When this policy applies

This policy describes the RivChess invitation list. The design preview displays the signup interface without submitting addresses.

The operational list

When its mail service and database are enabled, the waitlist accepts signup requests, asks the mailbox owner to confirm and sends one launch invitation. It does not request a username, payment method, wallet address or chess rating.

Contact

Send privacy requests to privacy@rivchess.com. Questions about service rules can be sent to legal@rivchess.com. Identify the service involved so an invitation-list inquiry is not confused with a game-account inquiry.

Game and wallet features

The separate game service processes different information when someone creates an account, plays a rated match or uses a wallet. The sections below identify those records and why they are used. The hosted waitlist preview does not start a game or create a blockchain transaction when you open it.

Signup information

Signup begins with an email address and a request to receive one launch message.

Data supplied by you

The form collects the email address you enter, your affirmative consent and any referral code retained for this session. The application trims whitespace and normalises the address before checking for an existing entry.

Data created by the application

Records include creation and confirmation times, the consent record, a random verification token, an invite code and, where applicable, the referring code and notification time. The verification token is used to act on an entry. Keep it private.

Purpose and basis

We use consent under Article 6(1)(a) GDPR for this voluntary invitation service. You may read the landing page and both legal documents without entering an address. Without confirmation the operational service cannot send the launch invitation.

Account information

In the game service, registration and login use a username, a salted password hash and account identifiers. The service also records account status and applicable acceptance information. An age declaration records what a player confirmed. It does not establish that a government document has been checked.

Purposes in the game service

Account sessions, match records and settlement entries are used to provide the features the player requests. Protecting opponents, detecting abuse and resolving contested results are separate security and fairness purposes. Consent to a launch email does not authorize an unrelated use of wallet or game data.

Confirmation and messages

Double opt-in is used to connect an invitation request with a mailbox controlled by the person confirming it.

Pending requests

After submission the application asks its configured email service to send a confirmation link. Repeating the form is not intended to disclose whether an address already belongs to a confirmed player. Pending entries are excluded from the public count.

Launch invitation

Confirmed active entries are eligible for one launch announcement. The delivery routine records the notification time after sending. A delivery record indicates that the sending service accepted the message, not that the intended person read it.

Mail privacy

Your mail provider handles the message according to your account settings. The confirmation and removal links contain codes linked to your entry. Forward the public invite link instead if you want a friend to join.

Account sessions

Signing into the game creates a session cookie. The server stores a hash of the session token and an expiry, so subsequent requests can be associated with the signed-in account. The cookie is configured as HttpOnly with SameSite set to Strict. The game session is separate from the waitlist email confirmation link.

Referrals and public status

The referral system orders participants using dates and codes rather than displaying email addresses.

How referral data is connected

A valid referral code may be saved for the browser session. If you register and confirm, the application can count you as a confirmed referral of the person who invited you. Opening the link by itself does not count as a completed referral.

What a link reveals

Anyone with a confirmed invite code can request the associated position and referral count. That response includes the invite link but does not return the holder’s address or a list of invited addresses. The aggregate count concerns confirmed active participants.

Effect on order

Each confirmed active referral moves the ranking timestamp a day earlier. Removing an entry can change positions or referral counts. Queue order affects this voluntary invitation list; it does not determine credit, eligibility for payments or game outcomes.

What opponents and game services see

In a match, the opposing player needs the board position, clocks, result and the player identity displayed in the game. Server match records associate the players with their sides, moves, times, result and rating changes. These records support replay, result verification and investigation of disputed outcomes.

Browser storage and fonts

The operational page uses browser storage to remember the referral context and to reopen your queue information.

Session and local storage

The referral code is held in session storage. The confirmed entry code may be kept in local storage on that browser. Clearing site storage removes those local values. It does not by itself cancel a server-side invitation request. On a shared device, another user of the same browser may see the saved status.

Typography and requests

The original design requests Geist and Geist Mono from Google Fonts. Loading remote font resources can disclose connection information, including the IP address, to the font provider. If a font request is blocked the page can use fallback typography.

Optional sharing

Using a share link opens the chosen service with the invitation link and sharing text. The external service handles the interaction under its own policy. The waitlist application includes no advertising or analytics tags.

