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When you first start your character in Project Zomboid you will notice a pretty extensive tutorial menu appearing at the side on the in-game UI. This tutorial which teach you everything from the basics of movement in Project Zomboid, to combat. One of the things this tutorial doesn't tell you however, is how to save. I will try my best to explain the save game system in Project Zomboid. This article will include how the game saves and where the save games are located.Project Zomboid is in Steam's early access program. This means that the game is still in development and subject to change. To keep up to date with the latest news, visit the official Project Zomboid website. How to Save in Project ZomboidProject Zomboid uses an auto-save feature. This means that the game will automatically save at certain points. By default, the game will save whenever you decide to exit the game. Whether that be an exit to the main menu or an exit to desktop. Each time you decide to start a new world in Project Zomboid that world will be saved as a different file. Simply starting a new character in an existing world will overwrite that world's previous save.Project Zomboid features a permadeath autosave systemBut what is the game crashes? There is another point where the game will save in Project Zomboid. When you use a bed and sleep, the game will automatically save your progress to that point. That means if there is an unexpected crash and your game does not manage to save on exit, it will probably revert to the last time your character slept. There is currently no way to manually save the game outside of copying your save file and pasting it back again into the game's save directory.As the story of Project Zomboid goes, 'this is how you died'. How to Load a Save in Project ZomboidIf you have started multiple different games and are wondering how exactly you can load an old world, look no further! As you can see from the main menu there are a few different options. The first one reads Continue. By choosing the continue option you will immediately load into your latest saved game. This is just to go straight back into your game. There is another option under Continue which is Load. By pressing the load button, you will open up a list of all of your previous saves.You can save as many world as you wantIn the image above, you can see an example of all of my recent save games. This will not periodically save your game for backups, however. These are all different games with different settings. When your character dies in Project Zomboid, you can make another character. This new character will exist in the same world (and save) as the previous one. This will overwrite the previous character. Yes, death is permanent in Project Zomboid, there are no backup saves.As aforementioned, if you truly do want to back up your saved games in case things go south, you will have to do so manually. Start by going to the save game location on your computer. Here, you can copy your current save and paste it somewhere else. If something detrimental does happen, you can drag this old save back into you save game folder and reload it as you wish.Project Zomboid Save Game LocationBy default, savegames are located in the following location on your PC:DRIVE:\Users\yourusername\Zomboid\Saves\Drive in this case, obviously means your C or D drive. Whichever is used by your computer to write by default. This doesn;t necessarily have to be the same drive that the game is installed on. Even though my game is saved on my D drive, my C drive holds my Project Zomboid save files. I imagine that whichever drive your windows is installed on will hold the save games.From here if you wish to make backups of your saves or send them to a friend you can do so. Just simply copy the files and paste them in a safe location for later. Or, send them over to your friends who also have a copy of the game so they can play through your save. Save files for Project Zomboid are quite large. If you plan on having multiple save files, I recommend using a USB stick or another drive. You can change the save game location by following this guide.Related:How to Sneak Attack/Stealth Kill – Project ZomboidHow to Make and Use Sheet Rope – Project Zomboid Necesse Frost Shards GuideFebruary 21, 2024Necesse – Cooling Box GuideFebruary 20, 2024A guide on the cooling box in Necesse.How to Craft Glass Bottles in NecesseFebruary 20, 2024Necesse – Glass Bottles guide.Palworld: Petallia Location and GuideFebruary 19, 2024All about Petallia in Palworld. 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Is this a logical approach for someone like me who wants to learn the ropes?With 23 hour days this seems to give me plenty of time to explore the world, scavenge for supplies, find vehicles, craft items, plant crops (I already have a pretty sweet potato garden), figure how to cook, learn skills, and just leisurely take my time. What are the advantages and disadvantages of playing with longer days, and also, does this make the night time equally as long too? Any help or tips would be appreciated. Update:Please also note I'm playing the standard version and not ''Build 41''. I don't really like jumping into Betas that are still heavily in development so I'm just going to wait until the new build comes out as an official update to the game. While the new build looks absolutely amazing, I am willing to wait for as long as it takes. Last edited by Mr_Psychopomp; 13 May, 2021 @ 2:16pm Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. In Project Zomboid, one of the fundamental aspects of the game is the passage of time, with each day representing a crucial opportunity to gather resources, build structures, and fortify your base against the undead. However, the question remains: How long is a day in Project Zomboid? Recommended Read: Where to Get a Sledgehammer in Project Zomboid Understanding the mechanics of the game's time system is beneficial and can significantly impact the chances of survival. By default, a day in Project Zomboid lasts 24 in-game hours, which equals 1 hour in real life. Table of Contents If you survived Project Zomboid for a long time and unfortunately died for a reason, a pop-up appears to indicate the number of zombies you killed and the number of days you survived. We can easily observe how many days we live in this post-apocalyptic world, but how long is the day in Project Zomboid compared to our time? By default, 24 hours in Project Zomboid are equal to an hour in real-time. This value is applied to all game modes, including Playstyle and Challenges. You can't change any settings in Challenges, but you can do it in Playstyle, including changing the day length. If you play in Custom Sandbox game mode, you can adjust the day length according to your liking. Locate the Time section in Sandbox Options, then select Day Length, and feel free to adjust the day length from the fixed options in the list. This setting is applied in both multiplayer and single-player. Besides, you can also change the day length of Apocalypse, Survivor, and Builder modes using the Save Presets box at the bottom. To change it, click on the Save Presets box and choose the available game mode, then locate the Day Length setting again and select the duration you want. When you're done, click Save, name your new preset, and enjoy your new world. It seems that most players aren't fond of the default day length. They prefer to change it to 2 hours instead of 1. In general, deciding how long a day varies depending on your gameplay style and experience. However, 2 hours in real-time is the best for most, even beginners. First, it's worth noting that 24 hours in the game are equal to 1 hour in real-time, which also means that 30 minutes are for the day, and 30 minutes are for the night. Therefore, those numbers will increase/decrease relatively when you increase/decrease the day length. The day length impacts how fast you get hungry or thirsty and the moodles duration. With a more extended game day, it will take longer to feel hungry or thirsty. Also, all normal actions take the same amount of time, for instance, physically moving, reading books, foraging, farming, sitting down, climbing, etc. So an increase in day length lets you do more things. Moreover, adjusting the day length to 2 hours makes you much more mobile. The longer the day, the more zombies you can kill and the more houses you can loot. Live in the game is easier when you have more resources and gain experiences faster. That's how long a day is in Project Zomboid! Have any suggestions for this post? Let us know in the comment section below. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. 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For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Project Zomboid > General Discussions > Topic Details Day length I'm curious what day length everyone plays and their overall thoughts. I love to theory-craft. I have been doing 1 hour days since I first played years ago and its been a fine balance for me so far. I have thought of maybe playing 30 minute days to simulate The Sims. In The Sims their days are 24 minutes long. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. 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If you pre-purchase a title which is not playable prior to the release date, you can request a refund at any time prior to release of that title, and the standard 14-day/two-hour refund period will apply starting on the game's release date. Steam Wallet Refunds You may request a refund for Steam Wallet funds within fourteen days of purchase if they were purchased on Steam and if you have not used any of those funds. Renewable Subscriptions For some content and services, Steam offers periodic (e.g. monthly, yearly) access that you pay for on a recurring basis. If a renewable subscription has not been used during the current billing cycle, you may request a refund within 48 hours of the initial purchase or within 48 hours of any automatic renewal. Content is considered used if any games within the subscription have been played during the current billing cycle or if any benefits or discounts included with the subscription have been used, consumed, modified or transferred. 