

PRIVACY POLICY

Last Updated: August 9, 2026

1. GENERAL INFORMATION

1.1. This Privacy Policy describes how Mirage Roleplay ("Mirage", "we", "us", or "our") collects, processes, stores, protects, and deletes personal data in connection with the use of our services.

1.2. This Privacy Policy applies, where applicable, to the Mirage Roleplay website, the Mirage Roleplay Forum, Mirage Roleplay game servers, the Mirage Launcher, Mirage account systems, administration and moderation systems, the Maddie Mirage Anti-Cheat system, and associated services.

1.3. The controller responsible for the processing of personal data is:

Carlo Bialeki / Mirage Roleplay

Contact: contact@gta5mirage.com

Questions & Support: info@gta5mirage.com

Website: gta5mirage.com

1.4. Where required by applicable law, personal data is processed on an appropriate legal basis, including consent, performance of a contract or steps requested by the user, compliance with legal obligations, or legitimate interests.

2. DATA SECURITY PRINCIPLES

2.1. Mirage is designed so that authentication credentials and stored network identifiers are not retained in plain text where avoidable.

2.2. Passwords processed by Mirage account systems are stored only in hashed form. Mirage does not intentionally store user passwords in readable plain text.

2.3. IP addresses that Mirage intentionally stores in its own game-account or security databases are stored in encrypted form. Where an IP address must be received for a network connection, it may necessarily exist in readable form during transmission or in the technical systems of hosting, network, or security providers before Mirage stores its own persistent record in encrypted form.

2.4. Encryption and hashing reduce risk but do not make electronic systems absolutely secure. Mirage applies access controls and other technical and organizational measures appropriate to the relevant systems.

3. WEBSITE DATA

3.1. When users access gta5mirage.com, technically necessary connection information may be processed by Mirage infrastructure and service providers.

- IP address and network connection information
- date and time of access
- requested page or resource
- browser and operating-system information
- device and request information
- technical error and security information

3.2. Such data is processed to deliver the website, maintain availability, diagnose errors, secure the infrastructure, and prevent abuse.

3.3. If Mirage itself stores an IP address as a persistent account or security record, the stored Mirage record is encrypted. This does not prevent Vercel, Cloudflare, STRATO, or other network infrastructure from technically receiving an IP address when a connection is established.

4. FORUM ACCOUNT DATA

4.1. Registration for the Mirage Forum currently requires a username, email address, and password. Email verification may be required.

- username
- email address
- hashed password
- internal account identifier
- registration information
- account status
- authentication and session information

4.2. Forum passwords are stored in hashed form and are not intended to be stored in plain text.

4.3. Supabase is used for Forum database and authentication functionality. The Mirage Supabase project is configured in an EU region.

5. FORUM PROFILE AND COMMUNITY DATA

5.1. Depending on the features used, Mirage may store profile and community information including:

- profile picture
- profile banner
- biography
- signature
- account rank
- badges
- followers
- followed users

- reactions
- sanction history

5.2. Certain profile information is visible to other users or publicly visible according to Forum permissions and the user's chosen content.

6. THREADS, POSTS AND UPLOADS

6.1. When users participate in the Forum, Mirage may store threads, posts, reactions, uploaded images, content metadata, creation and modification times, and the association between content and the relevant user account.

6.2. Publicly submitted Forum content may remain visible after account deletion in anonymized form, as described below.

7. GAME ACCOUNT AND IDENTIFIER DATA

7.1. Mirage game accounts are separate from Mirage Forum accounts.

7.2. Mirage may process the following information for game-account creation, authentication, security, sanctions, and gameplay persistence:

- internal account identifier
- account credentials
- password stored only as a hash
- IP address stored by Mirage in encrypted form
- Discord identifier
- FiveM identifier
- Rockstar / Social Club identifier
- Rockstar License identifier
- hardware identifier
- technical connection and security information
- other identifiers technically supplied through the FiveM environment

7.3. The encrypted IP record created when a game account is registered may later be compared during login or security checks. Mirage does not intentionally replace that stored record with a new readable IP address on every login.

7.4. Identifiers may be used to authenticate users, associate characters with accounts, detect unauthorized access, detect account sharing, enforce sanctions, detect ban evasion, investigate abuse, and protect Mirage.

