

# **Anti-Cheat Expert Related Agreement Product Documentation**



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# Contents

## Related Agreement

Data Processing And Security Agreement

PC Game Anti-Cheating Service Level Agreement

PC Game Anti-Cheating Service Privacy Policy

Mobile Game Anti-Cheating SDK Privacy Policy

Mobile Game Hardening and Anti-Cheating Service Level Agreement

Economic Risk Management Service Level Agreement

Content Moderation Service Level Agreement

# Related Agreement

## Data Processing And Security Agreement

Last updated : 2020-06-15 10:46:11

### 1.BACKGROUND

This Module applies if you use the Mobile Tencent Protect Service (“**Feature**”). This Module is incorporated into the Data Processing and Security Agreement located at “**DPSA**”. Terms used but not defined in this Module shall have the meaning given to them in the DPSA. In the event of any conflict between the DPSA and this Module, this Module shall apply to the extent of the inconsistency.

### 2.PROCESSING

We will process the following data in connection with the feature:

Personal Information	Use
End User Personal Data (game account, host file, in-game screen; system version, network type, brand, CPU architecture, ROM, unique identifier, screen resolution, system boot time, country code and language, remaining memory, remaining built-in / external storage space; whether root or simulator running, application cache directory, application package name, process name, application version, startup time)	We use this information in order to provide the Feature in accordance with your instructions.

### 3.SERVICE REGION

As specified in the DPSA. We will also store personal data processed in connection with the Feature in Singapore and the People’s Republic of China.

### 4.SUB-PROCESSORS

As specified in the DPSA.

## 5.DATA RETENTION

We will store personal data processed in connection with the Feature for a period of 90 days from the date of collection. You can request deletion of such personal data in accordance with the DPSA.

# PC Game Anti-Cheating Service Level Agreement

Last updated : 2024-08-06 15:03:08

For details, see [PC Game Anti-Cheating Service Level Agreement](#).

# PC Game Anti-Cheating Service Privacy Policy

Last updated : 2024-03-22 10:44:08

## 1. INTRODUCTION

This Module applies if you use PC Game Anti-Cheating Service (“Feature”). This Module is incorporated into the privacy policy located at (“[Privacy Policy](#)”). Terms used but not defined in this Module shall have the meaning given to them in the Privacy Policy. In the event of any conflict between the Privacy Policy and this Module, this Module shall apply to the extent of the inconsistency.

## 2. CONTROLLERSHIP

The controller of the personal information described in this Module is Aceville Pte. Ltd.

## 3. AVAILABILITY

This Feature is available to users globally.

## 4. HOW WE USE PERSONAL INFORMATION

We will use the information in the following ways and in accordance with the following legal bases:

Personal Information	Use	Legal Basis
<b>Account Information:</b> account id, game id	We only process this data for the purposes of providing the Feature to you, including the identification and banning of any cheating behaviors, and restricting your use of the product/service incorporating the Feature.	We process this information as it is necessary for us to perform our contract with you to provide the Feature.

	Please note that this data is stored and backed up in our Tencent Cloud Object Storage (COS).	
<b>Device Information:</b> mac address, os version	We only process this data for the purposes of providing the Feature to you, including troubleshooting/ analysis of end users' PC issues (such as crashes). Please note that this data is stored and backed up in our Tencent COS.	We process this information as it is necessary for us to perform our contract with you to provide the Feature.
<b>IDS Feature Data:</b> in-game screenshots (which may contain nicknames and chats of you and your teammates (this information will be obfuscated), and game scenes)	We use this information to improve and optimize the training models and algorithms which this Feature and our other features rely upon and provide end users with a safer in-game environment. In the event of a cheating incident, please note that this data is stored and backed up in our Tencent COS. If there is no established cheating incident on end users' side, we will not store the data on our servers.	It is in our legitimate interests to process this information to improve the accuracy of our models and algorithms. To the extent this information includes any sensitive personal data, we process the end user's explicit consent which shall be obtained by the customer.

## 5. HOW WE STORE AND SHARE PERSONAL INFORMATION

As specified in the Privacy Policy.