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Purchases Made Outside of Steam Valve cannot provide refunds for purchases made outside of Steam (for example, CD keys or Steam wallet cards purchased from third parties). VAC Bans If you have been banned by VAC (the Valve Anti-Cheat system) on a game, you lose the right to refund that game. Video Content We are unable to offer refunds for video content on Steam (e.g. movies, shorts, series, episodes, and tutorials), unless the video is in a bundle with other (non-video) refundable content. Refunds on Gifts Unredeemed gifts may be refunded within the standard 14-day/two-hour refund period. Redeemed gifts may be refunded under the same conditions if the gift recipient initiates the refund. Funds used to purchase the gift will be returned to the original purchaser. EU Right of Withdrawal For an explanation of how the EU right of withdrawal works for Steam customers, click here. Abuse Refunds are designed to remove the risk from purchasing titles on Steam—not as a way to get free games. If it appears to us that you are abusing refunds, we may stop offering them to you. We do not consider it abuse to request a refund on a title that was purchased just before a sale and then immediately rebuying that title for the sale price. You can request a refund or get other assistance with your Steam purchases at help.steampowered.com. Last updated 23 April, 2024 Page 10 17 Jun, 2025 Soulstone Survivors Action Roguelike, Bullet Hell, Roguelite, Action RPG 17 Jun, 2025 Lost in Random: The Eternal Die Action, Roguelite, Hack and Slash, Action Roguelike 17 Jun, 2025 Date Everything! 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Valve and its subsidiary TR Technical Inc. comply with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF) as set forth by the U.S. Department of Commerce. Valve has certified to the U.S. Department of Commerce that it adheres to the EU-U.S. Data Privacy Framework Principles (EU-U.S. DPF Principles) with regard to the processing of personal data received from the European Union in reliance on the EU-U.S. DPF and from the United Kingdom (and Gibraltar) in reliance on the UK Extension to the EU-U.S. DPF. Valve has certified to the U.S. Department of Commerce that it adheres to the Swiss-U.S. Data Privacy Framework Principles (Swiss-U.S. DPF Principles) with regard to the processing of personal data received from Switzerland in reliance on the Swiss-U.S. DPF. If there is any conflict between the terms in this privacy policy and the EU-U.S. DPF Principles and/or the Swiss-U.S. DPF Principles, the Principles shall govern. To learn more about the Data Privacy Framework (DPF) program, and to view our certification, please visit . 1. Definitions Wherever we talk about personal data ("Personal Data") below, we mean any information that can either itself identify you as an individual ("Personally Identifying Information") or that can be connected to you indirectly by linking it to Personally Identifying Information. Valve also processes anonymous data, aggregated or not, to analyze and produce statistics related to the habits, usage patterns, and demographics of customers as a group or as individuals. Such anonymous data does not allow the identification of the customers to which it relates. Valve may share anonymous data, aggregated or not, with third parties. Other capitalized terms in this Privacy Policy shall have the meanings defined in the Steam Subscriber Agreement ("SSA"). 2. Why Valve Collects and Processes Data Valve collects and processes Personal Data for the following reasons: a) where it is necessary for the performance of our agreement with you to provide a full-featured gaming service and deliver associated Content and Services; b) where it is necessary for compliance with legal obligations that we are subject to (e.g. our obligations to keep certain information under tax laws); c) where it is necessary for the purposes of the legitimate and legal interests of Valve or a third party (e.g. the interests of our other customers), except where such interests are overridden by your prevailing legitimate interests and rights; or d) where you have given consent to it. These reasons for collecting and processing Personal Data determine and limit what Personal Data we collect and how we use it (section 3. below), how long we store it (section 4. below), who has access to it (section 5. below) and what rights and other control mechanisms are available to you as a user (section 6. below). 3. The Types and Sources of Data We Collect 3.1 Basic Account Data When setting up an Account, Valve will collect your email address and country of residence. You are also required to choose a user name and a password. The provision of this information is necessary to register a Steam User Account. During setup of your account, the account is automatically assigned a number (the "Steam ID") that is later used to reference your user account without directly exposing Personally Identifying Information about you. We do not require you to provide or use your real name for the setup of a Steam User Account. 3.2 Transaction and Payment Data In order to make a transaction on Steam (e.g. to purchase Subscriptions for Content and Services or to fund your Steam Wallet), you may need to provide payment data to Valve to enable the transaction. If you pay by credit card, you need to provide typical credit card information (name, address, credit card number, expiration date and security code) to Valve, which Valve will process and transmit to the payment service provider of your choice to enable the transaction and perform anti-fraud checks. Likewise, Valve will receive data from your payment service provider for the same reasons. 3.3 Other Data You Explicitly Submit We will collect and process Personal Data whenever you explicitly provide it to us or send it as part of communication with others on Steam, e.g. in Steam Community Forums, chats, or when you provide feedback or other user generated content. This data includes: Information that you post, comment or follow in any of our Content and Services; Information sent through chat; Information you provide when you request information or support from us or purchase Content and Services from us, including information necessary to process your orders with the relevant payment merchant or, in case of physical goods, shipping providers; Information you provide to us when participating in competitions, contests and tournaments or responding to surveys, e.g. your contact details. 3.4 Your Use of the Steam Client and Websites We collect a variety of information through your general interaction with the websites, Content and Services offered by Steam. Personal Data we collect may include, but is not limited to, browser and device information, data collected through automated electronic interactions and application usage data. Likewise, we will track your process across our websites and applications to verify that you are not a bot and to optimize our services. 3.5 Your Use of Games and other Subscriptions In order to provide you with services, we need to collect, store and use various information about your activity in our Content and Services. "Content-Related Information" includes your Steam ID, as well as what is usually referred to as "game statistics". By game statistics we mean information about your games' preferences, progress in the games, playtime, as well as information about the device you are using, including what operating system you are using, device settings, unique device identifiers, and crash data. 3.6 Tracking Data and Cookies We use "Cookies", which are text files placed on your computer, and similar technologies (e.g. web beacons, pixels, ad tags and device identifiers) to help us analyze how users use our services, as well as to improve the services we are offering, to improve marketing, analytics or website functionality. The use of Cookies is standard on the internet. Although most web browsers automatically accept cookies, the decision of whether to accept or not is yours. You may adjust your browser settings to prevent the reception of cookies, or to provide notification whenever a cookie is sent to you. You can manage the use of optional cookies by clicking on the "Cookies setting" page accessible via the cookie banner displayed when you first visit our website and at any time through the Cookie Settings page available here. When you visit any of our services, our servers log your IP address, which is a number that is automatically assigned to the network your computer is part of. 3.7 Content Recommendations We may process information collected under this section 3 so that content, products and services shown on the pages of the Steam store and in update messages displayed when launching the Steam Client can be tailored to meet your needs and populated with relevant recommendations and offers. This is done to improve your customer experience. You can prevent the processing of your data in this way by turning off the automatic loading of the Steam store page and of Steam notifications in the "Interface" section of the Steam Client settings. Valve may send you marketing messages about products and services that are similar to goods and services you have previously requested from Valve to your email address or where you have given explicit consent. In such a case we may also use your collected information to customize such marketing messages as well as collect information on whether you opened such messages and which links in their text you followed. You can opt out or withdraw your consent to receive marketing emails at any time by either withdrawing the consent on the same page where you previously provided it or clicking the "unsubscribe" link provided in every marketing email. Alternatively, you can select what kinds of emails you wish to receive on the email setting page. 3.8 Information Required to Detect Violations We collect certain data that is required for our detection, investigation and prevention of fraud, cheating and other violations of the SSA and applicable laws ("Violations"). This data is used only for the purposes of detection, investigation, prevention and, where applicable, acting on of such Violations and stored only for the minimum amount of time needed for this purpose. If the data indicates that a Violation has occurred, we will further store the data for the establishment, exercise or defense of legal claims during the applicable statute of limitations or until a legal case related to it has been resolved. Please note that the specific data stored for this purpose may not be disclosed to you if the disclosure will compromise the mechanism through which we detect, investigate and prevent such Violations. 