Loop Nook Privacy Policy

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This policy explains how information is processed by the Loop Nook iOS game and its related services. You can play without registering. Cloud profiles, the global leaderboard, and in-app purchases use server features.

Data and purposes

Progress on your device

The game stores preferences, unlocked and selected characters, in-game currency, achievements, and match results on your device. When you use a cloud profile, the device also keeps a copy of your progress and pending actions for syncing.

Cloud profile and leaderboard

When you sign in with Apple, the server receives your Apple identifier and email address if Apple provides it with your permission. The server creates an internal account identifier and stores your chosen public nickname, currency balance, characters, achievements, career progress, match results, and leaderboard records. Your nickname or player label, score, and rank are visible to other leaderboard users.

Authentication and account protection involve Apple authorization proofs, active session records, your IP address, and technical client information. The Apple token used to manage access is encrypted on the server. This information supports sign-in, syncing, service security, and account deletion.

In-app purchases

When you buy in-game currency or a bundle, the server receives the product identifier, transaction identifier and proof, its association with your game account, and delivery status. This verifies the purchase and prevents duplicate delivery. Apple processes payment credentials, including payment card numbers; the Loop Nook developer does not receive them. Chest openings, currency exchanges, and match rewards are recorded in the game wallet and operation ledger.

Apple services

When you use Game Center, Apple processes your gaming profile, results, and achievements under Apple's Privacy Policy. Confirmed scores and achievements may be submitted to Game Center. Loop Nook cloud progress is stored in the game's own service.

Retention and sharing

Cloud profile, progress, and operation records are retained while the account exists. Backups are removed through scheduled rotation and may temporarily contain data already removed from the active database.

Support correspondence is retained as needed to handle the request and meet applicable legal requirements.

The developer and infrastructure providers process data to operate and protect the services. Data may be disclosed where required by law. Data is not sold. Transfers to the developer's services use HTTPS, and access to server systems is restricted.

Your rights and deleting data

Subject to applicable law, you may request access to, correction of, or deletion of data relating to you through the support page.

You can delete your cloud account from the profile screen in the app. If needed, the game asks you to confirm the linked Apple account again. Deletion includes revoking Loop Nook's Apple authorization and removing the profile, sessions, server progress, leaderboard records, and related game-wallet records. An anonymous record that deletion occurred may remain, without the deleted account's identifier.

Deleting the cloud account does not erase information that Apple retains in its own services. Removing the app from your device does not automatically delete the cloud account or Apple service data.

Support, external pages, and children

If you contact support, the developer receives the contact information, message, and attachments you send. When you open an external page, its website and your browser process technical request information under their own policies.

A parent or guardian may contact the developer about a child's data or request its deletion. Registration is not required to play without a cloud profile.

Changes

This policy may change when features or data practices change. The current revision date appears at the beginning of this document.

Contact

For questions about this policy or your data, contact Yuri Andryushin.