



Website Privacy Policy

Introduction

Your privacy is important to us. This policy will tell you what information we collect, why we collect it, and what we do with it. This policy only applies to this website. In this policy, "we," "our," and "Company" mean End-Game Strategy.

This website is for a United States audience. Any information you provide will be processed in the United States.

Cookies

"Cookies" are small text files that are stored on your computer. Cookies make it easy for you to move around a website without having to re-enter your name, password, and preferences. The Company uses cookies to see which pages are used, how often they are used, and to enable certain website features.

Cookies are not used to collect any personal information. They do not tell us who you are. Unless it is not allowed by law, we may use cookies.

You may turn off cookies at any time by changing your browser settings. This may limit your use of website features.

Your Personal Information

"Personal information" is information that tells us who you are. It may include your full name, telephone number, e-mail address, address, or certain account numbers. We do not collect any "Personal Information" on our Web Site.

Sharing Personal Information

We do not share any of your personal information with third parties as outlined in this policy.

Website and Information Security

We maintain reasonable administrative, technical and physical safeguards to help protect the information that you provide on this website. However, we can't guarantee the security of our website. We can't guarantee that your information will not be stopped while being sent to us over the Internet. We are not responsible for other's illegal acts such as criminal hackers.

Contact Us

To contact us regarding this Website Privacy Policy and our related privacy practices, please contact us at:

End-Game Strategy Privacy Office
Atten: Chief Privacy Officer
1400 Berlin Tpke, Ste 4
Berlin, CT 06037

Date this policy is effective:

January 2, 2023.