4. How Long We Store Data We will only store your information as long as necessary to fulfil the purposes for which the information is collected and processed or — where the applicable law provides for longer storage and retention period — for the storage and retention period required by law. After that your Personal Data will be deleted, blocked or anonymized, as provided by applicable law. In particular: If you terminate your Steam User Account, your Personal Data will be marked for deletion except to the degree legal requirements or other prevailing legitimate purposes dictate a longer storage. In certain cases, Personal Data cannot be completely deleted in order to ensure the consistency of the gameplay experience or the Steam Community Market. For instance, matches you have played that affect other players' matchmaking data and scores will not be deleted; rather, your connection to these matches will be permanently anonymized. Please note that Valve is required to retain certain transactional data under statutory commercial and tax law for a period of up to ten (10) years. If you withdraw your consent on which a processing of your Personal Data or of the Personal Data of your child is based, we will delete your Personal Data or respectively the Personal Data of your child without undue delay to the extent that the collection and processing of the Personal Data was based on the withdrawn consent. If you exercise a right to object to the processing of your Personal Data, we will review your objection and delete your Personal Data that we processed for the purpose to which you objected without undue delay, unless another legal basis for processing and retaining this data exists or unless applicable law requires us to retain the data. 5. Who Has Access to Data Valve does not sell Personal Data. However, we may share or provide access to each of the categories of Personal Data we collect as necessary for the following business purposes. 5.1 Valve and its subsidiaries may share your Personal Data with each other and use it to the degree necessary to achieve the purposes listed in section 2 above. In the event of a reorganization, sale or merger we may transfer Personal Data to the relevant third party subject to applicable laws, the Principles and liability requirements under the DPF. 5.2 We may also share your Personal Data with our third party service providers that provide customer support services in connection with goods, Content and Services distributed via Steam. Your Personal Data will be used in accordance with this Privacy Policy and only as far as this is necessary for performing customer support services. Valve complies with the Principles for all onward transfers of Personal Data from the EU, Switzerland, and the UK, including the provisions governing onward transfer liability. 5.3 In accordance with internet standards, we may also share certain information (including your IP address and the identification of Steam content you wish to access) with our third party network providers that provide content delivery network services and game server services in connection with Steam. Our content delivery network providers enable the delivery of digital content you have requested, e.g. when using Steam, by using a system of distributed servers that deliver the content to you, based on your geographic location. 5.4 We make certain data related to your Steam User Account available to other players and our partners through the Steamworks API. This information can be accessed by anyone by querying your Steam ID. At a minimum, the public persona name you have chosen to represent you on Steam and your Avatar picture are accessible this way, as well as whether you have received a ban for cheating in a multiplayer game. The accessibility of any additional info about you can be controlled through your Steam Community user profile page; data publicly available on your profile page can be accessed automatically through the Steamworks API. In addition to the publicly available information, game developers and publishers have access to certain information from the Steamworks API directly relating to the users of the games they operate. This information includes as a minimum your ownership of the game in question. Depending on which Steamworks services are implemented in the game it may also include leaderboard information, your progress in the game, achievements you have completed, your multiplayer game matchmaking information, in-game items and other information needed to operate the game and provide support for it. For more information on what Steamworks services a specific game has implemented, please review its store page. While we do not knowingly share Personally Identifying Information about you through the Steamworks API such as your real name or your email address, any information you share about yourself on your public Steam Profile can be accessed through the Steamworks API, including information that may make you identifiable. 5.5 The Steam community includes message boards, forums and/or chat areas, where users can exchange ideas and communicate with each other. When posting a message to a board, forum or chat area, please be aware that the information is being made publicly available online; therefore, you are doing so at your own risk. If your Personal Data is posted on one of our community forums against your will, please use the reporting function and the Steam help site to request its removal. 5.6 Valve may allow you to link your Steam User Account to an account offered by a third party. If you consent to link the accounts, Valve may collect and combine information you allowed Valve to receive from a third party with information of your Steam User Account to the degree allowed by your consent at the time. If the linking of the accounts requires the transmission of information about your person from Valve to a third party, you will be informed about it before the linking takes place and you will be given the opportunity to consent to the linking and the transmission of your information. The third party's use of your information will be subject to the third party's privacy policy, which we encourage you to review. 5.7 Valve may release Personal Data to comply with court orders or laws and regulations that require us to disclose such information. 6. Your Rights and Control Mechanisms The data protection laws of the European Economic Area, United Kingdom, Switzerland, California, and other territories grant their residents certain rights in relation to their Personal Data. While other jurisdictions may provide fewer statutory rights, we make the tools designed to exercise such rights available to our customers worldwide. (When we talk about the GDPR in this section, we mean the version of the GDPR that applies to you in the EU or UK). To allow you to exercise your data protection rights in a simple way we are providing a dedicated section on the Steam support page (the "Privacy Dashboard"). This gives you access to your Personal Data, allows you to rectify and delete it where necessary and to object to its use where you feel necessary. To access it, log into the Steam support page at and choose the menu items My Account -> Data Related to Your Steam Account. In most cases, you can access, manage, or delete Personal Data in the Privacy Dashboard, but you may also contact Valve with questions or requests via the contact processes described in sections 8 and 10 below. As a visitor to the Steam Website without being logged in, you can control Cookies through the process described in section 3.6 above. You can also contact Valve or its European representative through the contact info provided in section 8. below to exercise your rights or use this web form. As a resident of the European Economic Area, United Kingdom or Switzerland you have the following rights in relation to your Personal Data: 6.1 Right of Access. You have the right to access your Personal Data that we hold about you, i.e. the right to require free of charge (i) information whether your Personal Data is retained, (ii) access to and/or (iii) duplicates of the Personal Data retained. You can use the right to access to your Personal Data through the Privacy Dashboard. If the request affects the rights and freedoms of others or is manifestly unfounded or excessive, we reserve the right to charge a reasonable fee (taking into account the administrative costs of providing the information or communication or taking the action requested) or refuse to act on the request. 6.2 Right to Rectification. If we process your Personal Data, we shall endeavor to ensure by implementing suitable measures that your Personal Data is accurate and up-to-date for the purposes for which it was collected. If your Personal Data is inaccurate or incomplete, you can change the information you provided via the Privacy Dashboard. 6.3. Right to Erasure. You have the right to obtain deletion of Personal Data concerning you if the reason why we could collect it (see section 2. above) does not exist anymore or if there is another legal ground for its deletion. For individual items of Personal Data please edit them through the Privacy Dashboard or request the deletion via the Steam support page. You can also request the deletion of your Steam user account via the Steam support page. As a result of deleting your Steam User Account, you will lose access to Steam services, including the Steam User Account, Subscriptions and game-related information linked to the Steam User Account and the possibility to access other services you are using the Steam User Account for. We allow you to restore your Steam User Account during a grace period of 30 (thirty) days from the moment you request deletion of your Steam User Account. This functionality allows you not to lose your account by mistake, because of your loss of your account credentials or due to hacking. During the suspension period, we will be able to finalize financial and other activities that you may have initiated before sending the Steam User Account deletion request. After the grace period, Personal Data associated with your account will be deleted subject to section 4. above. In some cases, deletion of your Steam User Account, and therefore Personal Data deletion, is complicated. Namely, if your account has a business relationship with Valve, such as due to your work for a game developer, you will only be able to delete your Steam User Account after you have transferred this role to another user or have dissolved the business relationship. In some cases, considering the complexity and number of the requests, the period for Personal Data erasure may be extended, but for no longer than two further months. 6.4 Right to Object. When our processing of your Personal Data is based on legitimate interests according to Article 6(1)(f) of the GDPR / section 2.c) of this Privacy Policy, you have the right to object to this processing. If you object we will no longer process your Personal Data unless there are compelling and prevailing legitimate grounds for the processing as described in Article 21 of the GDPR; in particular if the data is necessary for the establishment, exercise or defense of legal claims. You also have the right to lodge a complaint at a supervisory authority. 6.5 Right to restriction of processing of your Personal Data You have the right to obtain restriction of processing of your Personal Data under the conditions set out in article 18 of the GDPR. 6.6 Right to Personal Data portability You have the right to receive your Personal Data in a structured, commonly used and machine-readable format and have the right to transmit those data to another controller under the conditions set out in article 20 of the GDPR. Valve makes your Personal Data available in structured HTML format through the Privacy Dashboard as described above. 