

Game Terms of Service & Privacy Builder

Gaming, Esports & Digital Entertainment

Document type: Policy · Generated 28 Aug 2026

This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Drafts player-facing Terms of Service and a privacy-policy outline with discrete inputs — game/platform, virtual items, UGC, real-money features and data practices — covering the key player-facing legal terms. Use it to create your ToS/privacy documents. For data-law depth use the Data Privacy & Security Guide.

Purpose of this tool & output

Draft player-facing ToS and privacy policy

How the output is used

Use it to draft player-facing terms of service and a privacy policy — the rules, rights and data terms every player agrees to.

Who receives it

The terms apply to every player of the game/platform, owned by the operator, and shown for acceptance at sign-up.

Important cautions

Template outline for guidance, not legal advice. Virtual-item terms (no real-world value, revocable) and clear refund/conduct/liability terms are important, and privacy must comply with the DPDP Act. Real-money features need substantial extra legal terms. Have a lawyer finalise your ToS and privacy policy.

Companion documents

- Game Publishing Agreement Review
- Developer / Work-for-Hire Agreement
- Esports Player Contract
- Streamer / Creator Agreement
- Gaming Sponsorship Agreement
- Game IP Licensing Agreement

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.