

Privacy Policy for Arrow Puzzle Escape

****Effective Date:**** July 8, 2026

Thank you for playing Arrow Puzzle Escape! This Privacy Policy explains how we collect, use, and protect your information when you use our mobile application.

1. Information We Collect

Arrow Puzzle Escape is designed to be safe and simple. We do not require you to create an account, and we do not collect personal information such as your name, email address, or phone number.

However, to provide our services and display advertisements, some non-personal information may be collected automatically by third-party services:

- * ****Device Information:**** Operating system version, device model, and unique device identifiers.
- * ****Usage Data:**** In-game progress, levels completed, and interaction with the app.

2. Third-Party Services (AdMob)

Our game uses Google AdMob to display advertisements. AdMob may collect and use data (such as Advertising IDs and cookies) to provide personalized ads.

For more information on how Google uses this data, please review Google's Privacy & Terms: <https://policies.google.com/technologies/partner-sites>

3. How We Use Your Information

The non-personal data collected is used solely for:

- * Saving your game progress locally on your device.
- * Providing relevant advertisements through AdMob to keep the game free.
- * Analyzing game performance and fixing crashes.

4. Children's Privacy

These Services do not address anyone under the age of 13. We do not knowingly collect personally identifiable information from children under 13. If you are a parent or guardian and you are aware that your child has provided us with personal information, please contact us.

5. Changes to This Privacy Policy

We may update our Privacy Policy from time to time. We will notify you of any changes by posting the new Privacy Policy on this page. You are advised to review this Privacy Policy periodically for any changes.

6. Contact Us

If you have any questions or suggestions about our Privacy Policy, do not hesitate to contact the developer.