

Toriia - Privacy Policy

Last updated: 22 May 2026

This Privacy Policy explains how **Pocket Play Studio Sp. z o.o.** collects, uses, stores, shares and protects personal data in connection with **Toriia**, a free-to-play mobile tactical RPG, including the mobile game application, updates, online features, in-game content, virtual currency, virtual items, loot boxes, subscriptions, advertisements, websites, customer support, community features and related services that link to this Privacy Policy (together, the “**Game**” or the “**Services**”).

This Privacy Policy applies when you download, install, access or use the Services, contact us, interact with our community features, make in-app purchases, subscribe to paid features, view advertisements, use online features, or otherwise interact with Pocket Play Studio in connection with the Game.

Some features described in this Privacy Policy may not be available in all countries, platforms, app versions or stages of release. We only collect and process the categories of personal data that are relevant to the features, services, SDKs and functionality actually available to you.

1. Controller and Contact Details

The controller of your personal data is:

Pocket Play Studio Sp. z o.o.
ul. Ignacego Mościckiego 1
24-110 Puławy, Poland
KRS: 0001062992
NIP: 7162841526
REGON: 526632017
Email: support@pocketplaystudio.com
Website: <https://www.pocketplaystudio.com>

You may contact us about privacy matters by emailing support@pocketplaystudio.com.

2. Summary

We process personal data to operate, secure, improve and monetize the Game. The data we process depends on your device, platform, country, age, account status, consent choices, settings and the features you use.

In general, we may process data for the following purposes:

- providing the Game and online features;
- creating and managing player accounts;
- saving progress and gameplay data;
- providing player names, avatars, public profiles, friend lists, guilds, chat and leaderboards;
- processing in-app purchases and subscriptions through Apple, Google or another platform;
- providing loot boxes and other randomized rewards;
- displaying advertisements, including rewarded ads;
- measuring game performance, analytics and advertising performance;
- preventing fraud, cheating, abuse and security threats;
- providing customer support;
- complying with legal, tax, accounting, platform and regulatory obligations; and
- protecting our rights, users, partners and the Services.

We do not intentionally collect special categories of personal data, such as information about health, religion, political opinions, sexual orientation, race or ethnicity, unless you choose to provide such information in a message to us or in the Game. You should not share sensitive personal data through chat, player names, guild names, public profiles or customer support unless it is necessary.

3. Data We May Collect

The categories of data we collect may include the following.

3.1 Account and Profile Data

We may collect and process:

- player ID, user ID, account ID or similar identifiers;
- player name, nickname, avatar, profile information and public profile data;
- guild name, guild role, friend list information, leaderboard information and social connections within the Game;
- account status, account creation date, login history and account settings;
- country, region, language and age-related information or age bracket;
- linked platform account information, where supported by Apple, Google or another platform; and
- social login or third-party login identifiers if you choose to use such login options.

3.2 Gameplay and Game Activity Data

We may collect and process information about how you play and interact with the Game, including:

- progress, levels, missions, battles, characters, teams, equipment, skills and inventory;
- Virtual Currency, Virtual Items, loot boxes, rewards, drops, randomized reward results, battle passes, event passes and other in-game content;

- purchases, subscriptions, offers, rewards, promotions and transaction-related records;
- gameplay choices, session activity, feature usage, events completed, achievements and rankings;
- guild activity, friend activity, matchmaking, leaderboards and other social gameplay features;
- chat-related metadata and moderation data;
- error reports, crash logs, diagnostics and performance data; and
- anti-cheat, anti-fraud and security signals.

3.3 Communications and User Content

The Game may include chat, guilds, friend lists, player names, avatars and public profiles. We may process communications and User Content, including:

- chat messages and in-game communications;
- player names, guild names, profile text, avatars and public profile elements;
- reports, complaints and moderation requests;
- customer support messages, email communications and attachments you provide;
- feedback, surveys, bug reports and suggestions;
- screenshots, logs, receipts or other materials you provide to support; and
- moderation decisions, warnings, restrictions and enforcement records.

Chat and public profile features are not private. Other users may see your player name, avatar, guild membership, public profile information, rankings, gameplay-related information and messages you send in public or group areas.

3.4 Purchase and Subscription Data

Purchases and subscriptions are generally processed by Apple, Google or another platform provider. We do not receive your full payment card number from Apple or Google.