Fair Play evidence

The game client may send a reason and short evidence entries about suspected assistance or unusual input. Server analysis can compare moves and timing with engine evaluations across games. A case records its source, reason, associated identifiers, creation time and decision. A report can lead automatically to a restriction, forfeit or hold. Ask for human review if the evidence may reflect a device issue or assistive technology.

Infrastructure and recipients

A hosting service delivers the page and a configured mail provider delivers confirmation and launch messages.

Information needed for delivery

The web server receives requests for the page, assets and API routes. For mail delivery the provider receives the recipient address, subject, message content and technical delivery information. Access to the private database should be limited to people administering the service.

Abuse prevention

The application briefly counts requests by connecting address in memory to limit excessive signup attempts. Its legitimate interest under Article 6(1)(f) GDPR is service availability and preventing abuse. Behind a proxy the connecting address seen by the application may belong to that proxy.

Provider-specific questions

Contact privacy@rivchess.com for information about the providers used in a particular deployment, their locations, and applicable transfer safeguards or a copy of them where available. Technical access logs, delivery logs and backups are separate from the primary waitlist table.

Wallet and network recipients

Where a wallet is enabled, the service associates the account with addresses, asset and network, transfer identifiers, amounts, fees and ledger status. A withdrawal also records its destination. Network services receive the transaction information needed for broadcast or verification. Public blockchain participants can inspect on-chain addresses, amounts and transfers. An observer who knows an address may link transactions to its user.

Retention and removal

Different events start different retention periods in the operational waitlist.

Pending and confirmed entries

Unconfirmed entries expire seven days after creation. Confirmed entries expire one year after signup or 30 days after the launch notification is sent, whichever occurs first. The running service checks for expired entries at startup and then once a minute.

Removing an active entry

A valid removal link deletes the matching database row. A later attempt to confirm with that deleted token is invalid. The entry no longer contributes to the active count. The old referral code can remain as a reference on earlier invitations until those entries expire.

Copies outside the main table

Removal does not erase an email already delivered to your own mailbox, copies you shared with someone else, or the recipient’s mail history. Ask about the applicable hosting backup and mail-provider retention periods when requesting details about a specific deployment.

Game, case and financial records

The waitlist deletion schedule applies only to invitation records. A game, its payout and a later appeal have linked histories. Resolving a dispute may require preserving those entries together. The game implementation does not specify a fixed automatic expiry for these records. A deletion request can identify the account, games and transfers involved. Public chain history persists independently of an internal account deletion.

Your data rights

Rights depend on the processing involved and your applicable data-protection law.

Access and correction

You may ask whether your information is processed, request a copy and ask for inaccurate information to be corrected. Specify the address used for the invitation. Avoid sending unrelated documents with an initial request. Reasonable verification may be needed to protect the entry from disclosure to another person.

Deletion, restriction and portability

You may request deletion or restriction where the applicable conditions are met. For information you provided and which is processed automatically on the basis of consent or contract, you may request portability where applicable. Describe the records requested so the response covers the correct service.

Objection and withdrawal

You may object to processing based on legitimate interests for reasons relating to your situation. You can withdraw consent to launch email at any time. Withdrawal does not change the lawfulness of processing that relied on consent before its withdrawal.

Challenging automated action

If a restriction or held payout affects you, you can request human intervention, explain your position and challenge the outcome. Identify the game and what the decision changed. Ask for information about the data and reasoning relevant to you. A privacy request can cover the case history while an appeal addresses who should receive the disputed return.

Requests and complaints

Use privacy@rivchess.com to follow up on the handling of your information.

What to send

Tell us which address or entry your request concerns and what outcome you want. If a confirmation message reached you by mistake, use the removal link or write to us. Do not send wallet secrets or game credentials as evidence of mailbox control.

Supervisory authority

If the GDPR applies, you may lodge a complaint with a supervisory authority, in particular in the Member State of your habitual residence, place of work or the alleged infringement. You may contact an authority even if you have already contacted RivChess.

Which version you read

The date in the downloadable policy identifies this edition. If a request concerns processing at an earlier time, include the approximate date and describe the interaction. For a question about accounts or payment features, identify the relevant game deployment separately.

Separate a privacy request from a payment issue

For a disputed withdrawal, legal@rivchess.com can use a game or transfer reference to locate the relevant entry. For a copy or correction of linked personal data, contact privacy@rivchess.com. Send only the minimum identifying details. A public transaction identifier is sufficient for an initial transfer inquiry. Never send a seed phrase or a session token.