6.7 Right to Post-Mortem Control of Your Personal Data If French data protection legislation is applicable to you, you have the right to establish guidelines for the preservation, the deletion and the transmission of Personal Data after your death in accordance with article 40-1 of the Act No 78-17 of 6 January 1978 on Information, Technology, Data Files and Civil Liberties. 6.8 Arbitration If Valve does not resolve any claimed violations of the Principles by any other DPF mechanism or by your rights under this section, you have ⓐ in accordance with the requirements of Annex I to the DPF ⓑ the possibility to invoke binding arbitration before the EU-U.S. Data Privacy Framework Panel. 7. Children The minimum age to create a Steam User Account is 13. Valve will not knowingly collect Personal Data from children under this age. Where certain countries apply a higher age of consent for the collection of Personal Data, Valve requires parental consent before a Steam User Account can be created and Personal Data associated with it collected. Valve encourages parents to instruct their children to never give out personal information when online. 8. Contact Info You can contact Valve's data protection officer at the address below. While we review any request sent by mail, please be aware that to combat fraud, harassment and identity theft, the only way to access, rectify or delete your data is through logging in with your Steam User Account at and selecting the menu items -> My Account -> View Account Data. In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits to resolve DPF Principles-related complaints about our collection and use of your personal information. EU, UK and Swiss individuals with inquiries or complaints regarding our handling of personal data received in reliance on the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF should first contact Valve at: Valve Corporation Att. Data Protection officer P.O. Box 1688 Bellevue, WA 98009 EU representative for data protection questions: Valve GmbH Att. Legal Alstertwiete 3 D-20099 Hamburg Germany UK representative for data protection questions: RIVACY Ltd. St James' Hall Mill Road Lancing, West Sussex England, BN15 0PT Swiss representative for data protection questions: RIVACY Switzerland GmbH c/o epartners Rechtsanwälte AG Piuls 5, Hardturmstrasse 11 8005 Zurich Switzerland 9. Additional Information for Users from the European Economic Area, U.K., and Switzerland As a US-based company that operates a worldwide gaming service, we may transfer your personal data outside of the European Economic Area, the United Kingdom or Switzerland. In such case, we take additional steps to ensure your personal data is protected by appropriate legal safeguards, and that it is treated securely and in accordance with this Privacy Policy. In this respect, Valve has implemented appropriate contractual and organizational measures to ensure the confidentiality, security and integrity of user data in connection with its collection, processing and transfer. Measures we have taken include, among other things: Minimization of data collection; in particular the possibility to set up and operate anonymous accounts Pseudonymization of data Industry-standard encryption Provision of access to data on a need-to-know basis The use of Standard Contractual Clauses in their version in force and approved by the European Commission and the UK ICO to safeguard transfers Certification and participation in the DPF, set out in the DPF List available at In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits, free of charge to the affected individual, to cooperate and comply respectively with the advice of the panel established by the EU data protection authorities (DPAs), the UK Information Commissioner's Office (ICO) and the Gibraltar Regulatory Authority (GRA) and the Swiss Federal Data Protection and Information Commissioner (FDPIC) with regard to unresolved complaints concerning our handling of personal data received in reliance on the EU-U.S. DPF., the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. DPF. Links to the website of each authority are available below. The Federal Trade Commission has jurisdiction over Valve's compliance with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF). 10. Additional Information for Users from California The CCPA grants California residents certain privacy rights regarding the Personal Data we collect. We are committed to respecting these rights and complying with the CCPA. The following explains these rights and Valve's practices with respect to them. Right to Know. Under the CCPA you have the right to request that we disclose to you what Personal Data we collect, use, disclose, and sell. Right to Request Deletion. You also have the right to request deletion of Personal Data that is in our possession, subject to certain exceptions. Please note that your request to delete data may impact your use of the Steam service in some cases, and we may decline to delete information for reasons set forth in this Privacy Policy or as permitted by the CCPA. Other Rights. The CCPA also gives California residents a right to opt-out from the sale of their Personal Data. As described in section 5, we do not sell Personal Data and have not done so in the past 12 months. You also have a right to receive notice of our practices at or before collection of your Personal Data. Finally, you have a right to not be discriminated against for exercising your rights under the CCPA. Exercising Your Rights. The primary means of accessing, managing or deleting your Personal Data is through the Privacy Dashboard, as described in section 6 of this Policy. Customers may also delete their Steam Account and associated Personal Data as described in section 6.3 of this Privacy Policy. If you are unable to access or delete data through the Privacy Dashboard, you can also contact us with a request to exercise these rights by using the form found at . To verify your identity, you will need to log in with your Steam User Account to use the form. Finally, you can contact us with a request at questions@valvesoftware.com, however, before providing access to, or deleting any, Personal Data, based on a request received via email, we will need to verify your identity utilizing the "Proof of Ownership" process described at . You may designate, in writing or through a power of attorney, an authorized agent to make requests on your behalf to exercise your rights under the CCPA. Before accepting such a request from an agent, we will require the agent to provide proof you have authorized it to act on your behalf, and we may need you to verify your identity directly with us. Categories, Sources, Purposes, and Recipients of the Data We Collect. Over the preceding 12 months, we have collected the categories of Personal Data described in section 3 of this Privacy Policy. The sources from which we collect Personal Data, and the purposes for which we collect and process it, are described in sections 2 and 3. Over the preceding 12 months, we have disclosed for business purposes each of the categories of Personal Data with the categories of third parties as described in section 5. Revision Date: February 14th, 2025 Page 12 Valve respects the privacy of its online visitors and customers of its products and services and complies with applicable laws for the protection of your privacy, including, without limitation, the California Consumer Privacy Act ("CCPA"), the European Union General Data Protection Regulation ("GDPR") and the UK GDPR. Valve and its subsidiary TR Technical Inc. comply with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF) as set forth by the U.S. Department of Commerce. Valve has certified to the U.S. Department of Commerce that it adheres to the EU-U.S. Data Privacy Framework Principles (EU-U.S. DPF Principles) with regard to the processing of personal data received from the European Union in reliance on the EU-U.S. DPF and from the United Kingdom (and Gibraltar) in reliance on the UK Extension to the EU-U.S. DPF. Valve has certified to the U.S. Department of Commerce that it adheres to the Swiss-U.S. Data Privacy Framework Principles (Swiss-U.S. DPF Principles) with regard to the processing of personal data received from Switzerland in reliance on the Swiss-U.S. DPF. If there is any conflict between the terms in this privacy policy and the EU-U.S. DPF Principles and/or the Swiss-U.S. DPF Principles, the Principles shall govern. To learn more about the Data Privacy Framework (DPF) program, and to view our certification, please visit . 1. Definitions Wherever we talk about personal data ("Personal Data") below, we mean any information that can either itself identify you as an individual ("Personally Identifying Information") or that can be connected to you indirectly by linking it to Personally Identifying Information. Valve also processes anonymous data, aggregated or not, to analyze and produce statistics related to the habits, usage patterns, and demographics of customers as a group or as individuals. Such anonymous data does not allow the identification of the customers to which it relates. Valve may share anonymous data, aggregated or not, with third parties. Other capitalized terms in this Privacy Policy shall have the meanings defined in the Steam Subscriber Agreement ("SSA"). 2. Why Valve Collects and Processes Data Valve collects and processes Personal Data for the following reasons: a) where it is necessary for the performance of our agreement with you to provide a full-featured gaming service and deliver associated Content and Services; b) where it is necessary for compliance with legal obligations that we are subject to (e.g. our obligations to keep certain information under tax laws); c) where it is necessary for the purposes of the legitimate and legal interests of Valve or a third party (e.g. the interests of our other customers), except where such interests are overridden by your prevailing legitimate interests and rights; or d) where you have given consent to it. These reasons for collecting and processing Personal Data determine and limit what Personal Data we collect and how we use it (section 3. below), how long we store it (section 4. below), who has access to it (section 5. below) and what rights and other control mechanisms are available to you as a user (section 6. below). 3. The Types and Sources of Data We Collect 3.1 Basic Account Data When setting up an Account, Valve will collect your email address and country of residence. You are also required to choose a user name and a password. The provision of this information is necessary to register a Steam User Account. During setup of your account, the account is automatically assigned a number (the "Steam ID") that is later used to reference your user account without directly exposing Personally Identifying Information about you. We do not require you to provide or use your real name for the setup of a Steam User Account. 