We may receive and process transaction-related information, such as:

- product purchased;
- price tier, currency, country or region;
- transaction ID, order ID, receipt or token;
- purchase status, subscription status, renewal status and cancellation status;
- refund, chargeback, failed payment or billing issue information; and
- fraud-prevention and entitlement-verification data.

3.5 Device, Technical and Identifier Data

We may collect and process technical data, including:

- device model, operating system, platform, app version and build version;
- device language, country, region, time zone and network information;
- IP address and approximate location inferred from IP address or platform information;

- advertising identifiers, app instance identifiers, installation identifiers, vendor identifiers, app set identifiers or similar resettable identifiers, where permitted;
- push notification token, if you enable notifications;
- crash logs, diagnostics, performance metrics and error reports;
- security, anti-cheat, fraud-prevention and abuse-prevention signals; and
- cookie, SDK, pixel or similar technology data when you use our website or certain online features.

3.6 Advertising and Analytics Data

Where permitted by applicable law, platform rules and your consent choices, we and our partners may collect and process data for advertising, attribution and analytics, including:

- ad views, clicks, impressions and rewarded ad completion events;
- campaign, referral, install attribution and marketing measurement data;
- advertising identifiers and device identifiers;
- approximate location, language, platform, device type and app version;
- information about your interactions with ads and offers;
- analytics events, session data and feature usage data; and
- fraud-prevention signals related to advertising and rewards.

We may use this data to show ads, measure ad performance, validate rewarded ad rewards, limit repeated ads, prevent ad fraud, understand marketing effectiveness and improve the Game.

3.7 Website Data

If you visit our website, we may collect data such as IP address, browser type, device information, pages visited, referring pages, timestamps, cookie identifiers and similar technical information. We may use cookies or similar technologies for website functionality, analytics, security and, where applicable, advertising or measurement.

4. Sources of Personal Data

We may collect personal data from:

- you, when you use the Services, contact us, submit information, use chat or create account/profile data;
- your device and the Game client;
- Apple, Google or another platform provider;
- payment processors and storefronts, for purchase and subscription validation;
- advertising networks, ad mediation providers, attribution providers and analytics providers;
- crash reporting, security, anti-fraud, anti-cheat and diagnostics providers;
- customer support providers and moderation tools;
- cloud hosting, backend and infrastructure providers;
- other users, for example when they interact with you, add you as a friend, report content or participate in guild activity; and

- publicly available or legally permitted sources, where relevant for security, fraud prevention, legal compliance or enforcement.

5. How We Use Personal Data

We may use personal data for the following purposes:

5.1 To Provide and Operate the Services

We use data to provide the Game, create and manage accounts, save progress, operate online features, provide chat, guilds, friend lists, public profiles, leaderboards, loot boxes, subscriptions, events, rewards, customer support and other features.

5.2 To Process Purchases and Subscriptions

We use transaction-related data to verify purchases, grant purchased content, manage subscriptions, provide entitlements, detect payment issues, process platform refunds, handle chargebacks and comply with accounting, tax and platform obligations.

5.3 To Provide Loot Boxes and Randomized Rewards

We use gameplay and account data to provide loot boxes and randomized rewards, apply item pools, rarity rules, duplicate conversion rules, pity counters, guarantees, event rules and other game economy mechanisms.

5.4 To Provide Advertisements and Rewarded Ads

We use data to display ads, provide rewarded ads, validate reward completion, prevent ad fraud, limit repeated ads, measure advertising performance and, where permitted, personalize advertising or marketing.

5.5 To Analyze, Improve and Balance the Game

We use analytics and gameplay data to understand how users interact with the Game, improve features, fix bugs, balance gameplay, test content, measure performance, optimize events, improve user experience and develop new features.

5.6 To Protect the Game and Users

We use data to detect, prevent and investigate fraud, cheating, exploits, account theft, abuse, spam, harassment, security incidents, technical attacks, payment abuse and violations of our Terms of Use or community rules.

5.7 To Moderate Chat and Community Features

We may use data to review reports, moderate chat, enforce community rules, restrict harmful content, investigate misconduct, protect minors, prevent abuse and maintain a safe player environment.

5.8 To Communicate with You

We may use your contact details, account data and support data to respond to support requests, send service messages, provide notices, communicate about purchases or account issues, send security alerts, and provide legal or policy updates.

Where permitted by law and your choices, we may also send promotional messages, in-game offers, push notifications or marketing communications. You can manage push notifications through your device settings and, where available, in-game settings.

5.9 To Comply with Legal and Platform Obligations

We may use data to comply with applicable law, court orders, regulatory requests, tax and accounting rules, consumer protection obligations, sanctions requirements, platform rules, app store requirements and lawful requests from authorities.

