

## AR/VR GAME PRIVACY POLICY

Bluemont Technology & Research, Inc. (“Bluemont”, “we”, “us” or “our”) provides our game (“Game”) players (“Player”, “you”, or “your”) the option to share anonymous gameplay and device data with us for the purpose of improving the Game. The data we collect is only collected once you opt-in and contains no personally identifiable information. You may opt-out of this data sharing at any time. For more information on how to opt-out, see the Opt-Out section below. Data sharing is voluntary and is not required to enjoy the Game. Opting into data sharing does not provide any additional in-game features or benefits, and no in-game features or benefits are revoked by opting out of data sharing.

Our general Privacy Policy also applies to your use of the Game and your interactions with Bluemont generally. See <https://bluemonttechnology.com/privacy-policy/> for our general non-game Privacy Policy.

### What type of data is collected?

We collect data through the Unity Analytics service provided by Unity Technologies (“Unity”). We will only collect data from you while you are playing the Game. The information we collect is non-identifiable to you and collected solely through the Game’s Unity Analytics integration. Examples of the types of data we collect from you are listed below. For more information on the types of data Unity Analytics may collect, see the Unity privacy policy here: <https://unity3d.com/legal/privacy-policy> .

Examples data we collect (hereafter referred to as the “Data”):

- Device information such as IP address and device identifiers.
- Game session events such as total number of sessions and time spent in game.
- In game events and actions taken within the game such as number of levels completed and level completion time.

### Who do we share this data with?

We share this Data with our game engine and analytics service provide Unity. By opting-in to data sharing with us, you are also agreeing to Unity’s privacy policy, which can be found here: <https://unity3d.com/legal/privacy-policy> .

The Data may be stored, processed or otherwise used by us or Unity, both inside and outside of the “United States of America”. Consequently, the Data may be subject to disclosure to other country's courts, governments or law enforcement agencies in accordance with that country’s laws.

### Why do we collect the Data?

The Data allows us to better understand how our player base plays the Game. We use the Data to inform our decisions about improvements and updates to the Game. The Data also allows us to better address bugs and discover issues within the Game.

## Children

By agreeing to this Privacy Policy, you affirm that you are 13 years old or older. The Game is intended for use only by players 13 years old or older. We do not knowingly collect Data from users under 13 years of age.

## Opt-out

Data sharing in the Game is disabled by default. To opt-in and share your Data with us, you can turn on analytics in the Game settings. When you no longer wish to participate, you may go back to settings to disable analytics. You can check your current Data sharing settings anytime from anywhere in the Game by opening the Game's settings.

## Privacy Policy Changes

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

## Contact Information

For more information on our approach to privacy, see our general Privacy Policy. If you have any questions or concerns relating to the Game's privacy policy, please contact us at: [gamesupport@BluemontTechnology.com](mailto:gamesupport@BluemontTechnology.com).