3.2 Transaction and Payment Data In order to make a transaction on Steam (e.g. to purchase Subscriptions for Content and Services or to fund your Steam Wallet), you may need to provide payment data to Valve to enable the transaction. If you pay by credit card, you need to provide typical credit card information (name, address, credit card number, expiration date and security code) to Valve, which Valve will process and transmit to the payment service provider of your choice to enable the transaction and perform anti-fraud checks. Likewise, Valve will receive data from your payment service provider for the same reasons. 3.3 Other Data You Explicitly Submit We will collect and process Personal Data whenever you explicitly provide it to us or send it as part of communication with others on Steam, e.g. in Steam Community Forums, chats, or when you provide feedback or other user generated content. This data includes: Information that you post, comment or follow in any of our Content and Services; Information sent through chat; Information you provide when you request information or support from us or purchase Content and Services from us, including information necessary to process your orders with the relevant payment merchant or, in case of physical goods, shipping providers; Information you provide to us when participating in competitions, contests and tournaments or responding to surveys, e.g. your contact details. 3.4 Your Use of the Steam Client and Websites We collect a variety of information through your general interaction with the websites, Content and Services offered by Steam. Personal Data we collect may include, but is not limited to, browser and device information, data collected through automated electronic interactions and application usage data. Likewise, we will track your process across our websites and applications to verify that you are not a bot and to optimize our services. 3.5 Your Use of Games and other Subscriptions In order to provide you with services, we need to collect, store and use various information about your activity in our Content and Services. "Content-Related Information" includes your Steam ID, as well as what is usually referred to as "game statistics". By game statistics we mean information about your games' preferences, progress in the games, playtime, as well as information about the device you are using, including what operating system you are using, device settings, unique device identifiers, and crash data. 3.6 Tracking Data and Cookies We use "Cookies", which are text files placed on your computer, and similar technologies (e.g. web beacons, pixels, ad tags and device identifiers) to help us analyze how users use our services, as well as to improve the services we are offering, to improve marketing, analytics or website functionality. The use of Cookies is standard on the internet. Although most web browsers automatically accept cookies, the decision of whether to accept or not is yours. You may adjust your browser settings to prevent the reception of cookies, or to provide notification whenever a cookie is sent to you. You can manage the use of optional cookies by clicking on the "Cookies setting" page accessible via the cookie banner displayed when you first visit our website and at any time through the Cookie Settings page available here. When you visit any of our services, our servers log your IP address, which is a number that is automatically assigned to the network your computer is part of. 3.7 Content Recommendations We may process information collected under this section 3 so that content, products and services shown on the pages of the Steam store and in update messages displayed when launching the Steam Client can be tailored to meet your needs and populated with relevant recommendations and offers. This is done to improve your customer experience. You can prevent the processing of your data in this way by turning off the automatic loading of the Steam store page and of Steam notifications in the "Interface" section of the Steam Client settings. Valve may send you marketing messages about products and services that are similar to goods and services you have previously requested from Valve to your email address or where you have given explicit consent. In such a case we may also use your collected information to customize such marketing messages as well as collect information on whether you opened such messages and which links in their text you followed. You can opt out or withdraw your consent to receive marketing emails at any time by either withdrawing the consent on the same page where you previously provided it or clicking the "unsubscribe" link provided in every marketing email. Alternatively, you can select what kinds of emails you wish to receive on the email setting page. 3.8 Information Required to Detect Violations We collect certain data that is required for our detection, investigation and prevention of fraud, cheating and other violations of the SSA and applicable laws ("Violations"). This data is used only for the purposes of detection, investigation, prevention and, where applicable, acting on of such Violations and stored only for the min

adheres to the EU-U.S. Data Privacy Framework Principles (EU-U.S. DPF Principles) with regard to the processing of personal data received from the European Union in reliance on the EU-U.S. DPF and from the United Kingdom (and Gibraltar) in reliance on the UK Extension to the EU-U.S. DPF. Valve has certified to the U.S. Department of Commerce that it adheres to the Swiss-U.S. Data Privacy Framework Principles (Swiss-U.S. DPF Principles) with regard to the processing of personal data received from Switzerland in reliance on the Swiss-U.S. DPF. If there is any conflict between the terms in this privacy policy and the EU-U.S. DPF Principles and/or the Swiss-U.S. DPF Principles, the Principles shall govern. To learn more about the Data Privacy Framework (DPF) program, and to view our certification, please visit . 1. Definitions Wherever we talk about personal data ("Personal Data") below, we mean any information that can either itself identify you as an individual ("Personally Identifying Information") or that can be connected to you indirectly by linking it to Personally Identifying Information. Valve also processes anonymous data, aggregated or not, to analyze and produce statistics related to the habits, usage patterns, and demographics of customers as a group or as individuals. Such anonymous data does not allow the identification of the customers to which it relates. Valve may share anonymous data, aggregated or not, with third parties. Other capitalized terms in this Privacy Policy shall have the meanings defined in the Steam Subscriber Agreement ("SSA"). 2. Why Valve Collects and Processes Data Valve collects and processes Personal Data for the following reasons: a) where it is necessary for the performance of our agreement with you to provide a full-featured gaming service and deliver associated Content and Services; b) where it is necessary for compliance with legal obligations that we are subject to (e.g. our obligations to keep certain information under tax laws); c) where it is necessary for the purposes of the legitimate and legal interests of Valve or a third party (e.g. the interests of our other customers), except where such interests are overridden by your prevailing legitimate interests and rights; or d) where you have given consent to it. These reasons for collecting and processing Personal Data determine and limit what Personal Data we collect and how we use it (section 3. below), how long we store it (section 4. below), who has access to it (section 5. below) and what rights and other control mechanisms are available to you as a user (section 6. below). 3. The Types and Sources of Data We Collect 3.1 Basic Account Data When setting up an Account, Valve will collect your email address and country of residence. You are also required to choose a user name and a password. The provision of this information is necessary to register a Steam User Account. During setup of your account, the account is automatically assigned a number (the "Steam ID") that is later used to reference your user account without directly exposing Personally Identifying Information about you. 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This data includes: Information that you post, comment or follow in any of our Content and Services; Information sent through chat; Information you provide when you request information or support from us or purchase Content and Services from us, including information necessary to process your orders with the relevant payment merchant or, in case of physical goods, shipping providers; Information you provide to us when participating in competitions, contests and tournaments or responding to surveys, e.g. your contact details. 3.4 Your Use of the Steam Client and Websites We collect a variety of information through your general interaction with the websites, Content and Services offered by Steam. Personal Data we collect may include, but is not limited to, browser and device information, data collected through automated electronic interactions and application usage data. Likewise, we will track your process across our websites and applications to verify that you are not a bot and to optimize our services. 