5.10 To Protect Legal Rights and Business Interests

We may use data to establish, exercise or defend legal claims, enforce our Terms of Use, audit compliance, manage business operations, protect our rights and property, conduct corporate transactions and maintain business records.

6. Legal Bases for Processing

If the GDPR, UK GDPR or similar laws apply, we rely on the following legal bases, depending on the processing activity.

Purpose	Legal basis
Providing the Game, accounts, gameplay, progress, online features, chat, guilds, friend lists, public profiles, loot boxes, purchases and subscriptions	Performance of a contract or steps prior to entering into a contract
Processing purchases, subscriptions, refunds, tax records and accounting records	Performance of a contract; legal obligation; legitimate interests
Customer support and service communications	Performance of a contract; legitimate interests; legal obligation where applicable
Security, anti-cheat, anti-fraud, abuse prevention, account protection and enforcement	Legitimate interests; performance of a contract; legal obligation where applicable

Analytics, balancing, product improvement and performance measurement	Legitimate interests; consent where required
Advertising, ad measurement, attribution and personalized advertising	Consent where required; legitimate interests where permitted by law
Rewarded ads and validation of ad rewards	Performance of a contract; legitimate interests; consent where required
Push notifications and promotional communications	Consent where required; legitimate interests where permitted by law
Legal compliance, regulatory requests and dispute handling	Legal obligation; legitimate interests
Business transfers, audits and corporate transactions	Legitimate interests; legal obligation where applicable

Where we rely on legitimate interests, those interests may include operating and improving the Game, maintaining security, preventing fraud and cheating, protecting users, enforcing our rules, analyzing service performance, communicating with users, protecting legal rights and conducting business operations. We consider the potential impact on users and apply safeguards where appropriate.

Where we rely on consent, you may withdraw consent at any time through available in-game settings, device settings, platform settings, consent tools or by contacting us, where applicable. Withdrawal of consent does not affect processing that occurred before withdrawal.

7. Advertising, Tracking and Consent Choices

The Game is free-to-play and may be monetized through advertisements, including rewarded ads, and in-app purchases. Advertising helps us provide and support the Game.

The Game may use **Unity LevelPlay** and advertising networks or measurement partners integrated through Unity LevelPlay to display ads, mediate ad inventory, measure ad performance, validate rewarded ad completion, limit repeated ads, detect ad fraud and support advertising-related reporting.

Depending on your country, platform, age, device settings and consent choices, we and our advertising partners may process advertising identifiers, device data, approximate location, ad interaction data, attribution data and gameplay or app activity data for advertising and measurement.

On iOS, where required by Apple rules, we will request permission before tracking you across apps or websites owned by other companies. You can manage this permission through your iOS device settings.

On Android, you can manage certain advertising choices through your Google settings, including resetting or deleting your advertising ID where supported by your device and operating system.

Where required by law, we will request consent for cookies, SDKs or similar technologies used for advertising, personalized advertising, certain analytics or similar purposes. If you decline or withdraw consent, you may still see non-personalized ads or contextual ads, and the Game may continue to process data that is necessary for functionality, security, fraud prevention, purchase validation, rewarded ad validation or legal compliance.

Rewarded ads may require limited data processing to confirm that an ad was viewed or completed and to grant the corresponding in-game reward.

8. Chat, Guilds, Public Profiles and Social Features

The Game may include social features such as chat, guilds, friend lists, player names, avatars, public profiles, leaderboards and matchmaking.

Information you share through these features may be visible to other players. This may include your player name, avatar, public profile, guild membership, gameplay statistics, ranking, achievements, chat messages and other gameplay-related information.

We may monitor, filter, review, store, moderate, restrict or remove chat messages and social content to operate the Game, enforce our Terms of Use, protect users, investigate reports, prevent abuse, comply with law and maintain a safe player environment.

You should not share personal data, sensitive data, payment information, passwords, real-world location or private contact details through chat, player names, guild names or public profiles.

9. Children and Minors

The Game is intended for users aged 13 or older, unless a higher minimum age applies in your country or territory. Where the Game is made available with an age rating that permits users aged 12 or older, users under 13 may use the Services only if their parent or legal guardian has given consent and such use is permitted by applicable law.

If you are under the age of majority in your country or territory, you may use the Services only with the consent and supervision of your parent or legal guardian.