8. CHARACTER AND GAMEPLAY DATA

8.1. Mirage operates a persistent roleplay environment. To maintain the world and player accounts, Mirage stores extensive game information, including:

- character name and profile data

- appearance and clothing
- position
- inventory and items
- virtual cash and bank balances
- transactions
- vehicles
- properties and real estate
- businesses
- jobs
- factions and organizations
- permissions and progression
- purchases and sales
- interactions with other players
- kills, deaths, and gameplay events
- other information required for game persistence

8.2. Although many records concern a fictional game character, they may constitute personal data where linked to an identifiable account or identifier.

9. COMMUNICATION DATA

9.1. Text Chat In-game text chat may be logged to provide communication functions, investigate reports and rule violations, moderate the server, and prevent abuse. Ordinary chat logs are generally retained for up to seven (7) days unless longer retention is required for a specific investigation, sanction, dispute, or security matter.

9.2. Voice Communication Voice communication is transmitted live between users where the relevant game feature is used. Mirage does not currently permanently record or store ordinary voice communications.

10. MIRAGE PHONE

10.1. The in-game Mirage Phone may store information associated with the relevant character or game account, including virtual telephone numbers, contacts, call information, call history, messages, chats, images, application data, settings, and other user-generated phone content.

11. MODERATION, ADMINISTRATION AND AUDIT LOGS

11.1. To enforce rules and secure the Services, Mirage may store warnings, kicks, mutes, temporary and permanent bans, administrative jail actions, reports, complaints, sanction history, moderation decisions, moderated content, administrative notes, and audit logs.

11.2. Audit logs may record which authorized staff member performed an action, what was changed, which account was affected, and when the action occurred.

12. GAMEPLAY AND SECURITY LOGGING

12.1. Mirage may log virtual-currency transfers, item transfers, purchases, sales, vehicle actions, kills, deaths, account events, administrative actions, security events, and other relevant gameplay activity.

12.2. Ordinary server logs are generally retained for up to one (1) year, unless earlier deletion occurs or longer retention is reasonably necessary for a particular security, moderation, legal, or abuse-related matter.

12.3. Where an IP address is deliberately retained by Mirage inside a security or account record, that persistent Mirage record is encrypted.

13. MADDIE MIRAGE ANTI-CHEAT

13.1. Mirage operates its own Anti-Cheat system, currently known as Maddie Mirage, to detect cheating, manipulation, exploitation, unauthorized account use, account sharing, ban evasion, and other security violations.

13.2. The Anti-Cheat system may process account identifiers, Discord identifiers, FiveM and Rockstar identifiers, hardware identifiers, gameplay information, technical information, security events, Anti-Cheat detections, and screenshots of the running game.

13.3. Discord identifiers may be compared with the account associated with a player to help determine whether the account is being used by the expected person.

13.4. Persistent IP records stored by Mirage for Anti-Cheat or account-security purposes are encrypted. Network infrastructure may still technically receive the connecting IP address in order to establish and secure a connection.

14. ANTI-CHEAT SCREENSHOTS

14.1. Mirage may capture screenshots of the running game as part of an Anti-Cheat event or security investigation.

14.2. Where no cheating or other relevant violation is found, associated screenshots are generally deleted thirty (30) minutes after the relevant Anti-Cheat event has ended.

14.3. Where screenshots contain evidence of a suspected violation, they may be retained longer where reasonably necessary for investigation, sanctions, appeals, complaints, security, and repeated-abuse prevention.

15. MIRAGE LAUNCHER

15.1. The Mirage Launcher does not require a separate Launcher account.

15.2. The Launcher locally stores the selected or detected FiveM installation path. Launcher error logs are currently stored locally and are not automatically transmitted to Mirage.

15.3. Mirage does not currently use the Launcher to automatically transmit general telemetry such as computer name, Windows version, hardware identifier, or Launcher usage statistics.

15.4. The Launcher may retrieve Mirage server availability, current player count, update availability, and information relating to current Mirage YouTube content. Social and website buttons generally operate as normal external links.

16. LAUNCHER UPDATES

16.1. Launcher updates are distributed using Cloudflare R2 infrastructure. The Launcher may determine whether a newer version is available. The user initiates or confirms the update where required.