3.5 Your Use of Games and other Subscriptions In order to provide you with services, we need to collect, store and use various information about your activity in our Content and Services. "Content-Related Information" includes your Steam ID, as well as what is usually referred to as "game statistics". By game statistics we mean information about your games' preferences, progress in the games, playtime, as well as information about the device you are using, including what operating system you are using, device settings, unique device identifiers, and crash data. 3.6 Tracking Data and Cookies We use "Cookies", which are text files placed on your computer, and similar technologies (e.g. web beacons, pixels, ad tags and device identifiers) to help us analyze how users use our services, as well as to improve the services we are offering, to improve marketing, analytics or website functionality. The use of Cookies is standard on the internet. Although most web browsers automatically accept cookies, the decision of whether to accept or not is yours. You may adjust your browser settings to prevent the reception of cookies, or to provide notification whenever a cookie is sent to you. You can manage the use of optional cookies by clicking on the "Cookies setting" page accessible via the cookie banner displayed when you first visit our website and at any time through the Cookie Settings page available here. When you visit any of our services, our servers log your IP address, which is a number that is automatically assigned to the network your computer is part of. 3.7 Content Recommendations We may process information collected under this section 3 so that content, products and services shown on the pages of the Steam store and in update messages displayed when launching the Steam Client can be tailored to meet your needs and populated with relevant recommendations and offers. This is done to improve your customer experience. You can prevent the processing of your data in this way by turning off the automatic loading of the Steam store page and of Steam notifications in the "Interface" section of the Steam Client settings. Valve may send you marketing messages about products and services that are similar to goods and services you have previously requested from Valve to your email address or where you have given explicit consent. In such a case we may also use your collected information to customize such marketing messages as well as collect information on whether you opened such messages and which links in their text you followed. You can opt out or withdraw your consent to receive marketing emails at any time by either withdrawing the consent on the same page where you previously provided it or clicking the "unsubscribe" link provided in every marketing email. Alternatively, you can select what kinds of emails you wish to receive on the email setting page. 3.8 Information Required to Detect Violations We collect certain data that is required for our detection, investigation and prevention of fraud, cheating and other violations of the SSA and applicable laws ("Violations"). This data is used only for the purposes of detection, investigation, prevention and, where applicable, acting on of such Violations and stored only for the minimum amount of time needed for this purpose. If the data indicates that a Violation has occurred, we will further store the data for the establishment, exercise or defense of legal claims during the applicable statute of limitations or until a legal case related to it has been resolved. Please note that the specific data stored for this purpose may not be disclosed to you if the disclosure will compromise the mechanism through which we detect, investigate and prevent such Violations. 4. How Long We Store Data We will only store your information as long as necessary to fulfil the purposes for which the information is collected and processed or — where the applicable law provides for longer storage and retention period — for the storage and retention period required by law. After that your Personal Data will be deleted, blocked or anonymized, as provided by applicable law. In particular: If you terminate your Steam User Account, your Personal Data will be marked for deletion except to the degree legal requirements or other prevailing legitimate purposes dictate a longer storage. In certain cases, Personal Data cannot be completely deleted in order to ensure the consistency of the gameplay experience or the Steam Community Market. For instance, matches you have played that affect other players' matchmaking data and scores will not be deleted; rather, your connection to these matches will be permanently anonymized. Please note that Valve is required to retain certain transactional data under statutory commercial and tax law for a period of up to ten (10) years. If you withdraw your consent on which a processing of your Personal Data or of the Personal Data of your child is based, we will delete your Personal Data or respectively the Personal Data of your child without undue delay to the extent that the collection and processing of the Personal Data was based on the withdrawn consent. If you exercise a right to object to the processing of your Personal Data, we will review your objection and delete your Personal Data that we processed for the purpose to which you objected without undue delay, unless another legal basis for processing and retaining this data exists or unless applicable law requires us to retain the data. 5. Who Has Access to Data Valve does not sell Personal Data. However, we may share or provide access to each of the categories of Personal Data we collect as necessary for the following business purposes. 5.1 Valve and its subsidiaries may share your Personal Data with each other and use it to the degree necessary to achieve the purposes listed in section 2 above. In the event of a reorganization, sale or merger we may transfer Personal Data to the relevant third party subject to applicable laws, the Principles and liability requirements under the DPF. 5.2 We may also share your Personal Data with our third party service providers that provide customer support services in connection with goods, Content and Services distributed via Steam. Your Personal Data will be used in accordance with this Privacy Policy and only as far as this is necessary for performing customer support services. Valve complies with the Principles for all onward transfers of Personal Data from the EU, Switzerland, and the UK, including the provisions governing onward transfer liability. 5.3 In accordance with internet standards, we may also share certain information (including your IP address and the identification of Steam content you wish to access) with our third party network providers that provide content delivery network services and game server services in connection with Steam. Our content delivery network providers enable the delivery of digital content you have requested, e.g. when using Steam, by using a system of distributed servers that deliver the content to you, based on your geographic location. 5.4 We make certain data related to your Steam User Account available to other players and our partners through the Steamworks API. This information can be accessed by anyone by querying your Steam ID. At a minimum, the public persona name you have chosen to represent you on Steam and your Avatar picture are accessible this way, as well as whether you have received a ban for cheating in a multiplayer game. The accessibility of any additional info about you can be controlled through your Steam Community user profile page; data publicly available on your profile page can be accessed automatically through the Steamworks API. In addition to the publicly available information, game developers and publishers have access to certain information from the Steamworks API directly relating to the users of the games they operate. This information includes as a minimum your ownership of the game in question. Depending on which Steamworks services are implemented in the game it may also include leaderboard information, your progress in the game, achievements you have completed, your multiplayer game matchmaking information, in-game items and other information needed to operate the game and provide support for it. For more information on what Steamworks services a specific game has implemented, please review its store page. While we do not knowingly share Personally Identifying Information about you through the Steamworks API such as your real name or your email address, any information you share about yourself on your public Steam Profile can be accessed through the Steamworks API, including information that may make you identifiable. 5.5 The Steam community includes message boards, forums and/or chat areas, where users can exchange ideas and communicate with each other. When posting a message to a board, forum or chat area, please be aware that the information is being made publicly available online; therefore, you are doing so at your own risk. If your Personal Data is posted on one of our community forums against your will, please use the reporting function and the Steam help site to request its removal. 5.6 Valve may allow you to link your Steam User Account to an account offered by a third party. If you consent to link the accounts, Valve may collect and combine information you allowed Valve to receive from a third party with information of your Steam User Account to the degree allowed by your consent at the time. If the linking of the accounts requires the transmission of information about your person from Valve to a third party, you will be informed about it before the linking takes place and you will be given the opportunity to consent to the linking and the transmission of your information. The third party's use of your information will be subject to the third party's privacy policy, which we encourage you to review. 5.7 Valve may release Personal Data to comply with court orders or laws and regulations that require us to disclose such information. 6. Your Rights and Control Mechanisms The data protection laws of the European Economic Area, United Kingdom, Switzerland, California, and other territories grant their residents certain rights in relation to their Personal Data. While other jurisdictions may provide fewer statutory rights, we make the tools designed to exercise such rights available to our customers worldwide. (When we talk about the GDPR in this section, we mean the version of the GDPR that applies to you in the EU or UK). To allow you to exercise your data protection rights in a simple way we are providing a dedicated section on the Steam support page (the "Privacy Dashboard"). This gives you access to your Personal Data, allows you to rectify and delete it where necessary and to object to its use where you feel necessary. To access it, log into the Steam support page at and choose the menu items My Account -> Data Related to Your Steam Account. In most cases, you can access, manage, or delete Personal Data in the Privacy Dashboard, but you may also contact Valve with questions or requests via the contact processes described in sections 8 and 10 below. As a visitor to the Steam Website without being logged in, you can control Cookies through the process described in section 3.6 above. You can also contact Valve or its European representative through the contact info provided in section 8. below to exercise your rights or use this web form. As a resident of the European Economic Area, United Kingdom or Switzerland you have the following rights in relation to your Personal Data: 6.1 Right of Access. You have the right to access your Personal Data that we hold about you, i.e. the right to require free of charge (i) information whether your Personal Data is retained, (ii) access to and/or (iii) duplicates of the Personal Data retained. You can use the right to access to your Personal Data through the Privacy Dashboard. If the request affects the rights and freedoms of others or is manifestly unfounded or excessive, we reserve the right to charge a reasonable fee (taking into account the administrative costs of providing the information or communication or taking the action requested) or refuse to act on the request. 6.2 Right to Rectification. If we process your Personal Data, we shall endeavor to ensure by implementing suitable measures that your Personal Data is accurate and up-to-date for the purposes for which it was collected. If your Personal Data is inaccurate or incomplete, you can change the information you provided via the Privacy Dashboard. 