

Terms of Service

LinkedIn or Interpol - The Game

Last updated 8 October 2026 · This is the complete text. The English version is the authoritative one.

In short

- Playing is free and needs no account. An account is optional and only carries your progress between devices.
- Digital extras are one-off unlocks, not subscriptions. Nothing in the game is a recurring charge.
- Printed items are made by hand to order and posted to you. If they arrive damaged or wrong, we reprint or refund them.
- You can cancel a digital purchase within 14 days unless you asked to use it immediately; printed items follow the rules in chapter 16.
- The game is a parody. Nothing in it is a real accusation, a real notice, or a statement about any real person.
- These terms do not take away rights the law gives you as a consumer. Where they conflict, your statutory rights win.

1. Who we are, and what these terms cover

LinkedIn or Interpol - The Game (the "Game") is operated by Thebrainfox ("we", "us"). These terms are the agreement between you and us for the website linkedin-or-interpol.com, its subdomains including the test domain, and the mobile applications for iOS and Android.

They cover playing, accounts, digital extras, printed items, personalisation, donations, the contact forms and the removal of a profile. They do not replace the rules of an app store or a payment provider, which apply alongside these terms for the part of the product they handle.

The Privacy Policy explains what happens to personal data and forms part of this agreement. Read the two together.

2. The short version

A summary, not a substitute: each line is expanded in the chapter named after it.

- Playing is free and needs no account (chapter 5).
- Digital extras are one-off unlocks, kept for good, with no subscription and no recurring charge (chapters 8 and 9).
- Buying something is a contract with us; paying through an app store is also a contract with that store (chapter 9).
- Printed items are made to order, personalised if you want, and posted to you. Damaged or wrong, we reprint or refund (chapters 13 to 16).
- You can cancel a digital purchase within 14 days unless you asked us to unlock it straight away (chapter 12).
- The Game is a parody. No notice, accusation or profile in it is real (chapter 24).

- Play fairly: no scraping, no cheating, no reselling, no uploading anything you do not have the right to use (chapters 18 to 21).
- We may suspend an account that breaks these terms, and you may end the agreement at any time by deleting your account (chapter 23).

3. Accepting these terms

By playing, using the website, creating an account or buying anything, you accept these terms. If you do not accept them, do not use the Game - nothing is required of you to simply walk away, and no account is needed to have played at all.

Where a feature needs a specific agreement - a purchase, a personalisation, access to the profile database - the interface asks for it at that moment. Your acceptance of these terms as a whole never covers something they do not mention.

4. Who may use the Game

You need to be old enough to agree to these terms on your own: 15 in France, 13 in most other countries, or the age your local law sets. If you are younger, you may use the Game only with a parent or guardian who accepts these terms for you, and you should not create an account or buy anything.

You may not use the Game if you have been removed from it before for breaking these terms, if you are barred from receiving services under the law that applies to you, or if you are using it to break the law.

The Game is offered worldwide. We do not promise that a particular feature is legal or available where you are; if you use it from a country where it would be unlawful, that is your decision and your responsibility.

5. Playing, with or without an account

You can play the whole Game without an account. Rounds played that way are counted under a random identifier kept in your browser. That identifier belongs to the browser, not to you: clearing your site data starts you from zero, and using another browser starts a separate count. We cannot merge or restore an anonymous count.

An account carries your progress between devices. It is free, optional, and can be deleted at any time from the account page.

Scores are judged on the server. Anything that manipulates a score artificially - automation, replaying requests, editing local state, exploiting a defect - produces a score we may remove, and an account we may suspend (chapter 23).

6. Your account, and keeping it safe

- Keep your sign-in details to yourself. We never ask for your password, and nobody from the Game ever will, by email or otherwise.
- You are responsible for what happens through your account. If you think someone else has access, change the password or ask us to sign out every device, and tell us.
- One person, one account. Sharing an account, or creating several to manipulate leaderboards or repeat a one-off purchase, breaks these terms.
- Give us an address you can actually read: sign-in links, codes and order confirmations go there and

nowhere else.

- You may delete your account at any time, from the account page, and it takes effect immediately (see the Privacy Policy, chapter 19).

If you ask us to help with an account, we may be able to act only after you have shown control of the email address on it. We will never ask for identity papers.

7. Your licence to play

We grant you a personal, non-exclusive, non-transferable, revocable licence to use the Game for your own private entertainment, as it is offered, on the devices you own or control.

That licence does not transfer ownership of anything. It does not allow you to copy, sell, rent, sublicense, publish or redistribute the Game or any part of it, to use it commercially, or to build anything on top of it. Chapter 21 explains what is ours.

