

Data Privacy Policy

Raiders in Night City

Introduction

Welcome to **Raiders in Night City** (the "Game"). Your privacy is important to **us** (the "Developer"), and this Data Privacy Policy explains how we collect, use, and protect your information when you play the Game.

Information Being Collected

The Developer collects the following types of user information:

- **Personal Information:** The Developer does not collect any personally identifiable data.
- **Non-Personal Information:**
 - **Advertising Data:** The Game integrates Google AdMob to display advertisements. AdMob may automatically collect data, including:
 - IP Address: To estimate the general location of the device.
 - User Interactions: Information about your interactions with ads.
 - Device Identifiers: Android advertising ID, app set ID, and others.
 - Diagnostic Information: Data related to app performance, such as crash logs and energy usage.

For more details, please refer to [Google Play's data disclosure requirements](#) and [Google AdMob's Privacy Policy](#). The Developer does not have control over or access to Advertising Data. Third-party vendors, including Google, use cookies to display ads based on a user's web activity.

- **Leaderboard Data:** If you choose to submit your entry to our online leaderboard, the Developer collects your (i) Game Score and (ii) Player Name. The latter refers to a username you provide, which can be anonymous and/or pseudonymous. Your real name is never requested; it is optional if you share it. Players should avoid using personally identifiable information as their username since the leaderboard data is publicly visible.

This data is stored using LootLocker services. According to [LootLocker's Privacy Policy](#), personal data is deleted or anonymised when it no longer serves its purpose and, in any event, no later than three (3) years after your interaction with us has ended. Leaderboard data is exclusively stored within LootLocker's systems, and the Developer does not store it separately.

How the Developer Uses Your Information

The collected information is used to:

- Display personalised advertisements within the Game.
- Operate and display the online leaderboard. Players can view the online leaderboard anytime (only the top twenty (20) entries are visible within the game). If the user decides to record their entry on the leaderboard, their username and game score will be added.
- Analyse the Game's performance to improve user experience.

Data Sharing and Disclosure

The Developer does not sell or share your personal information. However, third-party services like Google AdMob and LootLocker may share non-personal data with their partners as outlined in their respective privacy policies.

Data Security

The Developer implements reasonable measures to protect your information. All data transmitted between the Game and our servers or third-party services is encrypted using Transport Layer Security (TLS).

User Choices and Controls

- **Advertising Preferences:** You can reset or disable your device's advertising ID through your device settings.
- **Leaderboard Participation:** Submitting your score and player name to the leaderboard is optional. You can choose not to participate.
- **Data Deletion:** To request leaderboard data deletion, contact the Developer by email with the subject '*Leaderboard Data Deletion Request*' and include your Player Name. Contact details can be found in the section below.

Changes to This Privacy Policy

The Developer may update this Privacy Policy from time to time. Players will be notified of any significant changes by posting the new policy within the Game or other means.

Contact Us

If you have any questions or concerns about this Privacy Policy or the Developer's data practices, please contact us at: teresaromu1999@gmail.com (Email itsTeresa).