Privacy policy and terms

Last updated 27 November 2026

1. What Chart Battle is

Chart Battle is a free game for learning to read stock charts. You look at a chart, call where the price goes next, and then see what really happened. You can practise alone or play against other players.

- **Everything is simulated.** It is a game, for learning only.
- **Not financial advice.** Nothing on this website is advice or a recommendation to buy, sell or hold anything. Do not make real investment decisions based on this game.
- **No real quotes.** Charts are based on historical market movements but are modified and anonymized. Prices, dates and names are not real. Every chart gets its own made-up price level, its dates are moved by a random number of weeks, each candle and the volume get small random changes, the chart starts at a random point, and the company is never named.
- **The bot can be wrong.** The bot's opinion comes from a computer program. It is never guaranteed to be right, and how it did in the past says nothing about the future.
- **Play money only.** Balances, stakes and winnings in the game are pretend money. They have no real value and cannot be bought, sold, won or cashed out. There are no prizes and no gambling.

2. What we stand for

Fair play, honest learning and your privacy. We collect as little data as we can, we show no ads, we use no tracking, and we never sell data.

3. Who runs Chart Battle

Chart Battle is a hobby project run by a private person in Sweden. Questions about this policy or your data: moneyz.miljon@gmail.com.

4. Age: accounts are for 18 and older

- You must be **18 or older** to make an account (sign in with Google). You confirm your age yourself when you make the account.
- Younger players can play as **guests**: Practice, the Daily challenge, Speed Run, the Portfolio Challenge, the PvE Death Match against the bot, and lobbies with friends that they join with a code. The 1v1 Arena, the friends list, a day streak, best scores and a place on the leaderboards need an account.
- **We save nothing about guests on our servers** (see 6).
- If we learn that an account belongs to someone under 18, we delete it.

5. What we save about players with an account

- **A Google account number.** When you sign in with Google, we only ask Google for a number that identifies your account. We do not get your name, email address or photo. *Why:* to know that it is you. *Legal basis (GDPR):* contract, Art. 6(1)(b); we need it to give you the account you asked for.
- **Your game profile:** player name (from our name generator), avatar, 1v1 Arena rating, wins, losses, draws, win streak, Practice balance, Practice results and progress (which charts you have answered), Daily challenge answers and day streak, Speed Run and Portfolio Challenge best scores, chart layouts, friends, blocked players and match history. *Why:* to run the game. *Legal basis:* contract.
- **Your statistics:** the Analytics page works out your win rates and skill scores from the answers and matches above. If you press "Reset statistics", we save the time you did it, and the page only counts what came after. Nothing else is deleted by a reset. *Why:* to show you how you are doing. *Legal basis:* contract.
- **Your answers on charts:** your call, whether it was right, how long it took, and the stop loss, take profit, stake or turning point you set. *Why:* to run the game, and to improve the bot: answers are used without your name to compare how people and the bot read charts, and random clicking is filtered out first. *Legal basis:* legitimate interest, Art. 6(1)(f), in making the game better. You can object (see 9).
- **Reports** you send about another player. *Why:* to keep the game fair and safe. *Legal basis:* legitimate interest.
- **Chat:** messages go to the other players and are not saved, except a message that is part of a report.

Other players see your player name, avatar, rating, streaks, results, best scores and leaderboard positions.

6. Guests

Guests play without an account, and we save nothing about them on our servers:

- A guest's Practice answers are checked and shown, then forgotten. They are not saved and not used to train the bot.
- A guest's Practice balance, guest name and a random guest number are kept only in the guest's own browser. So are a guest's Daily challenge answers of the day and a Portfolio Challenge in progress. Guests' Speed Run and Portfolio scores are not saved and not shown on any leaderboard.
- When a guest joins a lobby, the guest name is shown to the other players there. The match is kept on the server only while it runs and is deleted about a day after it ends. Guests' answers and results are not saved.

7. Cookies and storage in your browser

- **One cookie:** `cb_sess`, a strictly necessary cookie that keeps you signed in (up to 60 days). While you sign in, a second short cookie (`cb_state`, 10 minutes) protects the sign-in. There are no advertising, analytics or tracking cookies. Strictly necessary cookies do not need consent.
- **Local storage** on your device: that you accepted this policy, a guest's name, number and Practice balance, a guest's Daily challenge answers of the day and Portfolio run in progress, and settings such as your stake, level and sound. It stays on your device; the game only sends what it needs, such as a guest name when you join a lobby.

8. Who handles the data for us

- **Cloudflare, Inc.** runs the website, the game server and the database (Cloudflare Pages, Workers, D1 and Durable Objects). To deliver the website and protect it against attacks, Cloudflare processes technical data such as your IP address and browser type. We do not save IP addresses ourselves. Cloudflare can process data outside the EU/EEA, for example in the USA; those transfers are protected by the EU–US Data Privacy Framework and the EU's standard contractual clauses.
- **Google LLC** handles the sign-in, only if you choose "Sign in with Google". Google's own privacy policy applies to your Google account.

We do not sell or rent data to anyone, and we do not share it for advertising.

9. How long we keep data, and your rights

- Your account data is kept while you have the account. You can delete your account at any time under Me → Delete account: your profile, player name, friends, blocks, results and sign-ins are deleted at once. Your past chart answers are kept only without any link to you, so they cannot be traced back to you.
- Sign-ins end after 60 days. Reports are deleted after 12 months. Daily challenge answers are deleted after 60 days (the streak itself stays on your profile). An unfinished Speed Run or Portfolio run is deleted after a day.
- Under the GDPR you can ask what data we have about you, ask us to correct or delete it, limit or object to how we use it, and get a copy of it. Email moneyz.miljon@gmail.com; we answer within one month.
- You can complain to the Swedish Authority for Privacy Protection (IMY), imy.se, or to the data protection authority where you live.

10. Rules for players

- Play fair: no cheating, no programs that play for you, and no extra accounts to push a rating up or down.
- Be kind in chat, and do not share personal details there.
- We can remove accounts that break these rules.

11. Credits

- Charts are drawn with TradingView Lightweight Charts™ (Apache License 2.0, license), Copyright © TradingView, Inc.
- Icons from Lucide (ISC License, license).
- Avatar pictures from Twemoji, Copyright © Twitter, Inc. and other contributors, licensed under CC-BY 4.0.
- Charts are based on historical market movements but are modified and anonymized. Prices, dates and names are not real (see 1).

12. No guarantee, and changes

Chart Battle is free and offered as it is: it can have mistakes, be down for a while, or change. We are not responsible for any decision you make based on it. If this policy changes, the website shows it again and asks you to accept it.