Nothing here stops you from doing what the law always permits: backing up your own device, or using the Game for research, review or criticism in the way copyright exceptions allow.

8. Progress, extras and what lasts

Playing free gives you the whole game, and it stays free. What can be bought are extras that unlock parts of the experience permanently and remove advertising.

- Digital extras are unlocks, not subscriptions, and they do not renew. Buying one is a single payment.
- They unlock for the account or device family that bought them. Website purchases follow your account; app-store purchases follow the store account that bought them and can be restored through "Restore purchases" in the app.
- Extras have no cash value and cannot be transferred, traded, sold or exchanged for money, on the website or elsewhere.
- Progress is not property. Scores, streaks and leaderboard places are part of the Game, not possessions, and they do not survive an account deletion.
- If we ever discontinue a paid extra, we stop selling it first, keep it working for as long as the Game runs, and where that is not possible we say so in advance and arrange a refund for the unused part (chapter 25).

9. Buying digital extras on the website

Prices, in your market's currency, are shown on the page that sells the extra before you pay. The amount you see at checkout is the amount charged; there is no separate fee added afterwards by us.

Payment is taken by Stripe. Your card details go to Stripe, not to us. When the payment succeeds, the unlock is applied to your account straight away - normally within seconds; if it does not appear, write to us with the confirmation and we will put it right.

Where a purchase requires an account, you will be asked to sign in first, because an unlock that cannot be tied to anyone is an unlock we cannot honour.

If a payment is declined, nothing is unlocked and nothing is charged. If you are charged twice, or charged without an unlock, we refund the duplicate or the failed charge in full; the timing of the money returning depends on your bank.

10. Buying in the mobile apps

In the mobile applications, purchases go through Apple or Google. That means:

- The price you pay is the one the store shows, and it may differ from the website price because the stores set their own tiers and add their own taxes.
- The store, not us, takes the payment, and its terms govern that part of the transaction. Refund requests for app-store purchases must go to the store, because we cannot move money we never received.
- We learn only that a purchase was made and that it is valid, and we unlock the extra for the account that made it.
- Your purchase can be restored on a new device by signing in to the same store account and using "Restore purchases". Deleting the Game does not delete the purchase.

If the store confirms a valid purchase and the Game does not unlock it, that is our problem, not the store's. Write to us and we will unlock it.

11. Prices, currencies and taxes

We set prices per market and show them in that market's currency: US dollars, euros, zloty and hryvnia, depending on where you are and the language you have chosen. The price on the page at the moment of purchase is the price that applies.

- Prices include the VAT or sales tax that applies to us on sales to consumers in the relevant market, or show it separately where the law requires.
- For printed orders, shipping is added at checkout where it applies, and shown before you pay. Shipping is free above the threshold shown on the page.
- We may change prices. A change never affects a purchase already made, and never applies retroactively to an unlock you already hold.
- If a price is displayed wrongly - an obvious mistake, such as a decimal point in the wrong place - we may cancel the order and refund you in full rather than honour it. We will tell you either way.

12. The Interpol edition, and the leaderboard condition

The Interpol edition is an optional upgrade that replaces the LinkedIn card with a wanted notice. It carries a one-off surcharge of \$50, and it is free for players in the top 500 of any leaderboard.

- The free condition is checked against your account when you choose the edition. Only signed-in accounts appear on the leaderboards, so the condition can only apply to an account.
- Being in the top 500 once does not guarantee it forever: the condition is evaluated when you order. If you have already paid the surcharge and later fall out of the top 500, that has no effect on an order already placed.
- The surcharge is a one-off amount per order, not a subscription, and it is not refundable once the item has been printed (chapter 16).

The Interpol edition is a joke about a fictional notice. It is not a real notice, a real accusation, or a statement about anyone. See chapter 24.

13. Cancelling a digital purchase

If you are a consumer in the European Union, the United Kingdom, or another place that grants a right of withdrawal, you have 14 days from the purchase to cancel a digital extra and get your money back.

There is one qualification, and it is the usual one for something unlocked instantly: at checkout, before you pay, we ask you to agree that the content starts immediately and that you lose the right to cancel once it has been unlocked. If you do not agree, do not complete the purchase - you keep the 14 days, and the extra stays locked until the period has passed.

- If you have agreed to immediate access and used the extra, the withdrawal right does not apply to it.
- If you have agreed to immediate access but never used it, write to us within 14 days and we refund it as a goodwill gesture.
- Donations and tips are not a purchase of anything, so the withdrawal right does not apply to them; chapter 17 says what happens if one was made by mistake.

Nothing in this chapter reduces a right the law gives you, and nothing here applies where the law says it cannot.

