

Privacy Policy for BS8

Last updated: November 29, 2025

This Privacy Policy governs the manner in which Andreas Tschabuschnig ("Developer," "I," "Me") collects, uses, maintains, and discloses information collected from users (each, a "User") of the BS8 mobile application ("App").

1. Information We Collect

I do not directly collect any personally identifiable information (PII) from our Users, such as names, addresses, or email addresses. However, our App utilizes third-party services that may collect data for advertising, analytics, and service functionality.

The types of non-personally identifiable information collected automatically via the integrated SDKs include:

- **Device Identifiers:** Device ID, Advertising ID (such as the Android Advertising ID), IP address, app set ID.
- **Technical Information:** Device type, operating system (OS) version, hardware model, screen size, language preferences, and time zone.
- **Usage Data:** Game progress, app launch time, frequency of use, interaction with ads, and user segmentation data.
- **Diagnostic Data:** Crash logs, hang rate, and performance metrics.

2. Third-Party Service Providers

Our App relies on third-party services that process data to deliver essential functions, including providing a smooth gaming experience, serving advertisements, and analyzing app performance.

A. AdMob (Google)

I use Google AdMob for serving advertisements within the App. AdMob collects and processes data to deliver personalized and non-personalized advertising, limit the number of times you see an ad, and measure the effectiveness of ads.

- **Data Collected by AdMob:** IP address, Advertising ID, diagnostic information, and information about the User's interaction with the ads (e.g., clicks, video views).
- **Purpose:** To serve relevant ads, analyze ad performance, and prevent fraud. This data may be used to build a profile of your interests to show you more relevant ads.
- **Opt-Out:** Users can opt-out of personalized advertising by adjusting the ad settings on their device (Android Settings -> Google -> Ads) or by visiting Google's [Ads Settings Page](#).

B. Unity and Unity Analytics

Our App is built using the Unity game engine. Unity (and its analytics services) collects data about your device and how you use the App.

- **Data Collected by Unity/Unity Analytics:** Device identifiers, device type, OS version, location derived from the IP address, and technical game events (e.g., level completion, in-game purchase attempts, session duration).
- **Purpose:** To analyze gameplay, understand user behavior, track game performance, detect and fix technical errors, and improve the App.
- **Opt-Out:** Unity provides a mechanism for players to opt-out of data collection. Please look for the "Data Privacy" or "Privacy Settings" button within the App, which will link to Unity's Player Data Privacy page where you can manage your preferences. You can also review Unity's privacy policy for players [here](#).

3. How We Use the Information

I use the non-personally identifiable information provided by our third-party service providers for the following purposes:

- **To Run and Operate the App:** To ensure the game runs smoothly and is compatible with various devices.
- **To Improve the App:** To analyze usage trends, track which features are popular, and identify areas for improvement.
- **To Personalize the User Experience:** To tailor content and ads based on general usage patterns and interests.

4. Children's Privacy (COPPA Compliance)

The App is not directed to children under the age of 13. I do not knowingly collect personally identifiable information from children under 13. If you are a parent or guardian and you believe your child has provided me with Personal Information, please contact me at the contact information below, and I will delete such information from my systems.

5. Data Security

I value your trust in providing me your non-personal data, thus I strive to use commercially acceptable means of protecting it. However, remember that no method of transmission over the internet or method of electronic storage is 100% secure and reliable, and I cannot guarantee its absolute security.

6. Changes to This Privacy Policy

I may update my Privacy Policy from time to time. I will notify you of any changes by posting the new Privacy Policy in the App and on this page. You are advised to review this Privacy Policy periodically for any changes. Changes to this Privacy Policy are effective when they are posted on this page.

7. Contact Us

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

- **Developer:** Andreas Tschabuschnig
- **Email:** greedygreenyapp@gmail.com