16.2. Technically necessary connection information, including an IP address, may be processed by Cloudflare when the update infrastructure is accessed. Mirage does not treat such provider-level connection processing as the same thing as its own encrypted persistent IP record.

17. SERVICE PROVIDERS

17.1. STRATO The Mirage FiveM server, game database, and Mirage-operated email infrastructure are hosted on a Windows VPS provided by STRATO. Account, character, gameplay, phone, communication, log, Anti-Cheat, administration, and encrypted persistent IP records may be stored on this infrastructure.

17.2. Supabase Supabase is used for Forum database and authentication functionality. The Mirage Supabase project is configured in an EU region.

17.3. Vercel Vercel is used to host and deliver the Mirage website and Forum. Vercel may process technically necessary connection data when users access the website.

17.4. Cloudflare Cloudflare is used for domain, network, and security functionality and Cloudflare R2 is used for Launcher updates. Cloudflare may process technically necessary connection data when its infrastructure is used.

17.5. GitHub GitHub is used for source-code management and storage relating to Mirage development. Mirage does not intentionally store ordinary user account databases or readable passwords in source-code repositories.

18. EXTERNAL LINKS AND FONTS

18.1. Mirage may provide ordinary external links to Discord, YouTube, and TikTok. These links do not by themselves automatically load the third-party service as an embedded widget.

18.2. Fonts used by the Mirage website are intended to be hosted locally. Locally hosted fonts do not require the browser to request Google Fonts merely to display the page.

19. EMAIL COMMUNICATION

19.1. Users may contact Mirage at contact@gta5mirage.com. When a user contacts Mirage, Mirage may process the sender email address, sender information, message content, attachments, date and time, and subsequent correspondence.

19.2. Mirage may additionally operate its own email infrastructure for transactional or system-generated messages on the STRATO VPS.

20. DATA RETENTION

- ordinary in-game chat logs: up to 7 days
- ordinary server logs: up to 1 year
- non-relevant Anti-Cheat screenshots: 30 minutes after the relevant event ends

- ordinary game/database backup: replaced by the subsequent daily backup
- account deletion waiting period: 30 days

20.1. Moderation, sanction, Anti-Cheat, security, or audit information may be retained longer where required for the relevant purpose.

21. BACKUPS

21.1. Mirage intends to create daily backups of its game server and database. The previous ordinary backup is replaced by the subsequent daily backup. Backups are used for disaster recovery, restoration, and protection against accidental data loss.

22. ACCOUNT DELETION

22.1. Users may request deletion of their Mirage account. A self-service deletion feature may additionally be made available.

22.2. Account deletion is generally subject to a thirty (30) day waiting period. Following expiration of this period, account-related personal data will be deleted unless continued storage is legally permitted or required for a legitimate purpose.

22.3. Public Forum content may be anonymized rather than removed completely. The ordinary public association with the former account is removed and content may be shown as created by a deleted or anonymous user.

23. BANNED USERS

23.1. Information relating to banned users may continue to be stored where necessary to maintain sanctions, prevent ban evasion, investigate abuse, process appeals, protect other users, and protect Mirage infrastructure.

23.2. Permanently banned users may request account deletion. Where legally permissible and necessary, limited security or sanction information may continue to be retained after deletion for repeated-abuse or ban-evasion prevention. Any persistent Mirage IP record retained for such a purpose remains encrypted.

24. LEGAL BASIS AND USER RIGHTS

24.1. Depending on the processing activity, Mirage may rely on consent under Article 6(1)(a) GDPR, performance of a contract or requested steps under Article 6(1)(b), compliance with legal obligations under Article 6(1)(c), or legitimate interests under Article 6(1)(f).

24.2. Subject to applicable requirements and limitations, users may have rights of access, rectification, erasure, restriction, data portability, objection, withdrawal of consent for the future, and complaint to a competent supervisory authority.

24.3. Requests may be submitted to contact@gta5mirage.com. Mirage may require reasonable identity verification before fulfilling a request where necessary to protect user data.

25. CHANGES AND CONTACT

25.1. Mirage may amend this Privacy Policy where necessary due to changes in services, infrastructure, features, providers, security requirements, or applicable law. The current version will be made available through the Mirage website.

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