6.3. Right to Erasure. You have the right to obtain deletion of Personal Data concerning you if the reason why we could collect it (see section 2. above) does not exist anymore or if there is another legal ground for its deletion. For individual items of Personal Data please edit them through the Privacy Dashboard or request the deletion via the Steam support page. You can also request the deletion of your Steam user account via the Steam support page. As a result of deleting your Steam User Account, you will lose access to Steam services, including the Steam User Account, Subscriptions and game-related information linked to the Steam User Account and the possibility to access other services you are using the Steam User Account for. We allow you to restore your Steam User Account during a grace period of 30 (thirty) days from the moment you request deletion of your Steam User Account. This functionality allows you not to lose your account by mistake, because of your loss of your account credentials or due to hacking. During the suspension period, we will be able to finalize financial and other activities that you may have initiated before sending the Steam User Account deletion request. After the grace period, Personal Data associated with your account will be deleted subject to section 4. above. In some cases, deletion of your Steam User Account, and therefore Personal Data deletion, is complicated. Namely, if your account has a business relationship with Valve, such as due to your work for a game developer, you will only be able to delete your Steam User Account after you have transferred this role to another user or have dissolved the business relationship. In some cases, considering the complexity and number of the requests, the period for Personal Data erasure may be extended, but for no longer than two further months. 6.4 Right to Object. When our processing of your Personal Data is based on legitimate interests according to Article 6(1)(f) of the GDPR / section 2.c) of this Privacy Policy, you have the right to object to this processing. If you object we will no longer process your Personal Data unless there are compelling and prevailing legitimate grounds for the processing as described in Article 21 of the GDPR; in particular if the data is necessary for the establishment, exercise or defense of legal claims. You also have the right to lodge a complaint at a supervisory authority. 6.5 Right to restriction of processing of your Personal Data You have the right to obtain restriction of processing of your Personal Data under the conditions set out in article 18 of the GDPR. 6.6 Right to Personal Data portability You have the right to receive your Personal Data in a structured, commonly used and machine-readable format and have the right to transmit those data to another controller under the conditions set out in article 20 of the GDPR. Valve makes your Personal Data available in structured HTML format through the Privacy Dashboard as described above. 6.7 Right to Post-Mortem Control of Your Personal Data If French data protection legislation is applicable to you, you have the right to establish guidelines for the preservation, the deletion and the transmission of Personal Data after your death in accordance with article 40-1 of the Act No 78-17 of 6 January 1978 on Information, Technology, Data Files and Civil Liberties. 6.8 Arbitration If Valve does not resolve any claimed violations of the Principles by any other DPF mechanism or by your rights under this section, you have ◆ in accordance with the requirements of Annex I to the DPF ◆ the possibility to invoke binding arbitration before the EU-U.S. Data Privacy Framework Panel. 7. Children The minimum age to create a Steam User Account is 13. Valve will not knowingly collect Personal Data from children under this age. Where certain countries apply a higher age of consent for the collection of Personal Data, Valve requires parental consent before a Steam User Account can be created and Personal Data associated with it collected. Valve encourages parents to instruct their children to never give out personal information when online. 8. Contact Info You can contact Valve's data protection officer at the address below. While we review any request sent by mail, please be aware that to combat fraud, harassment and identity theft, the only way to access, rectify or delete your data is through logging in with your Steam User Account at and selecting the menu items -> My Account -> View Account Data. In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits to resolve DPF Principles-related complaints about our collection and use of your personal information. EU, UK and Swiss individuals with inquiries or complaints regarding our handling of personal data received in reliance on the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF should first contact Valve at: Valve Corporation Att. Data Protection officer P.O. Box 1688 Bellevue, WA 98009 EU representative for data protection questions: Valve GmbH Att. Legal Alstertwiete 3 D-20099 Hamburg Germany UK representative for data protection questions: RIVACY Ltd. St James' Hall Mill Road Lancing, West Sussex England, BN15 0PT Swiss representative for data protection questions: RIVACY Switzerland GmbH c/o epartners Rechtsanwälte AG Piuls 5, Hardturmstrasse 11 8005 Zurich Switzerland 9. Additional Information for Users from the European Economic Area, U.K., and Switzerland As a US-based company that operates a worldwide gaming service, we may transfer your personal data outside of the European Economic Area, the United Kingdom or Switzerland. In such case, we take additional steps to ensure your personal data is protected by appropriate legal safeguards, and that it is treated securely and in accordance with this Privacy Policy. In this respect, Valve has implemented appropriate contractual and organizational measures to ensure the confidentiality, security and integrity of user data in connection with its collection, processing and transfer. Measures we have taken include, among other things: Minimization of data collection; in particular the possibility to set up and operate anonymous accounts Pseudonymization of data Industry-standard encryption Provision of access to data on a need-to-know basis The use of Standard Contractual Clauses in their version in force and approved by the European Commission and the UK ICO to safeguard transfers Certification and participation in the DPF, set out in the DPF List available at In compliance with the EU-U.S. DPF, the UK Extension to the EU-U.S. DPF and the Swiss-U.S. DPF, Valve commits, free of charge to the affected individual, to cooperate and comply respectively with the advice of the panel established by the EU data protection authorities (DPAs), the UK Information Commissioner's Office (ICO) and the Gibraltar Regulatory Authority (GRA) and the Swiss Federal Data Protection and Information Commissioner (FDPIC) with regard to unresolved complaints concerning our handling of personal data received in reliance on the EU-U.S. DPF., the UK Extension to the EU-U.S. DPF, and the Swiss-U.S. DPF. Links to the website of each authority are available below. The Federal Trade Commission has jurisdiction over Valve's compliance with the EU-U.S. Data Privacy Framework (EU-U.S. DPF), the UK Extension to the EU-U.S. DPF and the Swiss-U.S. Data Privacy Framework (Swiss-U.S. DPF). 10. Additional Information for Users from California The CCPA grants California residents certain privacy rights regarding the Personal Data we collect. We are committed to respecting these rights and complying with the CCPA. The following explains these rights and Valve's practices with respect to them. Right to Know. Under the CCPA you have the right to request that we disclose to you what Personal Data we collect, use, disclose, and sell. Right to Request Deletion. You also have the right to request deletion of Personal Data that is in our possession, subject to certain exceptions. Please note that your request to delete data may impact your use of the Steam service in some cases, and we may decline to delete information for reasons set forth in this Privacy Policy or as permitted by the CCPA. Other Rights. The CCPA also gives California residents a right to opt-out from the sale of their Personal Data. As described in section 5, we do not sell Personal Data and have not done so in the past 12 months. You also have a right to receive notice of our practices at or before collection of your Personal Data. Finally, you have a right to not be discriminated against for exercising your rights under the CCPA. Exercising Your Rights. The primary means of accessing, managing or deleting your Personal Data is through the Privacy Dashboard, as described in section 6 of this Policy. Customers may also delete their Steam Account and associated Personal Data as described in section 6.3 of this Privacy Policy. If you are unable to access or delete data through the Privacy Dashboard, you can also contact us with a request to exercise these rights by using the form found at . To verify your identity, you will need to log in with your Steam User Account to use the form. Finally, you can contact us with a request at questions@valvesoftware.com, however, before providing access to, or deleting any, Personal Data, based on a request received via email, we will need to verify your identity utilizing the "Proof of Ownership" process described at . You may designate, in writing or through a power of attorney, an authorized agent to make requests on your behalf to exercise your rights under the CCPA. Before accepting such a request from an agent, we will require the agent to provide proof you have authorized it to act on your behalf, and we may need you to verify your identity directly with us. Categories, Sources, Purposes, and Recipients of the Data We Collect. Over the preceding 12 months, we have collected the categories of Personal Data described in section 3 of this Privacy Policy. The sources from which we collect Personal Data, and the purposes for which we collect and process it, are described in sections 2 and 3. Over the preceding 12 months, we have disclosed for business purposes each of the categories of Personal Data with the categories of third parties as described in section 5. Revision Date: February 14th, 2025

