# PRIVACY POLICY

Sergii Bilak (hereinafter referred to as the "Company") is the developer of the mobile application "What to Play" (hereinafter referred to as the Mobile Application). The Company adheres to the principle of maintaining the confidentiality of its Users' data.

This Privacy Policy describes what data the Mobile Application "What to Play" uses, where it goes, and where it is stored. In short: the Mobile Application has no accounts, no analytics and no advertising, and everything it keeps stays on the User's device. The only data the Company ever receives is feedback the User chooses to send from the feedback form.

Last updated: 25 October 2026.

## Terms and Definitions

**Mobile Application "What to Play"** — software for smartphones and tablets based on the iOS and Android platforms that suggests a board game to play from the User's own BoardGameGeek collection.

**User** — any individual who has downloaded and uses the Mobile Application.

**BoardGameGeek** — the third-party website boardgamegeek.com, operated by BoardGameGeek, LLC, which is not affiliated with the Company.

**Local Data** — information stored solely on the User's own device and never transmitted to the Company.

## 1. What the Mobile Application sends, and to whom

1.1 When the User starts a sync, the Mobile Application sends the BoardGameGeek username the User typed to BoardGameGeek (boardgamegeek.com) in order to read the User's public collection, game details and logged plays. These requests are governed by BoardGameGeek's own privacy policy.

1.2 The Mobile Application downloads game cover thumbnails from BoardGameGeek's image host (cf.geekdo-images.com) once, during sync.

1.3 The Mobile Application never asks for the User's BoardGameGeek password and never creates, changes or deletes anything on BoardGameGeek.

1.4 Links such as "View on BoardGameGeek" and "How to play" open BoardGameGeek pages in the User's browser only when the User taps them.

1.5 Apart from the feedback described in section 2, no data is sent to the Company or to any other party. All network traffic uses encrypted HTTPS.

## 2. Feedback the User chooses to send

2.1 The Settings screen has an optional "Send feedback" form. Nothing is sent unless the User writes a message and taps Send.

2.2 When the User sends feedback, the Company receives: the message; the email address, only if the User enters one; the app version; the device model, operating system version, time zone and battery level; and, on Android, the system build identifier.

2.3 The feedback is sent to the Company's own server (feedback.bilak.dev). To prove that the request comes from the genuine Mobile Application, it carries a Google Firebase App Check token, obtained at that moment through Apple DeviceCheck or Google Play Integrity. Firebase is used for nothing else, does not receive the message, and is not used for analytics or advertising.

2.4 The Company uses feedback only to answer the User and to improve the Mobile Application. It is not sold, shared with third parties or used for advertising or tracking. Feedback is kept for as long as needed to handle it and is deleted on request to the contact address below.

## 3. What is stored on the User's device

- The BoardGameGeek username, the collection, game details, expansions and logged plays as read from BoardGameGeek, and the downloaded thumbnails.
- The User's own settings and corrections: filters, copy languages, teaching and setup times, "not at home" and "we've played it" marks, expansion settings, saved bags and which games were packed for them, and which games were shown or vetoed.

3.1 This Local Data is used only to choose games inside the Mobile Application. The Company has no access to it. Uninstalling the Mobile Application deletes all of it.

3.2 The User can save a backup file of their own settings and corrections (not the BoardGameGeek data) and restore it later. The file goes only where the User sends it through the system share sheet, for example their own iCloud Drive or Google Drive; the Company never receives it. The device's own system backup (iCloud or Android backup) may also include the Mobile Application's Local Data, under the User's own account.

## 4. What the Mobile Application does not do

- It does not sell or share personal data, and collects none other than feedback the User chooses to send.
- It contains no analytics, tracking, attribution or advertising SDKs, and uses no advertising identifiers.
- It does not track the User across other companies' apps or websites.
- It does not access contacts, photos, location, camera or microphone.

## 5. Children

5.1 The Mobile Application does not knowingly collect information from children. Sending feedback is optional.

## 6. Changes to the Privacy Policy

6.1 The Company may update this Privacy Policy. The current version is always available at this address. Continued use of the Mobile Application after changes means the User accepts them.

## 7. Other Conditions

7.1 Game data and images come from BoardGameGeek. "What to Play" is not affiliated with or endorsed by BoardGameGeek, LLC.

7.2 This Policy applies only to the Mobile Application "What to Play". The Company is not responsible for third-party websites, including BoardGameGeek, that the User opens from the Mobile Application.

### Contact

All suggestions or questions regarding this Privacy Policy should be directed to the email address: support@bilak.dev