

Privacy Policy for GuildSteam

Effective Date: April 3, 2025

Introduction

GuildSteam ("we," "our," or "us") values your privacy. This policy outlines the types of information we collect, how we use and protect that information, and your rights regarding your personal data.

Information We Collect

We collect personal and non-personal information to provide and improve our services, including:

- **Personal Information:** Name, email address, phone number, address, employment details, and payment information.
- **Usage Data:** IP addresses, browser type, pages visited, time spent on pages, and other usage statistics.

How We Use Your Information

We use the collected information to:

- Deliver and maintain our services.
- Communicate with users regarding services and support.
- Improve our services and website functionality.
- Process transactions securely.
- Comply with legal obligations.

Sharing Your Information

GuildSteam will not sell your personal information. We may share your information with:

- Trusted third-party providers necessary for our operations (e.g., payment processors, cloud services).
- Legal authorities if required by law.

Security

We implement appropriate security measures to protect your information from unauthorized access, disclosure, alteration, or destruction. However, no security method is completely foolproof.

Cookies and Tracking

Our website uses cookies to enhance user experience. You can choose to disable cookies through your browser settings, but this may affect website functionality.

Your Data Protection Rights

You have the right to:

- Request access, correction, or deletion of your personal information.
- Object to or restrict our processing of your data.
- Withdraw consent where consent was previously given.

Changes to This Privacy Policy

We may update this policy periodically. Any changes will be communicated through our website and email where applicable.

Contact Us

For questions or requests regarding this policy, please contact us at:

Email: info@guildsteam.com

