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Gold's Spooky Terror Privacy Policy

By playing our game, you agree to the Privacy Policy.

Data Collection

Gold's Spooky Terror collects your IP (internet protocol) address, your Meta username, and your user age group assigned from Meta. This information is very important so you can connect to our servers, and our user authentication. Users may use in-app purchases to receive special content in the game. We may collect information on the user's age group to restrict some features that could be potentially inappropriate for the specific group.

We will never use any sensitive information from your device in a harmful way. We do not sell, trade, or otherwise transfer your personal information to other third parties without your consent, except as described in this Privacy Policy. If you want this data removed from our services, you can *delete your account*.

Account Deletion

You can contact me at boolonxvr@gmail.com to delete your in-game account, and any trace of your collected data from our online services. You must list your PlayFab ID in the request, which you can find by going to the in-game computer interface. Launching the game after account deletion generates a new PlayFab account.

Services

PlayFab

This game uses an authentication and player data service provided by Microsoft known as “PlayFab”. PlayFab stores the IP address of your Meta Quest to their user database so you can have all your items saved online without making a backup of any other saved data. When you first login to the game, it generates a unique string of numbers and letters, which is your PlayFab ID. We use your IP address so you can login to your account under the IP address of the device. We also use PlayFab to authenticate with our in-game multiplayer servers provided by Photon Engine. You can visit PlayFab's website by clicking [here](#).

Photon Engine

When you connect to the multiplayer servers, you connect to a service called “Photon Engine”, which is a networking service provided by Exit Games Inc. When you use these servers, you are able to interact with other users, and you are also able to communicate through voice chat. When connecting, you are also connecting to a voice chat service provided by Photon named "Photon Voice". Photon Voice records audio from your Meta Quest. Voice data is processed to enable in-game voice chat functionality. Voice data is encrypted and securely transmitted. The multiplayer cache soon gets deleted from the

servers, and there is nothing being stored permanently. You can visit Photon's website by clicking [here](#).

Contact

If you have any questions or concerns about this Privacy Policy, you can contact me at boolonxvr@gmail.com.