We may request age-related information or parental consent where required by applicable law, platform rules or our compliance procedures. We may apply age-based restrictions to certain features, such as chat, personalized advertising, purchases, loot boxes, social features or data sharing, where required or appropriate.

We do not knowingly collect personal data from children under 13 without legally required parental consent. If we learn that we have collected personal data from a child in a way that is not permitted by law, we will take reasonable steps to delete or restrict that data.

Parents or legal guardians may contact us at support@pocketplaystudio.com to request access, correction or deletion of a minor's personal data, subject to verification and applicable law.

10. Sharing of Personal Data

We may share personal data with the following categories of recipients where necessary for the purposes described in this Privacy Policy.

10.1 Service Providers and Processors

We may share data with companies that provide services on our behalf, such as hosting, backend infrastructure, analytics, crash reporting, customer support, moderation, security, anti-fraud, anti-cheat, attribution, ad mediation, advertising, push notifications, email delivery, data storage, accounting and professional services.

10.2 Platforms and Payment Providers

We may share data with Apple, Google and other platform or payment providers to process purchases, subscriptions, refunds, chargebacks, entitlements, account connections, platform compliance and store operations.

10.3 Advertising and Analytics Partners

Where permitted by law, platform rules and your consent choices, we may share data with advertising networks, ad mediation providers, attribution providers, measurement providers and analytics partners for advertising, ad measurement, fraud prevention, install attribution, campaign measurement, analytics and service improvement.

10.4 Other Players and the Public

Certain information may be visible to other players or the public through Game features, including player names, avatars, public profiles, guild information, rankings, achievements, chat messages and gameplay-related information.

10.5 Authorities, Courts and Legal Recipients

We may disclose data to courts, regulators, law enforcement, public authorities, government bodies, legal advisers or other parties where we believe disclosure is required or permitted by law, necessary to protect rights or safety, or necessary to respond to lawful requests.

10.6 Corporate Transactions

If we are involved in a merger, acquisition, financing, restructuring, sale of assets, transfer of the Game, change of control or similar transaction, personal data may be disclosed or transferred as part of that transaction, subject to applicable law.

10.7 Affiliates and Business Partners

We may share data with affiliates and business partners where necessary to operate, support, publish, promote, secure or improve the Services, subject to appropriate safeguards and applicable law.

11. Third-Party SDKs and Technology Providers

The Services use third-party software development kits, platform services, advertising technologies, analytics tools, diagnostics tools, backend services, payment tools and similar technologies (together, “**SDKs**”).

SDKs may collect or receive data directly from your device or from the Game, depending on your platform, country, age, consent choices, device settings and the features you use.

The Services may use the following SDKs and technology providers:

SDK or service provider	Purpose	Examples of data that may be processed
Unity Services / Unity Gaming Services	Core game services, backend functionality, service infrastructure and integration of Unity products	Player ID, installation identifiers, device data, gameplay data, service logs, technical data and usage data
Unity Authentication	Player authentication and account identification	Player ID, authentication identifiers, account status, platform-linked identifiers, session data and login-related technical data
Unity Cloud Code	Server-side game logic and backend execution	Player ID, gameplay state, economy data, inventory data, event data, anti-abuse signals, technical logs and backend execution data

Unity Remote Config	Remote configuration, live game tuning and feature management	Player or installation identifiers, country or region, app version, platform, gameplay segment, configuration assignment and feature flag data
Unity Cloud Diagnostics	Crash reporting, diagnostics and technical monitoring	Crash logs, exception reports, stack traces, device model, operating system, app version, session data and technical identifiers
Unity Purchasing	In-app purchase and subscription integration	Product identifiers, transaction identifiers, purchase receipts or tokens, purchase status, subscription status, platform, country, currency and entitlement data
Unity LevelPlay	Advertising mediation, ad delivery, rewarded ads, ad measurement and ad fraud prevention	Advertising identifiers, device data, approximate location, IP address, ad views, clicks, impressions, rewarded ad completion data, ad placement data and fraud-prevention signals
Google Play Games Services SDK	Google Play Games account and gameplay services on Android	Google Play Games player identity, gamertag, avatar, profile visibility, achievements, leaderboards, saved game data, friends-related data where enabled, gameplay service data, analytics and diagnostics data
Apple App Store and iOS platform services	Distribution, platform functionality, purchases, subscriptions, account and device services	Platform identifiers, purchase records, subscription status, device and app information
Google Play and Android platform services	Distribution, platform functionality, purchases, subscriptions, account and device services	Platform identifiers, purchase records, subscription status, device and app information

subscriptions, account
and device services

These SDKs may be used for purposes such as:

