

KUBZ.IO — PRIVACY POLICY

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Kubz.io ("the Game", also distributed as "Block Craft") is a browser-based multiplayer voxel sandbox game. This policy explains what data the Game processes, where it is sent, and why. We aim to collect as little as possible: the Game has no account system of its own and never asks for your real name, e-mail address, phone number, or payment details.

1. DATA THE GAME PROCESSES

a) Pseudonymous player identifier

On first launch the Game generates a random player ID (e.g. "a1b2c3..."). It is not linked to your identity. It is used to save your progress, to protect your in-game land claims, and to hold your seat on a multiplayer server. It is stored in your browser (localStorage) and in the hosting platform's cloud save storage.

b) Display name

You can type any nickname (or keep the auto-generated one). It is shown to other players in multiplayer and on leaderboards. Do not use your real name if you do not want it shown.

c) Game progress

Coins, statistics, unlocked skins, quests, daily-reward streaks and solo world saves are stored in your browser (localStorage) and, when the hosting platform provides cloud saves, in that platform's storage so your progress can follow you between devices.

d) Multiplayer data

While you play online, the Game sends your position, actions (placing / breaking blocks), chosen nickname, selected skin, and chat messages to our game servers so other players can see you. Chat messages are filtered for profanity, relayed to players in the same world, and are NOT permanently stored. World edits and land claims are stored so shared worlds persist between sessions.

e) Gameplay analytics

The Game records anonymous gameplay events (e.g. "menu opened", "world joined", "quest completed", "ad shown", "purchase completed") together with a session ID, the pseudonymous player ID, platform ID and device type (desktop/mobile, OS). This is used only to understand and improve the Game. No precise location, contact lists, or advertising identifiers

are collected by the Game itself.

2. WHERE DATA IS SENT (HOSTS THE GAME CONNECTS TO)

- Game client (static files): block-craft-dusky.vercel.app (Vercel)
- Multiplayer game servers: relay.computeflow.cloud, api.computeflow.cloud (PlayFlow game-server hosting)
- Platform SDK, cloud saves, leaderboards, analytics, ads, purchases: api.playgama.com and the hosting portal's own domains (Playgama Bridge SDK)
- World persistence (server-side only, not contacted by your browser): Upstash Redis (managed database)

3. ADVERTISING AND PURCHASES

Advertising (rewarded and interstitial videos) and in-app purchases are provided entirely by the hosting platform / portal (e.g. Playgama) and its advertising partners. The Game only asks the platform to show an ad or process a purchase and receives back a success/failure result. Payment processing happens on the platform's side; the Game never sees your payment details. Please refer to the hosting portal's own privacy policy for how it and its ad partners handle data.

4. CHILDREN

The Game is family-friendly. We do not knowingly collect personal information from children. Chat is profanity-filtered, players are pseudonymous, and no personal details are requested anywhere in the Game.

5. DATA RETENTION

- Browser data (localStorage) stays on your device until you clear it.
- Platform cloud saves are kept by the hosting platform under its policy.
- Multiplayer land claims expire automatically after about 14 days of owner inactivity; world edits may be reset as part of world maintenance.
- Server logs are transient and used only for operating the service.

6. YOUR CHOICES

- You can clear your browser storage at any time to remove local data.
- You can play without signing in to the platform; platform sign-in is optional and only used to show your name/avatar on leaderboards.
- To request deletion of cloud-stored progress or claims, contact us with your in-game nickname and approximate play dates.

7. CHANGES

We may update this policy as the Game evolves (for example when it is published on additional portals). The latest version is always available at: <https://block-craft-dusky.vercel.app/privacy-policy.txt>

8. CONTACT

Developer contact: cozytapgames@gmail.com