this Privacy Policy and our [Terms of Service](#).

1) Information We Collect

We collect **Personal Information** (information that identifies or can reasonably be linked to you) and **Non-Personal Information** (which does not identify you).

A. Information you provide to us

- **Account & profile details** (such as email, display name, avatar, profile description).
- **User-generated content (UGC)** (such as maps you upload, presets, posts/chats, and other gameplay content).
- **Support & bug reports** (such as the bug title/description/tags that you submit; see “Bug Reports & Public Snapshots” below).
- **Payments/subscriptions:** checkout details are collected and processed by a payment provider (such as a third-party processor Stripe). We receive limited billing metadata (such as a customer ID and subscription status), not full card details.

B. Information collected automatically

- **Usage and device data** (such as pages/screens viewed, clicks, session timestamps, referrers, IP address, region, device/OS/browser, language, crash/performance data).
- **Gameplay telemetry** (such as games started, rounds played, player actions, map/territory changes, AI interactions, and progression events).
- **Cookies/SDKs and local storage** (such as session cookies for authentication; local/session storage for attribution/UTM parameters and UI state).
- **Security signals** (such as risk scores from bot/fraud prevention services).

C. Information from partners

- **Analytics/experimentation** (such as event data for feature flags, A/B tests, performance metrics).
- **Payments and subscriptions** (such as updates about successful/failed payments and plan status).
- **AI inference providers** (such as processing of prompts and outputs to generate in-game content).
- **Community platforms** (such as limited content posted to a public channel/thread when a bug report is published-see “Bug Reports & Public Snapshots”).

Tip: Please avoid including sensitive personal information in UGC, bug descriptions, or AI prompts.

2) How We Use Information

We use information to:

- **Provide and operate** the Services (such as accounts, gameplay, saves, leaderboards).
- **Maintain safety and integrity** (such as bot/fraud prevention, abuse detection, rate limiting, and incident response).
- **Improve and personalize** the Services (such as analytics, experimentation, performance tuning).
- **Support you** (such as responding to requests and fixing issues).
- **Process payments and subscriptions** (such as billing and account status).
- **Comply with law and enforce our Terms** (such as DMCA handling and content moderation).
- **Develop new features and conduct research** (such as aggregate analysis of gameplay and AI performance).
- **Measure marketing/attribution** (such as understanding which campaigns led you to us).

Where required (such as in the EU/UK), our legal bases include **performance of a contract**, **legitimate interests** (such as security and improvement), **consent** (such as certain cookies), and **legal obligations**.

3) How We Share Information

We share information with **service providers** and **partners** that help us operate, secure, and improve the Services, **such as**:

- **Cloud hosting and databases** (such as providers for authentication, databases, storage/CDN).
- **Payments and subscriptions** (such as third-party processors and billing platforms).
- **Analytics and experimentation** (such as tools for event analytics, feature flags, and performance).
- **AI inference providers** (such as model hosts that process prompts/outputs to generate content).
- **Security and fraud prevention** (such as bot detection and risk scoring).
- **Community platforms** (such as a public channel/thread where a bug report's game snapshot link is posted, without disclosing the reporter's identity).

These companies are contractually required to use Personal Information only to provide services to us and to protect it.

We may also share information:

- **To comply with law or lawful requests** (such as responding to subpoenas or court orders).
- **To enforce our Terms and policies** (such as investigating violations).
- **To protect rights, property, or safety** of users, the public, or Pax Historia.
- **In a corporate transaction** (such as a merger, acquisition, or sale of assets), where information may be transferred as part of the deal subject to this Policy.

We do not sell Personal Information, and we do not “share” Personal Information for cross-context behavioral advertising as those terms are defined by applicable U.S. state laws. If our practices change, we will update this Policy and provide required notices and opt-outs before such changes take effect.

4) Cookies & Similar Technologies

We use cookies/SDKs and local storage **such as**:

- **Essential/session cookies** (such as for login and account security).
- **Performance and analytics** (such as to measure usage and improve features).
- **Preferences** (such as to remember settings).
- **Security** (such as to detect bots and abuse).

You can control cookies through your browser settings and OS privacy controls. Some features may not function without certain cookies/SDKs. Where required, we display consent tools.

