

Privacy Policy for Khazar Online

Effective Date: April 15, 2026

Farid Mustafa ("we," "us," or "our") built the **Khazar Online** game as an Ad-Supported and Free-to-Play app. This SERVICE is provided by Farid Mustafa at no cost and is intended for use as is.

This page is used to inform website visitors and players regarding our policies with the collection, use, and disclosure of Personal Information if anyone decided to use our Service.

By choosing to use our Service, you agree to the collection and use of information in relation to this policy. The Personal Information that we collect is used for providing and improving the Service. We will not use or share your information with anyone except as described in this Privacy Policy.

1. Information Collection and Use

For a better experience while using our Service, we may require you to provide us with certain personally identifiable information.

- **Local Storage:** Currently, the game saves your progress locally on your device (via Unity PlayerPrefs). This data is not transmitted to our servers.
- **Future Account Registration:** In the future, we may implement Google Authentication and Firebase Realtime Database/Firestore to save your game progress in the cloud. If implemented, we will collect basic profile information (such as your email address and a unique user ID) to authenticate you and secure your data.
- **Device Information:** Because the game is built with the Unity Engine, certain basic device information (such as IP address, device type, operating system, and hardware specifications) may be collected automatically for analytics and crash reporting.

2. Third-Party Services

The app uses third-party services that may collect information used to identify you, deliver personalized advertisements, send push notifications, or monitor game performance.

Below are the links to the privacy policies of the third-party service providers used in the app:

- [Google Play Services](#)
- [AdMob \(Google Analytics for Firebase\)](#)
- [Firebase](#)
- [Unity \(Unity Analytics & Ads\)](#)
- [OneSignal](#)

3. Log Data

We want to inform you that whenever you use our Service, in the case of an error or crash in the app, we collect data and information (through third-party products like Firebase Crashlytics) on your phone called Log Data. This Log Data may include information such as your device Internet Protocol ("IP") address, device name, operating system version, the configuration of the app when utilizing our Service, the time and date of your use of the Service, and other statistics.

4. Security

We value your trust in providing us your Personal Information, thus we are striving to use commercially acceptable means of protecting it. But remember that no method of transmission over the internet, or method of electronic storage is 100% secure and reliable, and we cannot guarantee its absolute security.

5. Children's Privacy

These Services are not intended for anyone under the age of 13. We do not knowingly collect personally identifiable information from children under 13 years of age. In the case we discover that a child under 13 has provided us with personal information, we immediately delete this from our servers. If you are a parent or guardian and you are aware that your child has provided us with personal information, please contact us so that we will be able to take necessary actions.

6. Changes to This Privacy Policy

We may update our Privacy Policy from time to time. Thus, you are advised to review this page periodically for any changes. We will notify you of any changes by posting the new Privacy Policy on this page.

7. Contact Us

If you have any questions or suggestions about our Privacy Policy, do not hesitate to contact us at: feritmustafaapps@gmail.com.