14. Printed items: ordering

Printed items are made to order: a t-shirt, a hoodie, a mug or a tote bag, printed with the game artwork or with a card you designed. Choosing the item, size, colour and quantity, and confirming the order, is an offer to buy, which we accept when the order is confirmed on screen and by email.

- Check the item, the size, the colour and the personalisation before paying: they are what will be printed and posted, and a made-to-order item cannot be changed after production starts.
- Sizes follow the measurements shown on the product page. A size that turns out to be the wrong one for you is not a defect, and chapter 16 explains what we can still do.
- Colours are shown as accurately as screens allow. A slight difference between the photograph and the fabric or the ink is normal and not a defect.
- We may refuse or cancel an order - and refund it in full - if the personalisation breaks chapter 14, if the address is not serviceable, or if a printing or delivery problem makes it impossible. We tell you and refund you in full when that happens.

15. Printed items: personalisation, and what you may put on them

You can put a photograph and a few words on the item. That is personalisation you supply, and you are responsible for it. By uploading or typing it, you confirm that:

- You own the photograph, or have permission from whoever does, and from anyone recognisable in it.
- The photograph is not of a child, does not show anyone in a private or compromising situation, and was not taken or shared without consent.
- The words are not unlawful - no threats, harassment, hate, sexual content, or anyone's private information such as an address or a phone number - and do not infringe anyone's rights.
- You are not impersonating anyone, and not presenting the item as an official document of any kind.

We may refuse to print anything that breaks the list above, cancel the order, refund what you paid, and - where the law requires it - report it. We do not preview items routinely, but we may review an order if something is reported to us.

If someone asks us to remove an item bearing their photograph, we may cancel the order and refund it. Their interest in not being printed outweighs the order.

16. Printed items: making and delivering

Items are printed by hand, one at a time, by us or by the print service we work with, and posted to the address you give. Production normally begins within one working day of the order.

- Delivery times are estimates, not promises, and they are measured from dispatch rather than from the order. Customs or postal delays are outside anyone's control.
- Risk passes to you on delivery. If a parcel is lost in transit, that is ours to sort out, not yours: we reprint or refund (chapter 16).
- We ship to the countries listed at checkout, at the rates shown there. If your country is not listed, the item cannot be ordered to it.
- An address that is wrong or incomplete is the one thing we cannot fix once the parcel has gone. Tell us within a few hours of ordering and we will correct it before production.

17. Printed items: defects, returns and refunds

A made-to-order personalised item is exempt from the 14-day right of withdrawal, because it is made for you specifically. That exemption covers a change of mind; it never covers a fault.

- Damaged, misprinted or wrong item. Send us a photograph of the item and the packing within 30 days of delivery. We reprint it and send it again, or refund it in full including shipping - your choice, and we pay any return postage.
- Lost in transit. If the tracking has not moved for a reasonable period, we reprint or refund without waiting for a claim to be settled.
- Wrong size chosen. Not a defect, but write to us anyway: where we can, we offer a replacement at the cost of the item with shipping on us.
- Not what you designed. If the printed card does not match the preview you approved, that is on us: reprint or refund.
- Colour or placement. Small differences in ink, fabric and position are part of printing on a physical object and are not defects.

Refunds go back to the method you paid with. We process them within a few working days; how long the money takes to appear is up to your bank. Refunds for app-store purchases are handled by the store, since it holds the money.

18. Donations and tips

The Game accepts voluntary donations. A donation buys no extra, unlocks nothing, and gives no additional rights: it is a way of saying the game is worth keeping, and it is spent on the servers, the printing and the time it takes.

- Donations are one-off. There is no recurring donation, and no way to set one up by accident.
- A donation is not a purchase, so the 14-day withdrawal right in chapter 12 does not apply to it.
- If a donation was made by mistake, or in the wrong amount, write to us within 14 days and we refund it - no explanation needed.
- Donations do not make you a member, a shareholder, or a decision-maker. The Game stays what it is.

19. The people shown in the Game

The profiles come from photographs and names published in public sources, presented as parody: a professional network and a wanted notice. The Game is about how little a face tells you, and that only works if the faces are real.

- No profile is an accusation, a record, or a claim about the person's actual conduct. The occupations are illustrative and part of the parody.
- We do not publish private information, contact details, or anything that identifies where someone lives or works.
- Anyone shown may ask to be removed, at any time, for any reason or none. Write to us, or use the contact page. We remove the profile, and we do not ask for proof of identity beyond the profile itself.
- Removing a profile does not remove anything already printed on an item you ordered, but it does stop it being printed again.