5) User-Generated Content (UGC) & Public Areas

UGC you submit (such as maps, presets, games) may be visible to others in-game or on the Services. Do not include personal or sensitive information in UGC. We may moderate or remove UGC that violates our Terms or law. As explained in our Terms, you retain rights in your UGC, **and** you grant Pax Historia a broad license to use and commercialize UGC (including maps) to operate and improve the Services and for other purposes described in the Terms.

6) AI Features

When you use AI-powered features, your inputs and the generated outputs may be processed by **AI inference providers** (such as third-party model hosts) to produce content and to measure usage. We use contractual and technical measures to protect this data and limit use to providing services to Pax Historia. Providers and models may change over time. **Please avoid including sensitive personal information in prompts.** We do not use AI for automated decisions that produce legal or similarly significant effects about you.

7) Bug Reports & Public Snapshots

We offer a **public bug reporting system** to help diagnose and resolve issues while protecting reporter privacy.

- **Submission:** To report a bug, an authenticated user submits a title, description, and category tags. We validate ownership of the game being reported.

- **Public snapshot:** The system creates a **read-only game snapshot** that copies the game state and marks it as published/bugged. The original game remains unchanged and private. The snapshot does **not** display the reporter's identity.
- **Public Discord notification:** A bot posts to a **public channel/thread** with the bug title, description, tags/emojis, and a link to the public snapshot. **No reporter personal information is included** in the post.
- **Private metadata:** The reporter's user/account ID is stored **only in bug report metadata** with **admin-only access**. This allows triage, follow-up, and abuse prevention while maintaining public anonymity.

Important: If you include personal information in the bug description or in-game content (such as chat), it may appear in the public snapshot. Please avoid including personal information in bug reports or in content that could be published as a snapshot. If you believe a snapshot exposes personal information, contact us (Section 14) and we will review and, where appropriate, redact or remove it.

8) Supabase (AI Interaction Logs)

For completeness: Pax Historia also uses a separate database service (such as **Supabase**) for **AI model benchmarking and evaluation**, which **includes logs of AI interactions linked to a user/account**.

- **What is stored:** evaluation questions, raw AI outputs, validated/processed responses, cost/usage metrics, performance scores/grades, and **references linking the interaction to a user or account** (such as a user ID). Game content may be referenced by ID.
 - **Purpose:** quality assurance, research, model benchmarking, abuse detection, support (such as investigating a user-reported issue), and product improvement.
 - **Access:** view/access is limited to authorized personnel; the **account that generated the AI interaction** and Pax Historia admins can access associated logs. (A user-facing view/export of your own logs may be available in the future; until then, you can request access via Section 14.)
 - **No marketing emails:** AI logs are not used to send you marketing communications.
 - **Retention:** retained for research/quality and safety purposes and as needed to comply with law, resolve disputes, and enforce agreements (see Section 10).
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9) Data Retention

We retain information for as long as reasonably necessary to provide the Services and fulfill the purposes described in this Policy, **such as:**

- **Accounts & profile:** retained until you request deletion (subject to legal obligations).
- **Anonymous/guest accounts:** retained for a limited period and then deleted.
- **Gameplay data:** retained with your account and deleted upon account deletion (subject to backups/legal holds).
- **Bug snapshots:** retained while the bug remains open or for product history; we may remove or de-list snapshots that are obsolete or upon valid privacy requests.
- **AI interaction logs (Supabase):** retained for research/quality and safety purposes as described above.
- **Logs/analytics:** retained in aggregated or de-identified form for a period (such as 12–24 months).
- **Payments:** certain records retained to comply with accounting/tax obligations.

Backup copies may persist for a limited time. We may retain information as needed to comply with law, resolve disputes, and enforce agreements.

10) Security

We implement reasonable administrative, technical, and physical safeguards **such as** HTTPS/TLS, access controls, authentication safeguards, input validation, rate limiting, and bot/fraud detection. However, no method of transmission or storage is completely secure, and we cannot guarantee absolute security.

11) Your Choices & Rights

A. Communications

You can opt out of non-transactional emails via unsubscribe links or in settings. We may still send important service or transactional messages.

