

Privacy Policy for MazeRacer

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This Privacy Policy explains how **Tigerstone Technologies LLC** (“we”, “us”, or “our”) handles information in connection with the **MazeRacer** mobile game (the “App”), available on Google Play. By downloading or using the App, you agree to the practices described below.

Plain-language summary: MazeRacer is a single- and multiplayer maze game. Your profile (nickname, ball color, level progress, scores, settings, and purchase entitlements) is stored **only on your device** — we do not run our own servers and we do not collect it. The App shows ads through **Google AdMob** and processes purchases through **Google Play Billing**; those Google services collect and process certain data as described below. Local multiplayer works **device-to-device** over Bluetooth or Wi-Fi Direct and does not send your data to us or to the internet.

1. Who we are

The App is published by **Tigerstone Technologies LLC**. If you have any questions about this policy or your data, contact us at **principal@tigerstonetek.com**.

2. Information collected and how it is used

2.1 Information you provide

- **Player profile** — an optional nickname and a chosen ball color / ball skin design.
- **Gameplay data** — level progress, completion times, medals, and in-game settings.

This information is stored **locally on your device** using Android’s private app storage. We do not transmit it to us or to any server we control. It is used only to run the game (show your name and progress, keep your settings, and, in multiplayer, display your nickname and game ball to your opponent).

2.2 Information collected automatically by third-party services

The App integrates the following Google services, which may collect data directly from your device in accordance with **Google’s** own privacy policies:

- **Google AdMob** (advertising) — to serve and measure ads, AdMob may collect and process a device advertising identifier, IP address, general device and network information, and ad-interaction data. Depending on your consent and region, ads may be **personalized** or **non-personalized**.
- **Google User Messaging Platform (UMP)** — used to present a consent form and record your advertising consent choices where required (e.g., EEA, UK, Switzerland, and certain US states).
- **Google Play Billing** — processes in-app purchases. Your payment is handled entirely by Google; **we never receive or store your payment card details**. We receive only a confirmation that a product was purchased so we can unlock the corresponding feature (for example, “remove ads” or a game ball skin).

We do **not** operate our own analytics backend and do **not** maintain user accounts on our servers.

2.3 In-app purchase entitlements

When you buy a product (such as **Remove Ads** or a cosmetic **game ball skin**), the App stores a local flag recording that you own it, and re-verifies your entitlements with Google Play so your purchases are restored on the same Google account. We do not store your purchase history on our own systems.

3. How the App uses device permissions

The App requests the following Android permissions strictly to provide game features. It does **not** use them to build advertising or tracking profiles.

Permission	Why it is used
Bluetooth / Bluetooth scan, connect, advertise	Discover and connect to a nearby player for local multiplayer matches.
Nearby Wi-Fi Devices / Wi-Fi state	Establish a Wi-Fi Direct connection for local multiplayer.
Location (approximate/precise)	Required by Android only to enable Bluetooth / Wi-Fi Direct device discovery on older Android versions. The App does not collect, store, use, or transmit your geographic location.
Internet / network state	Load ads, run in-app purchases, and carry the local multiplayer data connection.
Post notifications	Show optional in-game notifications.

Permission	Why it is used
Vibrate	Provide haptic feedback during gameplay.

Where required, Android will ask for your runtime consent before these permissions are used, and you can revoke them at any time in your device settings.

4. Local multiplayer (device-to-device)

Multiplayer matches connect two devices directly over **Bluetooth** or **Wi-Fi Direct**. During a match, your device exchanges gameplay information — such as your nickname, ball color, the shared maze, and ball position — **only with the other player's device you are connected to**. This data travels peer-to-peer and is **not** sent to us or to any internet server. It is not retained after the match ends.

5. Advertising and your choices

The App uses **Google AdMob** to display ads, including optional rewarded ads (for example, to continue after a loss or gain an extra in-game charge) and interstitial ads between levels.

- **Consent:** In regions that require it, a consent form (via Google UMP) lets you choose how your data is used for ads. You can reconsider your choice later from the App's consent/privacy options where available.
 - **Personalized ads:** You can opt out of personalized advertising at any time in **Android Settings** → **Google** → **Ads**, where you can also reset your advertising ID.
 - **Remove ads:** Purchasing the **Remove Ads** product disables ads in the App.
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6. Data sharing

We do not sell your personal information, and we do not share it with third parties for their own marketing. Data is processed only by the Google services described above (AdMob, UMP, and Google Play Billing) to provide advertising, consent management, and purchases. Those services act as independent controllers/processors under Google's policies.

7. Data retention and deletion

- **Local game data** (profile, progress, scores, settings, entitlement flags) remains on your device until you delete it. You can remove it at any time by clearing the App's storage (**Android Settings** → **Apps** → **MazeRacer** → **Storage** → **Clear data**) or by **uninstalling** the App.
- **Advertising and purchase data** handled by Google are retained and can be managed according to Google's policies and your Google account controls.

Because we do not hold your personal data on our own servers, deleting the App removes the local data we are responsible for. For data held by Google, use your Google account privacy controls or contact Google.

8. Data security

Local game data is stored in the App's private storage area, which Android isolates from other apps. Ad and purchase transactions are secured by Google's SDKs and infrastructure. No method of electronic storage or transmission is 100% secure, but we rely on the platform's standard protections.

9. Children's privacy

MazeRacer is intended for a **general audience and is not directed to children under 13** (or the equivalent minimum age in your jurisdiction). We do not knowingly collect personal information from children. If you believe a child has provided personal information through advertising or purchases, please contact us and use your device and Google account controls to remove it.

10. Your privacy rights

Depending on where you live, you may have rights to access, correct, delete, or restrict processing of your personal data, and to withdraw advertising consent. Because your game data is stored locally, you can exercise most of these rights directly:

- **Access / delete local data:** clear the App's data or uninstall the App.
- **Withdraw or change ad consent:** use the in-app consent/privacy options (EEA/UK and applicable regions) or your device's Google Ads settings.
- **Purchases:** manage or request refunds through the Google Play Store.

For data processed by Google, please refer to Google's Privacy Policy and your Google account settings. To make any request to us, contact **principal@tigerstonetek.com**.

EEA/UK users: the legal bases we rely on are your **consent** (for personalized advertising) and our **legitimate interest** / **contractual necessity** in operating the game and completing purchases you request.

California residents: we do not sell or “share” personal information as those terms are defined under the CCPA/CPRA.

11. International data transfers

The Google services used by the App may process data on servers located outside your country, including the United States. Where required, Google implements appropriate safeguards for such transfers under its own policies.

12. Changes to this policy

We may update this Privacy Policy from time to time. Material changes will be reflected by updating the “Last updated” date above and, where appropriate, through an in-app or store notice. Continued use of the App after an update constitutes acceptance of the revised policy.

13. Contact us

If you have questions or requests regarding this Privacy Policy or your data, contact:

Tigerstone Technologies LLC Email: principal@tigerstonetek.com