20. What you send us, and the licence you give

You keep everything you own in what you send us - your photographs, your words, your messages. We claim no ownership of them.

To make an order work, you give us a narrow licence: to store, copy, resize and transmit what you sent, and to have it printed and delivered. That licence is limited to running your order and dealing with anything that goes wrong with it (a reprint, a refund, a dispute). It ends when the photo is deleted, as described in the Privacy Policy.

If you send us feedback, a bug report or an idea, we may use it without obligation or payment. That is the only licence that goes beyond your order, and it covers suggestions rather than anything personal.

We never use an uploaded photograph in advertising, in the game's profile database, or to train anything. If an item is featured anywhere, it is only with an explicit separate agreement, in writing.

21. Playing fairly: what you may not do

The Game is small and handmade, and it survives on people not breaking it. Do not:

- Scrape, crawl or bulk-download the site, the profiles, the photographs or the API, or use them to build another product or a dataset.
- Automate play, use bots, replay requests, or interfere with the scoring, the leaderboards or the counters.
- Attempt to access anything you were not given access to - other accounts, the database, the administrative panel - or to probe, scan or overload the service.
- Circumvent the unlock checks, the advertising rules, the rate limits or the age rules.
- Resell access, share paid unlocks, or use the Game commercially without a written agreement with us.
- Upload anything you do not have the right to use, or that breaks chapter 14.
- Use the Game to harass anyone, including the people shown in it, or to present it as an official service of any police force, company or government.

Breaching this chapter may lead to a suspended account, a cancelled order, a refused service, and - where the law is broken - a report to the competent authority.

22. What is ours

The Game, its name, its visual identity, its artwork, the card design, its code, its text and its card artwork are ours or licensed to us, and are protected by copyright and trade-mark law. Nothing in these terms transfers any of that to you beyond the licence in chapter 7.

- The names LinkedIn and Interpol belong to their owners. The Game is an independent parody and is not affiliated with, endorsed by or connected to either of them. Their marks are used only to refer to them, as parody does.
- The photographs in the profile catalogue come from public sources and are used for parody; we remove any of them on request (chapter 18).
- The photographs of the printed items on the shop pages come from a stock library under a licence that permits commercial use, and are credited where the licence asks for it.
- You may quote the Game, screenshot it, and write about it. You may not present it as your own, or use its identity in a way that suggests a connection with us that does not exist.

23. Availability, changes and updates

The Game is offered as it is and may change. We may add, alter or remove a feature, adjust the difficulty, change the profile catalogue, or introduce a new edition.

- Playing free stays free. The free game is not going to become a paid one.
- An unlock you paid for keeps working while the Game runs. If a change would make one unusable, we say so in advance and refund the unused part.
- We may need to interrupt the service for maintenance, and we may have to stop it entirely one day. If we ever discontinue the Game, we announce it on the site, stop selling first, and give reasonable notice before the lights go off.
- There is no service-level guarantee for the free game. For a paid extra, if it is unavailable for a long period through our fault, the remedy in chapter 25 applies.

24. Suspension, termination, and leaving

You may end this agreement at any time by deleting your account. Deletion is immediate, self-service, and described in the Privacy Policy, chapter 19. If you only played without an account, clearing your browser data is the equivalent.

We may suspend or terminate an account, or refuse an order, if these terms are broken - particularly the fair-play rules in chapter 21, the personalisation rules in chapter 14, or anything unlawful. Where the situation allows, we warn first and give you a chance to put it right.

- Suspension stops access; it does not delete data. An account suspended in error is restored on request.
- If we end the agreement for a serious breach, purchased unlocks are not refunded, because the breach is what ended the contract.
- If we end it for a reason that is not your fault - discontinuing the Game, for instance - we refund the unused part of any paid extra.
- Chapters that must survive termination (our content, liability, governing law) keep applying afterwards, which is normal and unremarkable.

25. What the Game is not

Stating this plainly, because the Game deliberately blurs the look of two well-known services:

- It is a parody and a game. Nothing in it is a real accusation, a real police notice, a real wanted-person list, or a real professional profile. The Interpol edition is a joke about a fictional notice.
- It is not affiliated with LinkedIn or Interpol, or with any police force, government or company shown or referred to.
- The profiles are not statements of fact. Names and photographs come from public sources; occupations are invented for the game.
- It is not advice. Nothing on the site is legal, professional, career or security advice, and it must not be used to make a decision about a real person.
- The Game is provided as it is, without a warranty that it will be uninterrupted, error-free, or fit for a particular purpose - to the extent the law allows, and no further.