B. Access, Correction, Deletion

You may access or update certain information in your account settings. You may request deletion of your account and associated data by contacting us (Section 14). We will honor requests as required by law and subject to verification and exceptions (such as security, fraud prevention, and legal obligations). You may also request **your AI interaction logs** associated with your account.

C. Global Privacy Control (GPC)

Where required by law (such as California/Colorado), we honor the **Global Privacy Control** signal as an opt-out of sale/sharing where applicable.

D. U.S. State Privacy Rights (such as CA, CO, CT, VA, UT)

Depending on your state of residence, you may have rights **such as**:

- **Access** your Personal Information.
- **Correct** inaccuracies.
- **Delete** Personal Information.
- **Obtain a portable copy** of Personal Information.
- **Opt out** of targeted advertising, sale, or profiling (where applicable).

To exercise rights, contact us (Section 14). We will verify and respond per applicable law. If we deny your request, you may **appeal** by replying to our decision email with “Appeal” in the subject; we will inform you of our final decision and how to contact your state AG if you remain unsatisfied.

E. EU/EEA/UK Rights

If you are in the EU/EEA/UK, you may have rights **such as: access, rectification, erasure, restriction, objection, and data portability**, and the right to **withdraw consent** where processing is based on consent. You may lodge a complaint with your local supervisory authority.

12) International Data Transfers

We are a U.S. company. We and our providers may process information in the United States and other countries that may have data-protection laws different from your country. Where required, we use appropriate safeguards for cross-border transfers (such as Standard Contractual Clauses or comparable mechanisms).

13) Children's Privacy

The Services are **not directed to children under 13**, and we do not knowingly collect Personal Information from children under 13. If we learn we collected such information without verifiable parental consent, we will delete it. If you believe this occurred, contact us (Section 14).

14) Anti-Scraping & Security Notice

For your protection and ours, we prohibit - and may detect and prevent - **scraping, data mining, automated harvesting, reverse engineering, or circumvention of access controls or rate limits**. Unauthorized access or extraction of game data, UGC, or databases may violate our Terms and applicable laws.

15) Changes to This Policy

We may update this Policy from time to time. If we make **material** changes, we will post the updated Policy and adjust the "Effective Date," and where required, provide additional notice or obtain consent. Your continued use after the effective date signifies acceptance of the updated Policy.

16) Contact Us (Controller)

Pax Historia, Co.

74 E Glenwood Ave, Unit #5766

Smyrna, DE 19977

Telephone: 302-401-1280

Email: team@paxhistoria.co

We are the controller for your Personal Information in connection with the Services (except where certain vendors act as separate controllers, such as a payment provider for card credentials). To exercise privacy rights or request your AI interaction logs, contact us and include enough information for us to verify your identity.

17) State Category Disclosures (Summary)

The table below summarizes categories of Personal Information we may collect, typical sources, purposes, and disclosures under U.S. state privacy laws (such as the CPRA). This is a summary; sections above provide additional context.

Category	Examples	Sources	Purposes	Disclosed to
Identifiers	email, IP, device IDs, display name, account ID	You; device; partners	operate; secure; support; analytics; personalization	service providers (such as hosting, analytics)
Customer Records	subscription status, customer ID	You; payment platform	billing; account; fraud prevention	payment provider
Commercial Info	purchases, plan tier	You; payment platform	billing; accounting	payment provider
Internet/Network Activity	logs, pages/screens, clicks, referrers	Device; analytics	operate; improve; debug; security	analytics/perf providers
Geolocation (coarse)	region inferred from IP	Device; analytics	localization; abuse prevention	service providers
Inferences	feature cohorts, experiment buckets	Analytics	personalization; product improvement	analytics providers
UGC	maps, presets, posts, chat	You	operate game; moderation; marketing	other users/public (as configured); hosting/CDN
AI Interaction Logs	prompts, outputs, cost/usage, performance, linked to account ID	You; device; AI systems	gameplay features; research; safety; support	service providers (such as databases/AI hosts)
Sensitive Data	not required; please avoid submitting	You	N/A	N/A

We do not sell Personal Information and do not “share” it for cross-context behavioral advertising as defined by applicable U.S. state laws.