## 6. DATA RETENTION

We will retain personal information in accordance with the following:

Personal Information	Retention Policy
<b>Account Information</b>	Storage in COS: Automatic deletion after 7 days if assessed/ determined that there is no cheating behavior.  Following determination of cheating behavior, stored for the lifetime of your use of the product/service that incorporates the Feature unless you request to delete



	product/service that incorporates the Feature, upon which such data will be deleted within 30 days.
<b>Device Information</b>	Storage in COS: Stored for the lifetime of your use of the product/service that incorporates the Feature unless you request to delete product/service that incorporates the Feature, upon which such data will be deleted within 30 days.
<b>IDS Feature Data</b>	<p>Storage in COS: Automatic deletion after 7 days if assessed/ determined that there is no cheating behavior.</p> <p>Following determination of cheating behavior, stored for the lifetime of your use of the product/service that incorporates the Feature unless you request to delete product/service that incorporates the Feature, upon which such data will be deleted within 30 days.</p>

# Mobile Game Anti-Cheating SDK Privacy Policy

Last updated : 2024-04-23 15:02:35

## 1. INTRODUCTION

This Module applies if you use Mobile Game Anti-Cheating SDK (“Feature”). This Module is incorporated into the privacy policy located at (“[Privacy Policy](#)”). Terms used but not defined in this Module shall have the meaning given to them in the Privacy Policy. In the event of any conflict between the Privacy Policy and this Module, this Module shall apply to the extent of the inconsistency.

## 2. CONTROLLERSHIP

The controller of the personal information described in this Module is Aceville Pte. Ltd.

## 3. AVAILABILITY

This Feature is available to users globally.

## 4. HOW WE USE PERSONAL INFORMATION

We will use the information in the following ways and in accordance with the following legal bases:

Personal Information	Use	Legal Basis
<b>Device Information &amp; Identifiers:</b> brand, model, api_level, system version, operating system version, source_dir, apk_path, lib_dir, files_dir, hardware, device cpu name, device language, vpn status, adb_enabled, usb_connected, usb_plugged, installed	We only process this data for the purposes of providing the Feature to you, including: Identifying suspicious device environments; Confirming SDK compatibility; Detecting of cheating behavior; Locating network problems and determining whether log-in restrictions have been by-passed; Determining whether end users’ device is in debugging mode;	We process this information as it is necessary for us to perform our contract with you to provide the Feature.

<p>packages, device modules, iDevHwModel, iDevRes, iDevModel, iDevSysName, iDevSysVer, AppVer, iAppMachOUUID, iAppName, iAppMainModule, iAppCryptInfo, iAppFileCryptInfo, iScreenCaptured, ios vpn, ios language, iDevIDFV, ios modules</p>	<p>Determining whether end users' device has installed modifiers, gas pedals, virtual machines, special hangers, live software, VPN software;                  Detecting cracked applications with tampered game version numbers;                  Detecting applications that have been tampered with/ cracked;                  Detecting cheating behavior;                  Detecting Game Trainers/Modifiers, Speed hack tools, Customized Cheats                  Upon your request, we are able to store the data collected on Tencent Cloud (Tencent Big Data Suite, TencentDB for MySQL, Elasticsearch Service, TencentDB for Redis), Google Cloud, and/or Microsoft Azure.</p>	
<p><b>Cheat Tool Detection Information:</b> Screenshots of the product/service that incorporates the Feature from end users' perspective (does not contain sensitive information)</p>	<p>We use this information to review and determine whether end users have cheated in the product/service that incorporates the Feature and provide end users with a safer in-game environment .</p>	<p>It is in our legitimate interest to ensure the security of our services and to maintain a fair environment within product/service that incorporates the Feature.</p>

## 5. HOW WE STORE AND SHARE PERSONAL INFORMATION

As specified in the Privacy Policy.

## 6. DATA RETENTION

We will retain personal information in accordance with the following:

Personal Information	Retention Policy
<p><b>Device Information &amp; Identifiers</b></p>	<p>Stored for up to 30 days.</p>
<p><b>Cheat Tool Detection Information</b></p>	<p>Automatic deletion after 7 days if assessed/ determined that there is no cheating behavior.                   Following determination of cheating behavior, stored for 3 years .</p>



# Mobile Game Hardening and Anti-Cheating Service Level Agreement

Last updated : 2024-08-06 16:34:48

For details, see [Mobile Game Hardening and Anti-Cheating Service Level Agreement](#).

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# Economic Risk Management Service Level Agreement

Last updated : 2024-11-01 14:15:47

For details, see [Economic Risk Management Service Level Agreement](#).

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# Content Moderation Service Level Agreement

Last updated : 2024-11-01 14:18:35

For details, see [Content Moderation Service Level Agreement](#).