

Privacy Policy — Bill in Space

Last updated: 2026-09-12 **Effective date:** 2026-09-12

Bill in Space is a single-player iPhone game. The short version: there is no account, no tracking, and no advertising, and nothing about you leaves your device except through Apple's own systems (iCloud and the App Store). This policy explains exactly what that means.

Who we are

Bill in Space is published by GadgetHeads LLC. Questions about privacy can go to support@gadgetheads.biz.

No account, no sign-in

The game never asks you to create an account, log in, or provide an email address, name, or profile. It just opens and plays.

No tracking, no ads

Bill in Space contains no analytics SDKs, no advertising, and no third-party trackers of any kind. We do not link your activity with data from other apps or companies, and we do not share data with data brokers. (This is reflected in the app's privacy manifest: tracking is off and no data is declared as collected.)

What's stored, and where

Your game data — Challenge completions, best scores, accessories you own and have equipped, your explorer and world selections, your settings, and your Bill Bucks balance — is stored **locally on your device**.

If your device is signed in to iCloud, a copy of your Bill Bucks wallet and progress syncs automatically to your other devices through **your own private iCloud account** (CloudKit private database, container `iCloud.com.mwcolosimo.billinspace`). This data lives in your personal iCloud; it is visible to you and to Apple under Apple's terms, **not to us**. There is no in-app switch for this — it simply follows whether your device is signed in to iCloud. If you're not signed in, the game runs entirely on the local copy.

Motion (Tilt to look)

Bill in Space includes an optional **Tilt to look** feature (Sightseeing only, off by default). When you turn it on, the game reads your device's gyroscope to gently pan the camera as you tip the phone. That motion is used live, in the moment, and is **never recorded, stored, or transmitted**.

Purchases

Bill Bucks are an in-game currency you can buy in three consumable packs (priced by Apple at the point of sale). The App Store handles the entire transaction — we never see your name, payment card, or Apple ID. We only receive, from Apple, confirmation that a purchase succeeded so the balance can be credited to your wallet. You can also earn Bill Bucks for free by playing Challenge mode; no purchase is ever required to play the full game.

Crash reports and diagnostics

The app adds no diagnostics of its own. Any crash or performance data is the standard iOS reporting you control in **Settings ▶ Privacy & Security ▶ Analytics & Improvements**, shared with Apple (not with us) under your device settings.

Children

Bill in Space is a general-audience game. It collects no personal information from anyone, including children.

Changes to this policy

If the app's data practices change, we'll update this page and its "Last updated" date.

Contact

Questions about this policy: support@gadgetheads.biz.