26. Our responsibility

We are responsible for the Game, and for delivering what you paid for. Beyond that, our responsibility is limited as far as the law allows - and where the law does not allow it, these limitations do not apply.

- We are fully liable for what we cannot limit: death or personal injury caused by negligence, fraud, and anything else the law says cannot be limited.
- For a paid extra or a printed item, our responsibility is at least to repair the problem: reprint, unlock, or refund what you paid. If we cannot, we refund.
- For the free game, we are not liable for lost scores, lost streaks, lost leaderboard places, or the loss of an anonymous player identifier when you clear your browser.
- We are not liable for indirect or consequential loss, for lost profit or lost opportunity, or for what a third party does - a store, a bank, a carrier, a hosting or network provider.
- We are not liable for anything caused by your device, your connection, your misuse, or your failure to keep your sign-in details private.

If you are a consumer, this chapter never reduces the protection the law gives you, and a court in your country may decide that a limit here does not apply to your situation.

27. If someone makes a claim about what you supplied

If a third party makes a claim against us because of something you sent us or did - a photograph you did not have the right to upload, words that were unlawful, an item you ordered in breach of chapter 14, or a breach of the fair-play rules - you agree to cover the reasonable costs of dealing with it.

This applies only to the part of the claim that is actually about what you supplied, only to the extent the law allows it against a consumer, and never to anything we caused ourselves. We will tell you promptly, hand you what we know, and let you take part in the answer.

28. Your rights as a consumer

Nothing in these terms removes a right you have as a consumer, and nothing in them may be read as doing so. Where a term here conflicts with a mandatory rule of consumer law that applies to you, that rule wins and the rest stands.

- Withdrawal and cancellation rights are in chapter 12 for digital extras and chapter 16 for printed items.
- Guarantees of conformity for goods apply to printed items: an item that is not as described, not fit for purpose or not of the expected quality is our problem, not yours.
- Dispute resolution and the courts available to you are in chapter 28.
- You may always contact your national consumer authority, or a consumer organisation, about a problem with us.

29. Which law applies, and where disputes go

These terms are governed by French law, the law of the country where Thebrainfox is established.

- If you are a consumer living elsewhere in the European Union, this does not deprive you of the protection of the mandatory rules of the country where you live.
- For a dispute with a consumer, you may bring proceedings before the courts of your own country, or before the competent French court. We will bring proceedings only in your country of residence where the law requires it.
- Before anything formal, write to us. Almost everything is solved by one email: a refund, a reprint, an unlock that did not appear, a profile that should come out.
- The European Commission provides an online dispute resolution platform for consumer disputes; we are willing to take part in good faith, though we would rather solve it directly.

30. Changes to these terms

The date at the top is the date of the version that applies. We may change these terms when the product changes - a new offer, a new delivery country, a change in the law - and we keep previous versions rather than editing history.

- For a change that matters to you, we announce it on this page and, for accounts, in the Game or by email, before it takes effect.
- A change never applies retroactively to a purchase you have already made, and never reduces what a paid unlock already gives you.
- If you do not accept a change, stop using the Game and delete your account; that is the whole of the remedy, and it costs you nothing.

31. The small print that keeps the agreement workable

- Whole agreement. These terms, the Privacy Policy and the page you bought from are the whole agreement about the Game. Nothing said elsewhere - a chat, a post, a support reply - changes them.
- Severability. If one clause turns out to be unenforceable, the rest stays, and the clause is read as narrowly as possible rather than thrown away.
- No waiver. If we do not enforce something once, we have not given up the right to enforce it later.
- Assignment. You may not transfer your account or these terms. We may transfer ours to another operator, and if that happens we tell you, and the protection of your data does not change without your consent where consent is needed.
- Notices. We write to the email address on your account, and announcing something on this page counts as notice to everyone. You write to us at the address in chapter 31.

32. Contact

Thebrainfox - contact@thebrainfox.com, or the contact page. Orders, refunds, removals, account problems, abuse reports: all of it goes to the same place and is read by a person.

If your message is about an order, include the order number from the confirmation email. It saves a round trip, and we answer faster when we can see exactly what you are looking at.

33. Definitions

- Game - the website, the mobile applications and the services behind them, including the stores.
- Digital extra - an unlock bought once and kept: remove ads, the offline pack, the photo treatments, the bundle, or the Interpol edition.
- Printed item - a physical thing made to order: t-shirt, hoodie, mug, tote bag.
- Personalisation - the photograph and words you supply for a printed item.
- Market - the country and currency your price is set for.
- Store - Apple's App Store or Google Play, where an in-app purchase is made and paid for.
- Consumer - you, if you are acting for purposes outside your trade, business or profession. Most of the protection in these terms exists for you.