1. What ways do you support payment?
2. You can pay using a credit or debit card. You can also use your GameLink points to pay for items.
3. Can I pre-order games on the site?
4. Yes, you can definitely pre-order games on our site. Some games also order pre-order bonuses and discounts.
5. Can I get a refund for a game I didn’t like or wasn’t able to run on my system?
6. Yes, you can get a refund for a game if you apply for it within 15 days of purchase. Please refrain from misusing this feature.
7. How do I access the games after purchasing?
8. After purchasing a game on the site, you will need to download and install the GameLink client. The game can then be downloaded and installed from within the client.
9. Do you offer indie games on your site?
10. Yes, we have an extensive library of Indie games and also run special events to support indie developers.
11. Do you also offer DRM free games?
12. Yes, we do have DRM free games on offer.
13. Do you have games categorised by genres?
14. Yes, we have a massive library of games categorized under 15 different genres.
15. Do you support multiplayer?
16. Yes, we do support multiplayer for a larger number of games.
17. Can I setup my own multiplayer server?
18. Yes, some games allow you to set up your own local server.
19. Do you have your own server?
20. Yes, we have our own server for account verification and support.
21. Do you have servers by game developers?
22. Yes, game developers maintain their own servers.
23. Do you have an achievement system?
24. Yes, we have an achievement system which allows you to earn reward points.
25. Can I use my achievements for rewards?
26. Yes, achievements translate into reward points that you can use in the store to make purchases.
27. Can I invite my friends to play games?
28. Yes, you can play over LAN or by connecting to a common remote server.
29. Can I share my games with my friends?
30. Some games allow installation on multiple systems but it varies from game to game.
31. Can I setup a LAN party with people that do not have the games?
32. No, all participants in a LAN party need to have the game downloaded and installed.
33. How well is the game tested?
34. Each game is rigorously tested by our team of quality assurance engineers before it becomes available on the store.
35. If I have a physical copy of a game can I link it with my account?
36. Yes, it is possible to link games purchased elsewhere and installed on your system. Our client automatically detects them.
37. How many people can share an account?
38. Unfortunately we do not allow account sharing.
39. How many systems can I link simultaneously with my account?
40. You can link upto 3 systems with a single account.
41. Can I play multiple games simultaneously?
42. No, you can not play multiple games simultaneously as it creates conflicts in server requests and can lead to unexpected crashes.
43. Can I play games even when I am not connected to the internet?
44. Some games need a constant connection to their servers.This info will be displayed on the game’s purchase page.
45. Are all the games region free?
46. No, some games are locked to a region and are only available in certain countries. This is explicitly specified on the game’s purchase page.
47. Can I play games from a different country?
48. Yes, it is possible to play games in different countries provided they have a approved rating and adhere to local laws.
49. Do I need to setup my system in a specific manner to play games?
50. Yes, you may sometimes be required to download certain language packs but nothing more than that.
51. Can I edit maps or levels for games?
52. Some games do provide level editors and content editors. They may require a separate purchase as expansion packs in some cases.
53. Do you allow mods for games?
54. Although we do allow modding of games for personal offline use, modded versions are not allowed on our service.
55. What are the minimum system requirements to run the game client?
56. The minimum requirements for the game client are:
    * 1. Intel Pentium Core2 Duo processor
      2. 256 MB graphic memory
      3. 1 GB system RAM
      4. 300 MB disk space
      5. Windows 7, 8 or 10
57. Do I need to keep the client running in order to play games?
58. Yes, the client must be kept running in the background while playing games.
59. Can I play games without the client?
60. No, games purchased on GameLink can only be downloaded and played through the official client.
61. Can I play games that are in a different language?
62. Yes, you can play games in any of the languages available in the store.
63. Do you have a service that allows to change the game language without changing the system language or region?
64. It depends on a specific game. Some games require your to be connected to the internet for translation while some require installation of internal language packs available from the publisher.
65. Are there community translations available for games in a different language?
66. No, we do not support community translations.
67. Can I migrate my achievements to a different account?
68. Yes, but you would need to raise a ticket with on our support page.
69. If I delete my account can I keep my games?
70. If the games are hosted on our servers, you would require a new account to play, For games hosted on any other server or offline games you can play even after deleting your account.
71. What happens when I get banned?
72. Upon getting banned from your account, you will have 30 days to download all your games after which your account will be removed permanently.
73. Do you have a chat service available for games?
74. Some games have an in-game chat while some don’t.
75. Do you have a streaming service?
76. No, but we are working on it. Keep your fingers crossed.
77. If I stream my games do I need permission from anyone?
78. Streaming games is permitted as long as you credit the game publishers and developers.
79. Do you sell DLC?
80. Yes, DLC are available for a lot of games.
81. Do you sell OST separately?
82. Yes, some publishers do make OST available separately.
83. Do you sell game guides?
84. We have partnerships with various game guide publishers.
85. Do you sell concept art books?
86. Some publishers do offer concept art as part of season passes as pre-order bonuses.
87. Do the games include microtransactions?
88. The games hosted on our servers do not include microtransactions but some publishers may include those in their games.
89. Do you have free to play games?
90. Some free to play games might have microtransactions.
91. Can I play online games with players from different countries?
92. Yes, some games host players from all over the world.
93. Can I publish my own games?
94. Yes, you would need to register as a developer or publisher and pay the necessary fees.
95. Can I publish my own mods?
96. Yes, but they won’t be supported officially.
97. Do you store mods for download?
98. Yes, but some mods might not be officially supported and would be marked as such.
99. What systems do you support?
100. Only mainstream desktop OS are supported.
101. Do you support multiplayer on a single system such as a console?
102. We do not support consoles but multiplayer on a single system is indeed supported.
103. Can I buy achievements?
104. No, achievements have to be earned.
105. Do you have your own TCG?
106. No, but we are working on it.
107. Can I make backups of my games?
108. No, that would violate the terms of service and may be considered piracy.
109. Do my game saves get synced with your server?
110. Yes, an online connection ensures all your game saves are synced online.