- authenticating players and maintaining player accounts;
- operating backend game logic and live operations;
- managing remote configuration, feature flags and balancing parameters;
- saving and validating gameplay state, rewards, purchases and entitlements;
- processing in-app purchases and subscriptions;
- displaying ads and rewarded ads;
- measuring ad performance and preventing ad fraud;
- providing Google Play Games Services features, such as sign-in, achievements, leaderboards, saved games and friends-related features where enabled;
- detecting crashes, errors and technical issues;
- analyzing gameplay, performance and service stability;
- preventing cheating, fraud, abuse and security incidents; and
- complying with legal, platform, tax, accounting and reporting obligations.

The exact data processed by SDKs may vary by platform, app version, country, device settings, consent choices and the features you use. We require service providers to process personal data only as permitted by our instructions or their own applicable legal obligations, and to apply appropriate security measures.

Where required by law or platform rules, we will request your consent before enabling certain SDK-based processing, such as personalized advertising or tracking across apps and websites owned by other companies. You may also manage certain privacy choices through your device settings, platform settings, in-game settings or consent tools where available.

12. International Transfers

We are based in Poland, but the Services are global. Your personal data may be processed in countries other than your country of residence, including countries outside the European Economic Area, the United Kingdom or Switzerland.

Where required by applicable law, we use appropriate safeguards for international transfers, such as adequacy decisions, standard contractual clauses, data processing agreements, technical and organizational safeguards, or other lawful transfer mechanisms.

13. Data Retention

We retain personal data for as long as reasonably necessary for the purposes described in this Privacy Policy, including to provide the Services, maintain your account, save progress, provide purchases and subscriptions, operate community features, comply with legal

obligations, resolve disputes, enforce our Terms of Use, prevent fraud and cheating, maintain security, and support business operations.

Retention periods may vary depending on the type of data and the reason for processing. In general:

- account and gameplay data may be retained for as long as your account remains active and for a reasonable period afterwards;
- purchase, subscription, refund, chargeback, tax and accounting records may be retained for the period required by law, platform rules, accounting obligations or dispute limitation periods;
- support records may be retained for a reasonable period to handle follow-up requests, improve support and protect our rights;
- chat, moderation and enforcement records may be retained for safety, dispute, enforcement, fraud-prevention and legal purposes;
- analytics and technical data may be retained in identifiable or pseudonymized form for a limited period and then deleted, aggregated or anonymized where reasonably practicable;
- security, anti-cheat and fraud-prevention records may be retained as long as necessary to protect the Services and users; and
- data may be retained longer where required by law, legal claims, investigations, audits or regulatory obligations.

When data is no longer needed, we may delete, anonymize or aggregate it. Anonymized or aggregated data that no longer identifies you may be used for analytics, research, reporting, business planning and service improvement.

14. Account Deletion and Data Deletion

If the Game allows you to create an account, you may request deletion of your account and associated personal data through any in-game account deletion tool we make available or by contacting us at support@pocketplaystudio.com.

Account deletion may permanently remove or anonymize your account, progress, player profile, Virtual Currency, Virtual Items, purchases, rewards, subscriptions benefits linked to the Game, guild membership, friend list and other gameplay data. Deleting the Game from your device does not automatically delete your account or cancel subscriptions.

We may need to retain certain data after an account deletion request where permitted or required by law, including data needed for legal compliance, accounting, tax, fraud prevention, anti-cheat, dispute resolution, enforcement, security, platform obligations or protection of our legal rights.

If you have an active subscription, you must cancel it through your Apple App Store, Google Play or other platform account settings. Deleting your account or the Game does not automatically cancel a subscription.

15. Security

We use reasonable technical and organizational measures designed to protect personal data against unauthorized access, loss, misuse, alteration and disclosure. These measures may include access controls, encryption in transit, monitoring, logging, security reviews, internal policies and vendor controls.

No system or transmission method is completely secure. We cannot guarantee absolute security of the Services or personal data. You are responsible for keeping your account, device, platform account and login credentials secure.

16. Your Privacy Rights

Depending on your country or territory, you may have rights regarding your personal data, including the right to:

- request access to your personal data;
- request correction of inaccurate personal data;
- request deletion of personal data;
- request restriction of processing;
- object to processing based on legitimate interests;
- withdraw consent where processing is based on consent;
- request data portability;
- opt out of certain advertising, tracking, sale, sharing or profiling activities where applicable;
- appeal certain privacy request decisions where applicable; and
- lodge a complaint with a data protection authority.

