

Blobby Dash Privacy Policy

PixelFix Studios (Bilal Mian) · Effective August 30, 2026

This Privacy Policy explains what information the mobile game Blobby Dash (the “Game”) collects, how it is used, and the choices you have. Blobby Dash is developed and published by PixelFix Games (“we”, “us”). We designed the Game to collect as little information as possible: it has no account system, no registration, no chat, and no user-generated content.

1. Information Stored Only on Your Device

Your game progress is saved locally on your device and never uploaded to us. This includes completed levels, best distances, star coin balance, unlocked characters and themes, language and settings, and a saved ad-free preference where present. Deleting the Game deletes this data. We have no servers of our own and cannot see, restore, or transfer your save data.

2. Information Collected by Third-Party Services

The Game uses a small number of third-party services that may collect information from your device, described below. We do not sell your personal information.

2.1 Advertising

The Game shows a small banner advertisement on the home, theme selection and level selection screens, never during gameplay, and optional rewarded video advertisements that you choose to watch in exchange for in-game content. Advertising is delivered through Unity LevelPlay mediation, which may serve ads from the following networks:

- Unity Ads (Unity Technologies)
- AppLovin
- Meta Audience Network (Meta Platforms)

To deliver and measure ads, these partners may collect: device identifiers (such as the IDFA, only with your permission, or the IDFA), IP address, approximate location derived from IP address, device model, operating system version, language, and ad interaction data (which ads were shown, viewed, or tapped). Their use of this information is governed by their own privacy policies:

- Unity: unity.com/legal/privacy-policy
- AppLovin: applovin.com/privacy
- Meta: facebook.com/privacy/policy

2.2 Tracking Permission (iOS)

On iOS, the Game asks for permission through Apple’s App Tracking Transparency prompt before any advertising identifier is used for personalized ads. If you decline, you will still see ads, but they will not be personalized using cross-app tracking. You can change this choice at any time in your device settings under Settings > Privacy & Security > Tracking.

2.3 Payments

The Game offers no in-app purchases and does not collect payment-card details or billing addresses.

2.4 Analytics

The Game logs basic gameplay events (for example: level completed, run distance, ad shown) to help us understand how the Game is played and improve it. These events are not tied to your name or contact details. Our analytics provider is Unity Analytics.

3. Advertising Consent in the EEA, UK, and Similar Regions

Where required by law (for example under the GDPR), the Game presents a consent flow before personalized advertising is enabled. You may decline and still play the full Game with non-personalized ads. You can withdraw consent at any time via the Game's settings or your device's privacy settings.

4. Children

The Game is not directed at children under 13 (or the equivalent minimum age in your jurisdiction), and we do not knowingly collect personal information from children. Where age or consent signals indicate a child user, advertising partners are instructed to serve non-personalized ads only. If you believe a child has provided personal information through the Game, contact us and we will work with our partners to delete it.

5. Your Rights

Depending on where you live (for example under the GDPR or the California Consumer Privacy Act), you may have rights to access, correct, delete, or restrict the processing of your personal information, and to opt out of the sale or sharing of personal information. Because we do not hold your data on any server, most requests concern our advertising partners; we will direct your request to them or you may contact them directly through the policy links above. To exercise any right, contact us at the address below.

- Delete local game data: uninstall the Game.
- Reset your advertising identifier or limit tracking: use your device's privacy settings.
- Anything else: email us and we will respond within 30 days.

6. Data Security and Retention

We retain no personal information ourselves. Third-party partners retain information according to their own published policies. Ad-related identifiers are typically retained only as long as needed for ad delivery, measurement, and fraud prevention.

7. Changes to This Policy

If we change this policy, we will update the effective date above and, for material changes, provide notice inside the Game or on its store page before the change takes effect.

8. Contact

PixelFix Games

App Support Email: bmian30@icloud.com