

Privacy Policy for Sadie's Run

Last updated: 1/30/2026

Thank you for playing **Sadie's Run!**

Temp Name Studios LLC ("we", "our", "us") is committed to treating your privacy with care and transparency. This policy explains what information is handled when you use our game and how third-party services—specifically **Unity Ads**—may process certain data to show ads and keep things running smoothly.

1. Information That May Be Collected

Sadie's Run itself doesn't gather personal information from players. However, the game uses **Unity Ads**, a service provided by Unity Technologies, to display advertisements. Unity may automatically collect certain device-level information, such as:

- Device type and operating system
- IP address
- Country or region
- Advertising ID (e.g., Google Advertising ID)
- Basic app usage (like session length)
- Ad interaction data (views, clicks, installs)

This information helps Unity deliver ads, improve performance, and detect fraud. You can learn more in Unity's privacy policy: <https://unity.com/legal/privacy-policy>

Sadie's Run uses Unity Ads in a non-personalized mode, meaning Unity does not use this information to build advertising profiles or deliver personalized ads.

2. How This Information Is Used

Any data collected through Unity Ads is handled by Unity, not by Temp Name Studios LLC. Unity uses this information to:

- Show ads in Sadie's Run
- Deliver non-personalized ads that are not based on your behavior or interests
- Analyze general usage trends
- Prevent fraudulent activity
- Meet legal and compliance requirements

We receive only **aggregated reports** (for example, total impressions or revenue). These reports don't include personal identifiers.

Temp Name Studios LLC does not enable personalized advertising, and Unity Ads is configured to serve only non-personalized ads in Sadie's Run.

3. Consent and Ad Preferences

Sadie's Run does not use personalized advertising. All ads shown in the game are non-personalized, meaning they are not based on your behavior or interests.

You can adjust your device-level advertising preferences at any time through your device settings.

4. Children's Privacy

Sadie's Run is designed for a general audience and is **not directed to children under 13** (or the age required by local law).

We don't knowingly collect personal information from children. If a parent or guardian believes that Unity Ads may have collected data from a child while using our game, they can:

1. Contact us using the information in Section 10.
2. We'll confirm that we don't store personal data ourselves.
3. We'll guide you to Unity's privacy portal, where you can request review or deletion of any data Unity may have collected.

5. Third-Party Services

Sadie's Run uses:

Unity Ads

Unity Technologies

Privacy Policy: <https://unity.com/legal/privacy-policy>

Unity may process data on servers located in various countries.

6. Data Retention

Temp Name Studios LLC does not store personal data. Unity retains advertising and analytics information for as long as needed to provide their services and comply with legal obligations. For details, please refer to Unity's privacy policy.

7. Your Rights

Depending on your region, you may have rights such as:

- Accessing your personal data
- Requesting deletion
- Opting out of certain types of data processing
- Restricting or objecting to certain processing

These rights apply to data handled by Unity Ads. You can exercise them through your device settings or Unity's privacy portal.

8. Security

Unity uses industry-standard security practices to protect the information it processes. Since we don't store personal data, we rely on Unity's safeguards for ad-related information.

9. Changes to This Policy

We may update this Privacy Policy occasionally to reflect changes in our practices or legal requirements. The "Last updated" date at the top will always show the most recent version.

10. Contact Us

If you have any questions about this Privacy Policy, feel free to reach out on our website:

<https://tempnamestudio.vercel.app/>