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Simulation, Dating Sim, LGBTQ+, Choose Your Own Adventure 17 Jun, 2025 Dead by Daylight: Five Nights at Freddy’s Horror, Multiplayer, Survival Horror, Online Co-Op 17 Jun, 2025 SCUM Survival, Open World Survival Craft, Multiplayer, Open World 17 Jun, 2025 Victoria 3: Charters of Commerce Grand Strategy, Historical, Economy, Political Sim 17 Jun, 2025 FBC: Firebreak Co-op, FPS, PvE, Class-Based 17 Jun, 2025 theHunter: Call of the Wild™ - Alberta Hunting Preserve Simulation, Adventure, Sports 16 Jun, 2025 Shadowverse: Worlds Beyond-Deckboost Bundle Card Battler, Trading Card Game, Strategy, Deckbuilding 16 Jun, 2025 Shadowverse: Worlds Beyond-Starter Bundle Card Battler, Trading Card Game, Strategy, Deckbuilding 16 Jun, 2025 PEAK Physics, Multiplayer, Online Co-Op, Co-op 16 Jun, 2025 Cast n Chill Relaxing, Fishing, Pixel Graphics, Creature Collector 16 Jun, 2025 Rooftops & Alleys: The Parkour Game Simulation, Parkour, Sports, 3D Platformer 16 Jun, 2025 GEX Trilogy 3D Platformer, 1990's, Parody , Comedy 14 Jun, 2025 Shadowverse: Worlds Beyond Free to Play, Card Battler, Trading Card Game, Deckbuilding 13 Jun, 2025 Five Nights at Freddy's: Secret of the Mimic Horror, Adventure, First-Person, Action 13 Jun, 2025 Backpack Battles Auto Battler, Inventory Management, Strategy, PvP 13 Jun, 2025 The Alters Survival, Base Building, Management, Exploration 11 Jun, 2025 Stellar Blade™ Female Protagonist, Action, Hack and Slash, Souls-like 10 Jun, 2025 Dune: Awakening Open World Survival Craft, Massively Multiplayer, Third Person, Adventure 4 Jun, 2025 Rune Factory: Guardians of Azuma RPG, Action, Adventure, Romance 4 Jun, 2025 DELTARUNE Story Rich, Great Soundtrack, Pixel Graphics, Funny 2 Jun, 2025 Void War Roguelite, Space, Perma Death, Choices Matter 30 May, 2025 F1® 25 VR Supported Racing, Sports, Simulation, PvP 30 May, 2025 F1® 25 VR Supported Racing, Sports, Simulation, PvP 29 May, 2025 ELDEN RING NIGHTREIGN Souls-like, Online Co-Op, Roguelike, Multiplayer 29 May, 2025 Car Dealer Simulator Driving, Immersive Sim, Trading, Simulation 29 May, 2025 Guilty as Sock! Multiplayer, Simulation, Sandbox, Conversation 23 May, 2025 Tainted Grail: The Fall of Avalon Adventure, Dark Fantasy, Open World, RPG 21 May, 2025 Monster Train 2 Strategy, Card Game, Roguelike, Turn-Based Strategy Counter-Strike 2 FPS, Shooter, Multiplayer, Competitive Dead by Daylight Horror, Multiplayer, Survival Horror, Online Co-Op PUBG: BATTLEGROUNDS Survival, Shooter, Battle Royale, Multiplayer Shadowverse: Worlds Beyond Free to Play, Card Battler, Trading Card Game, Deckbuilding Dune: Awakening Open World Survival Craft, Massively Multiplayer, Third Person, Adventure Stellar Blade™ Female Protagonist, Action, Hack and Slash, Souls-like REMATCH Sports, Football (Soccer), Multiplayer, PvP Dead by Daylight: Five Nights at Freddy’s Horror, Multiplayer, Survival Horror, Online Co-Op Date Everything! Simulation, Dating Sim, LGBTQ+, Choose Your Own Adventure Shadowverse: Worlds Beyond-Deckboost Bundle Card Battler, Trading Card Game, Strategy, Deckbuilding PEAK Physics, Multiplayer, Online Co-Op, Co-op Victoria 3 Grand Strategy, Economy, Historical, Political Sim Tom Clancy's Rainbow Six® Siege X FPS, PvP, Multiplayer, Tactical Broken Arrow Strategy, Wargame, Modern, RTS ELDEN RING NIGHTREIGN Souls-like, Online Co-Op, Roguelike, Multiplayer Borderlands 4 Adventure, FPS, Futuristic, Space Kingdom Come: Deliverance II RPG, Medieval, Open World, Singleplayer FBC: Firebreak Co-op, FPS, PvE, Class-Based Shadowverse: Worlds Beyond-Starter Bundle Card Battler, Trading Card Game, Strategy, Deckbuilding HELLDIVERS™ 2 Online Co-Op, PvE, Third-Person Shooter, Multiplayer Marvel Rivals Free to Play, Multiplayer, Hero Shooter, Third-Person Shooter DELTARUNE Story Rich, Great Soundtrack, Pixel Graphics, Funny theHunter: Call of the Wild™ Hunting, Open World, Multiplayer, Nature Apex Legends™ Free to Play, Battle Royale, Multiplayer, FPS Cast n Chill Relaxing, Fishing, Pixel Graphics, Creature Collector Five Nights at Freddy's: Secret of the Mimic Horror, Adventure, First-Person, Action SCUM Survival, Open World Survival Craft, Multiplayer, Open World Clair Obscur: Expedition 33 Turn-Based Combat, Story Rich, Fantasy, RPG Warframe Free to Play, Action RPG, Looter Shooter, Third-Person Shooter See more: Top Sellers Top Sellers Awita: Journey of Hope Metroidvania, 2D Platformer, Exploration, Pixel Graphics Crown Gambit Story Rich, RPG, Interactive Fiction, Mature Islets Defense Strategy, Tower Defense, City Builder, Resource Management Alliance Peacefighter VR Supported Space Sim, Spaceships, Singleplayer, Space Blessed Burden Parkour, First-Person, 3D Platformer, Horror Netherworld Covenant Early Access, RPG, Action, Roguelike Marvel Contest of Champions Free to Play, Superhero, Fighting, Combat TCG Multiplayer Card Shop Simulator Early Access, Management, Economy, Collectathon Kindergarten 3 Dark Humor, Dark Comedy, Puzzle, Choose Your Own Adventure RAIDOU Remastered: The Mystery of the Soulless Army Action, Action-Adventure, Adventure, Third Person Robots at Midnight Action-Adventure, Souls-like, Exploration, RPG Architect Life: A House Design Simulator Simulation, Singleplayer, Building, Casual REMATCH Sports, Football (Soccer), Multiplayer, PvP Chinese Frontiers Simulation, Crafting, Medieval, Historical Chronicles of the Wolf Action, Adventure, Action-Adventure, Side Scroller BULLET YEETERS Casual, RPG, Action, Battle Royale Through the Nightmares Puzzle Platformer, 2D Platformer, Precision Platformer, Side Scroller Star Overdrive Action-Adventure, Open World, Sci-fi, 3D Platformer Net.Attack() Action Roguelike, Bullet Hell, Action, Roguelite Road Food Simulator Cooking, Simulation, Co-op, Realistic Vessels of Decay Adventure, Pixel Graphics, Atmospheric, Action-Adventure Guards II: Chaos in Hell Turn-Based Tactics, Tactical RPG, Dungeon Crawler, Party-Based RPG Become the Moon Auto Battler, Deckbuilding, Roguelike, Card Game Nova Hearts Turn-Based Strategy, Dating Sim, Visual Novel, Otome Broken Arrow Strategy, Wargame, Modern, RTS Tower Wizard Strategy, Clicker, Fantasy, Resource Management Spirit X Strike Early Access, Action, Spectacle fighter, Adventure Metro Gravity Exploration, Metroidvania, 3D Platformer, Rhythm The Diary Choices Matter, Casual, Story Rich, Female Protagonist Sickly Days and Summer Traces Casual, Visual Novel, Adventure, Anime See more: Upcoming Releases Dead by Daylight Horror, Multiplayer, Survival Horror, Online Co-Op Kingdom Come: Deliverance II RPG, Medieval, Open World, Singleplayer Grand Theft Auto V Enhanced Open World, Action, Multiplayer, Crime DAVE THE DIVER Pixel Graphics, Casual, Management, Adventure DEATH STRANDING DIRECTOR'S CUT Story Rich, Open World, Walking Simulator, Atmospheric Hades II Action, Roguelike, Roguelite, Hack and Slash Barony Multiplayer, Dungeon Crawler, Action Roguelike, Local Multiplayer Barony Multiplayer, Dungeon Crawler, Action Roguelike, Local Multiplayer Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter ARK: Survival Ascended Early Access, Survival, Open World, Multiplayer NBA 2K25 Sports, Basketball, Simulation, eSports Dying Light 2: Reloaded Edition Gore, Open World, Action, Co-op Sunderfolk Tactical RPG, Turn-Based Tactics, Fantasy, PvE Resident Evil Village Survival Horror, Horror, First-Person, Singleplayer Deep Rock Galactic Resident Evil 4 Horror, Action, Survival Horror, Third-Person Shooter Don't Starve Together Survival, Open World Survival Craft, Multiplayer, Co-op DREDGE Exploration, Fishing, Lovecraftian, Adventure Dying Light: Definitive 10th Anniversary Edition Action, RPG, Gore, Violent inZOI Life Sim, Character Customization, Sexual Content, Realistic PGA TOUR 2K25 Sports, Golf, Simulation, Realistic METAL GEAR RISING: REVENGEANCE Great Soundtrack, Hack and Slash, Action, Spectacle fighter Borderlands 3 RPG, Looter Shooter, Multiplayer, FPS Grand Theft Auto IV: The Complete Edition Open World, Action, Automobile Sim, Multiplayer HITMAN World of Assassination VR Supported Stealth, Assassin, Action, Singleplayer Devil May Cry 5 Action, Hack and Slash, Great Soundtrack, Character Action Game Nobody Wants to Die 3D, Detective, Noir, Dystopian GTFO Online Co-Op, Horror, Co-op, FPS Overcooked! 2 Multiplayer, Online Co-Op, Local Co-Op, Co-op Heart of the Machine Strategy, Simulation, Grand Strategy, 4X DYNASTY WARRIORS: ORIGINS Hack and Slash, Spectacle fighter, Wargame, Martial Arts Dead by Daylight Horror, Multiplayer, Survival Horror, Online Co-Op Disney Dreamlight Valley Relaxing, Life Sim, Character Customization, Exploration Total War: THREE KINGDOMS Strategy, Historical, War, Turn-Based Strategy Grand Theft Auto: The Trilogy – The Definitive Edition Action, Open World, Third-Person Shooter, Adventure Subnautica VR Supported Open World Survival Craft, Survival, Horror, Underwater Contraband Police Open World, Simulation, Singleplayer, First-Person Dead by Daylight - Resident Evil: PROJECT W Chapter Action, Gore, Violent, Horror Dying Light Zombies, Survival Horror, Horror, Online Co-Op Devil May Cry 5 Action, Hack and Slash, Great Soundtrack, Character Action Game 16 Jun, 2025 Fishing Corner Demo Casual, Simulation, Farming Sim, Life Sim 14 Jun, 2025 Shadowverse: Worlds Beyond Free to Play, Card Battler, Trading Card Game, Deckbuilding 10 Jun, 2025 4STORY : The Original Action, Adventure, RPG, MMORPG 9 Jun, 2025 TAMASHIKA Demo Action, Arcade, Shooter, FPS 9 Jun, 2025 Macabre Demo: Banjo's Trial Horror, Sci-fi, Aliens, Multiplayer 9 Jun, 2025 Frosthaven Demo Co-op, Turn-Based Tactics, Tactical RPG, Turn-Based Combat 9 Jun, 2025 NINJA GAIDEN: Ragebound Demo Action, Ninja, Platformer, Adventure 9 Jun, 2025 Moonlighter 2: The Endless Vault Demo Action, Adventure, RPG, Action Roguelike 9 Jun, 2025 Cinderia Demo Action, Action-Adventure, Action Roguelike, Action RPG 9 Jun, 2025 PIONER Demo Action, MMORPG, Crafting, RPG 9 Jun, 2025 Solo Leveling:ARISE OVERDRIVE Demo 9 Jun, 2025 9 Jun, 2025 Star Birds Demo Strategy, Casual, City Builder, Building 9 Jun, 2025 9 Jun, 2025 Absolum Demo Beat 'em up, Roguelite, Fantasy, Local Co-Op 9 Jun, 2025 8 Jun, 2025 矩阵：零日危机 / Terminull Brigade™ Demo PvE, Third-Person Shooter, Looter Shooter, Action 8 Jun, 2025 Bum: Revenge Demo Simulation, Co-op, Crime, Multiplayer 8 Jun, 2025 Baby Steps Demo Action, Adventure, Casual, Walking Simulator 8 Jun, 2025 No, I'm not a Human Demo Horror, Singleplayer, Choices Matter, Story Rich 8 Jun, 2025 TerraTech Legion Demo Action Roguelike, Bullet Hell, Vehicular Combat, Third-Person Shooter 7 Jun, 2025 Neon Abyss 2 Demo Action Roguelike, Cyberpunk, Traditional Roguelike, Platformer 7 Jun, 2025 Vindictus: Defying Fate Demo Action, RPG, Action RPG, Adventure 6 Jun, 2025 BALL x PIT Demo Action, Action Roguelike, Bullet Hell, Roguelite 6 Jun, 2025 Morbid Metal Demo Action, Hack and Slash, Action Roguelike, Sci-fi 6 Jun, 2025 6 Jun, 2025 Waterpark Simulator Demo Casual, Simulation, City Builder, Life Sim 6 Jun, 2025 FEROCIOUS Demo Action, Singleplayer, Survival, FPS 6 Jun, 2025 Rana Card Demo Casual, Strategy, Card Game, Roguelite 6 Jun, 2025 Box Bakery Demo Casual, Simulation, Cartoony, Drama See more: Free to Play or Demos Surviving isn’t just about blowing zombie heads off. Depression, starvation, loneliness, infection... Just some of the things to deal with... Craft items to help you stay alive. Whether it’s weapons, food or a plank of wood nailed to a door... Protect yourself and your allies from the relentless horde with a huge range of weapons and defenses.