To exercise your rights, contact us at support@pocketplaystudio.com. We may need to verify your identity and account ownership before responding. We will respond within the time required by applicable law.

Your rights may be limited in some circumstances, including where fulfilling a request would adversely affect the rights of others, conflict with legal obligations, interfere with security or fraud prevention, reveal trade secrets, or prevent us from establishing, exercising or defending legal claims.

17. Rights of Users in the European Economic Area, United Kingdom and Switzerland

If you are located in the European Economic Area, the United Kingdom or Switzerland, you may have rights under applicable data protection law, including access, rectification, erasure, restriction, portability, objection and withdrawal of consent.

You also have the right to lodge a complaint with a supervisory authority. In Poland, the competent supervisory authority is the President of the Personal Data Protection Office

(Prezes Urzędu Ochrony Danych Osobowych). You may also contact the supervisory authority in your country of residence, place of work or place of an alleged infringement.

18. United States State Privacy Notice

This section applies only to the extent required by privacy laws in certain U.S. states.

We may collect the categories of personal information described in this Privacy Policy, including identifiers, commercial information, internet or other electronic network activity information, approximate location, inferences, user-generated content, and account or profile information.

We use these categories for the purposes described in this Privacy Policy, including providing the Game, processing purchases and subscriptions, advertising, analytics, security, fraud prevention, customer support, legal compliance and business operations.

We may disclose these categories to the recipients described in this Privacy Policy, including service providers, platforms, advertising partners, analytics partners, security providers, support providers, other players where you use public features, authorities where required, and parties involved in corporate transactions.

We do not sell personal information for money. However, certain disclosures to advertising or analytics partners may be considered a “sale,” “sharing” or “targeted advertising” under some U.S. state privacy laws. Where applicable, you may opt out through available consent tools, privacy settings, device settings or by contacting us.

We do not knowingly sell or share personal information of users under 16 where prohibited by applicable law.

19. California Notice

If the California Consumer Privacy Act, as amended by the California Privacy Rights Act, applies to your use of the Services, you may have the right to know, access, correct, delete, opt out of sale or sharing, limit use of sensitive personal information where applicable, and not be discriminated against for exercising your privacy rights.

We do not use sensitive personal information for purposes that require a right to limit under California law, unless we provide the required notice and choice.

To submit a request, contact us at support@pocketplaystudio.com. Authorized agents may submit requests where permitted by law, but we may require verification of authorization and identity.

20. Cookies and Similar Technologies

Our website and some online features may use cookies, pixels, local storage, SDKs or similar technologies for functionality, security, analytics, advertising, measurement and service improvement.

Where required by law, we will ask for your consent before using non-essential cookies or similar technologies. You may be able to manage cookies through your browser settings, consent tools or device settings. Disabling certain technologies may affect website or Game functionality.

21. Automated Processing

We may use automated systems to help operate the Game, including systems for matchmaking, gameplay balancing, loot box mechanics, reward distribution, fraud prevention, anti-cheat, ad reward validation, moderation support, security monitoring and account protection.

Automated systems may help identify suspicious activity, cheating, fraud, abuse, harmful content or policy violations. These systems may lead to warnings, restrictions, suspension, termination, removal of content, removal of rewards or other enforcement actions, subject to our Terms of Use and applicable law.

Where required by law, you may have the right to request human review of certain automated decisions that significantly affect you.

22. Third-Party Links and Services

The Services may include links to or integrations with third-party websites, stores, social networks, login providers, community platforms, advertising networks, payment providers or other services. Third-party services are governed by their own privacy policies and terms. We are not responsible for the privacy practices of third-party services.

23. Changes to This Privacy Policy

We may update this Privacy Policy from time to time. If we make material changes, we will provide notice by reasonable means, such as in-game notice, website notice, app store update notes, email or another communication method.

The updated Privacy Policy will apply from the effective date stated in the updated version. Your continued use of the Services after the effective date means that you acknowledge the updated Privacy Policy.

24. Contact

If you have questions, requests or concerns about this Privacy Policy or our processing of personal data, contact us at:

Pocket Play Studio Sp. z o.o.
ul. Ignacego Mościckiego 1
24-110 Puławy, Poland
KRS: 0001062992
NIP: 7162841526
REGON: 526632017
Email: support@pocketplaystudio.com
Website: <https://www.pocketplaystudio.com>