

Dice A Million Privacy Policy

Last updated: January 9th, 2026

Introduction

This Privacy Policy explains how **2 Left Thumbs LTD** (“we”, “us”, or “our”) handles information in relation to the game **Dice A Million** (the “Game”).

Information We Collect

We do **not collect, store, or process any personal data** from players.

The Game does not require users to provide personal information, create accounts, or submit identifiable data.

Crash Reporting and Technical Data

If enabled by the game engine (GameMaker Studio 2) or platform services, the Game may make use of **automated crash reporting or error logging systems**.

These systems are used solely to identify and fix technical issues and do not collect personal data. Any such data is handled by the respective platform or engine provider in accordance with their own privacy policies.

How We Use Information

Since we do not collect personal data, no personal information is used, shared, or sold.

Third-Party Services

The Game may rely on platform-level services provided by Microsoft/Xbox, Nintendo, Sony or game engine tooling. Any data handled by those services is governed by their respective privacy policies.

Children’s Information

Dice A Million is **not specifically intended for children under the age of 13**.

We do not knowingly collect personal data from children under 13. If you believe that a child has provided personal information, please contact us so we can address the issue.

Changes to This Privacy Policy

We may update this Privacy Policy from time to time. Any changes will be posted at the same URL.

Contact Us

If you have any questions or concerns about this Privacy Policy, you may contact us at:

Email: business@2leftthumbs.com