

# Privacy Policy for Balls Stars: Battle Royale by Not Fish

Last Updated: 13/1/2024

Thank you for playing Balls Stars: Battle Royale, developed by Not Fish. This Privacy Policy is designed to help you understand how your personal information is handled when you use our game.

## 1. Overview

Balls Stars: Battle Royale is a multiplayer game created using Unity as the game engine and advertisement provider, PhotonEngine as the multiplayer service provider, and IronSource as the mediation tool for displaying ads. This Privacy Policy outlines the data collection and usage practices related to the game.

## 2. Information Collection by Not Fish

As the developer of Balls Stars: Battle Royale, Not Fish does not collect or have access to any user data generated through the game. We do not engage in the collection of personally identifiable information (PII) or any other sensitive data.

## 3. Third-Party Services

### 3.1 Unity

- **Unity Ads:** Balls Stars: Battle Royale incorporates Unity Ads for displaying advertisements. Unity's privacy policy can be found [here](<https://unity3d.com/legal/privacy-policy>).

### 3.2 PhotonEngine

- **Multiplayer Services:** The game utilizes PhotonEngine for multiplayer functionality. PhotonEngine's privacy policy can be accessed [here](<https://www.photonengine.com/policy>).

### 3.3 IronSource

- **\*\*Mediation Tool:\*\*** IronSource is used as a mediation tool for displaying ads from various sources, including IronSource itself. IronSource's privacy policy can be viewed [here](<https://developers.ironsrc.com/ironsource-mobile/air/ironsource-mobile-privacy-policy/>).

## 4. In-App Purchases

Balls Stars: Battle Royale offers in-app purchases facilitated through Unity's in-app purchase package. Not Fish does not receive any user information during the in-app purchase process.

## 5. Data Security

While Not Fish is committed to protecting your privacy, please note that third-party services may have their own data collection practices and policies. We encourage you to review the privacy policies of Unity, PhotonEngine, and IronSource to understand how they handle user data.

## 6. Changes to this Privacy Policy

Not Fish reserves the right to update or modify this Privacy Policy at any time. The most recent version will be available within the game. It is recommended to periodically review this Privacy Policy for any changes.

## 7. Contact Us

If you have any questions or concerns regarding this Privacy Policy or the data practices of Balls Stars: Battle Royale, please contact us at [mohsenmohaned00@gmail.com](mailto:mohsenmohaned00@gmail.com).

Thank you for choosing Balls Stars: Battle Royale!

[End of Privacy Policy]