

Worlds AI and Voice Notice

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Legal entity: Voice2Evolve UG (haftungsbeschränkt)

Registered office: Amtsgericht Stuttgart, HRB 803557

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Last updated: 7 August 2026 **Authoritative language:** English

This notice explains how **Voice2Evolve Worlds** ("Worlds") uses AI-generated characters, live voice input, transcripts, game-state scoring, and post-mission feedback. It supplements the Worlds End User Terms and the Voice2Evolve Privacy Policy.

1. AI Interaction

Worlds uses AI systems to generate character dialogue, mission responses, summaries, feedback, relationship state, mastery indicators, and other game or coaching outputs.

When you start or continue a Worlds mission, you may be interacting directly with an AI-generated character rather than a human. AI output can be inaccurate, incomplete, delayed, inconsistent, or unavailable.

Worlds is for communication practice, reflection, and entertainment. It is not a hiring, employment, education, medical, legal, psychological, financial, credit, insurance, immigration, emergency, or other professional decision-making service.

2. Voice and Microphone Use

Live voice missions may use your microphone input. Before live audio is transmitted for a mission, Worlds will show an in-product voice notice or microphone preflight notice.

If you choose to start a voice mission, your live audio may be transmitted to Voice2Evolve and its realtime AI provider so the service can understand your speech, generate character replies, operate the mission, and provide feedback.

You can stop speaking, stop the mission, leave the mission, or avoid voice mode where the product offers a non-voice route. Do not intentionally capture or submit another person's voice unless you have the right to do so.

3. Generated Content

Worlds may generate or transform text, audio, summaries, feedback, memory, story state, relationship state, mastery indicators, rewards, and other gameplay outputs using AI.

AI-generated content is not verified professional advice or an objective assessment of you. Do not rely on Worlds output to make important decisions about yourself or others.

4. Scoring and Game State

Worlds may create in-game scores, progress indicators, character memories, relationship states, warmth or trust indicators, mastery evidence, XP, unlocks, and rewards.

These are gameplay and communication-practice signals. They are not biometric identification, emotion recognition, psychological diagnosis, employment evaluation, or a legally significant decision about you.

5. Audio, Transcript, and Provider Processing

Depending on the mission and provider configuration, Worlds may process:

- live audio or streamed microphone input;
- speech-to-text or transcript data;
- turn records and generated replies;
- mission state, feedback, and progression data; and
- technical logs needed for security, reliability, and abuse prevention.

Voice2Evolve does not use Worlds voice data to identify you biometrically or build voice-identification profiles.

The current subprocessors list identifies the main third-party providers used to operate Voice2Evolve services. Provider retention, regional processing, and logging can depend on the active provider configuration.

6. Recording and Local Law

Rules about recording, transmitting, or processing spoken words can differ by country or region. In some places, all participants in a private conversation may need to consent before a voice conversation is recorded or transmitted.

Worlds is designed for your own practice conversations with AI-generated characters. Do not use Worlds to record third parties or private conversations that are not meant for the service.

7. Questions, Complaints, and Deletion Requests

If you have questions or concerns about AI output, voice processing, transcripts, mission data, deletion, or privacy rights, contact:

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