

TERMS OF SERVICE

Last Updated: June 2026

Welcome to The Balloon Siege. These Terms of Service govern your access to and use of the mobile application developed by Ömer Bayrakçı. By downloading, installing, or playing the game, you agree to be bound by these Terms.

1. Intellectual Property Rights & Ownership

Exclusive Ownership: All visual assets, hand-drawn character designs, illustrations, graphics, UI layouts, source code, game mechanics, animations, and all related intellectual property within The Balloon Siege are the sole and exclusive property of the Developer.

No Unauthorized Use: No part of this game, including the visual art style, unique hand-drawn aesthetics, and characters, may be copied, reproduced, redistributed, modified, or used for commercial or personal purposes without prior explicit written permission from the Developer. Unauthorized use or replication will result in immediate legal action.

2. License Grant

We grant you a personal, non-exclusive, non-transferable, revocable license to download, install, and play The Balloon Siege for your personal, non-commercial entertainment purposes on compatible iOS devices.

3. Limitation of Liability

The game is provided "as is" and "as available" without warranties of any kind. The Developer shall not be liable for any indirect, incidental, or consequential damages resulting from the use or inability to use the application.

PRIVACY POLICY

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Your privacy is paramount to us. This Privacy Policy explains how The Balloon Siege handles data during your gameplay experience.

1. No Collection of Personal Information

Strict Privacy Standard: We do not collect, store, share, or access any of your personal data, contact information, or device identifier credentials. The game operates under a strict "No Data Collected" framework.

2. Third-Party Services (Apple Game Center)

Leaderboard Data Only: The Balloon Siege integrates with Apple Game Center solely to manage the global Leaderboard system and rank player scores.

Scope of Access: When you use Game Center, the game receives only the necessary leaderboard authentication data provided by Apple. We do not transfer this data to any third-party external servers, nor do we use it for advertising tracking, profiling, or data mining.

3. In-Game Advertisements

The game displays optional rewarded advertisements. These ads are served by compliant third-party ad networks in strict accordance with App Store Guidelines for privacy and content appropriateness.

4. Contact Information

For any legal inquiries or questions regarding these terms, you may contact the Developer at your registered professional email address.