

WE DO NOT STORE ANY DATA. WE DON'T COLLECT ANY INFORMATION ABOUT USER. We physically can't. We have nowhere to store it. We don't even have a server database to store it. So even if anybody asked nicely to see your data, we wouldn't have anything to show him.

That's why, what happens on your device stays on your device.

We're doing away with logging bug reports for debugging.

The app is a game. It absolutely local. It doesn't need internet connection for work, but it used internet connection if it available, to show ads. Ads is very important for free apps, so if connection is available we will show you ads after several plays. You can also tap designated button and get reward after showing ad. If for some reason ad can't be shown, reward will not be given to you. App doesn't support any in app purchases. It doesn't connect with play center and have no communications with your accounts. So, if you try to restore your progress on other device with any your account, it will be impossible. All ads shown in app has confines of the content. Ads provided by Google AdMob service. The AdMob service may process information about you. This information is not stored on our servers in any way, it is not processed by us, and it is not provided to us. We do not have access to this information. This information will only be processed if you consent to this within the application.

Universal Soft is a pseudonym, it is not an entity

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If you got any questions you can write here:

universal.soft.inc@gmail.com