# Prison Run – Privacy Policy

Effective date: 22 October 2026
This policy explains what information the mobile game **Prison Run** (Android package com.xavifradera.prisonrun) collects, why, and what you can do about it. The game is made by Xavi Fradera, an independent developer based in Spain ("I", "me").
**In short:** the game has no accounts, no ads and no in-app purchases. It never asks for your name, email, contacts, photos or location. It sends anonymous gameplay statistics to an analytics service so I can see how the game is played and make it better.

## 1. Information the game collects

The game uses **Amplitude**, an analytics service, to collect:

- **Gameplay events:** for example when a run starts and ends, the distance driven, how the run ended (caught by the police or a crash), the heat levels, weather and road surfaces reached, roadblocks passed, near misses, and how long you played.
- **Device and app information:** device type and model, operating system and version, app version, language, and your IP address, which Amplitude uses to estimate an approximate location (country and city, not your precise position).
- **Identifiers:** a random identifier created by the analytics software on your device, and session times. This identifier does not reveal who you are, and it is not your phone's advertising ID.

The game does **not** record your screen or your play sessions, and it does not collect your name, email address, phone number, contacts, photos, files, precise location or payment information.

## 2. Information stored only on your device

The game saves a few things on your phone so it works as expected: your best distance and your ten best runs (distance and date), and some play counters. These stay on your device and are deleted when you uninstall the game or clear its data.

## 3. Why the information is used

- To understand how players play the game (for example how far players get, which parts of the road are too hard, and how many players come back to play again).
- To improve the game's design and balance, and to find and fix problems.

The information is not used for advertising, is not used to identify you, and is **never sold**.

## 4. Who processes the information

The analytics information is processed on my behalf by **Amplitude, Inc.** (United States), under its privacy terms (amplitude.com/privacy). It is not shared with anyone else, except where required by law.
Because Amplitude is in the United States, your information may be transferred outside the European Economic Area. Such transfers rely on appropriate safeguards, such as the EU–US

Data Privacy Framework or the European Commission's Standard Contractual Clauses.

## 5. Legal basis (EEA and UK players)

The gameplay statistics are processed on the basis of my legitimate interest in understanding how the game is used and improving it. They are limited to what is needed for that purpose, and you can object at any time (see section 7).

## 6. How long it is kept

Analytics information is kept for as long as it is useful to improve the game, and for no longer than 2 years. After that it is deleted or made fully anonymous.

## 7. Your choices and rights

- You can stop all data collection at any time by uninstalling the game. Clearing the game's data in your phone's settings also resets its random identifier.
- Depending on where you live, you may have the right to access, correct or delete your information, to object to its use, and to complain to your local data protection authority (in Spain, the Agencia Española de Protección de Datos, aepd.es).
- To exercise these rights, write to games@xavifradera.com. Since the game doesn't know who you are, I may ask for details that help find your data (for example the date and device you played on).

## 8. Children

Prison Run is not directed at children under 13, and I do not knowingly collect information from them. If you believe a child under 13 has used the game and you want their information deleted, contact me at the address below.

## 9. Security

Information is sent over encrypted connections (HTTPS) and stored by Amplitude with industry-standard security measures.

## 10. Changes to this policy

If this policy changes, the new version will be published at this same address with a new effective date. Important changes will also be mentioned in the game's store listing.

## 11. Contact

Xavi Fradera, Spain
Email: games@xavifradera.com