

Game Connect

1 — Last update: 20 April 2023

[Collectorz.com](https://www.collectorz.com)

Table of Contents

1. Getting Started	4
2. Adding games.....	6
2.1. Adding games by title	7
2.2. Adding games by barcode	8
2.2.1. Scanning barcodes with CLZ Scanner.....	9
2.3. Adding games manually	11
2.4. Adding hardware	12
3. Managing your database.....	16
3.1. Editing a game entry	17
3.2. Editing multiple in one go	18
3.3. Removing game entries.....	20
3.4. Managing pick lists.....	21
3.5. Linking games to Core	23
3.6. Clearing your database	25
3.7. Managing Loans.....	26
3.8. Multiple collections.....	28
3.9. Find duplicate games	29
3.10. Re-assigning Index Numbers	31
4. Browsing your game list	32
4.1. List, cards, covers or shelves	33
4.2. Choosing columns.....	35
4.3. Sorting your game list	37
4.4. Searching.....	39
4.5. Alphabet bar.....	40
4.6. Using folders	41
4.7. Collection vs Wish List	42
4.8. Statistics	43
5. Importing / exporting.....	44
5.1. Sharing online	45
5.2. Printing to a PDF file	46
5.3. Importing a text file.....	48
5.4. Exporting to a text file	49
5.5. Creating a local backup	51
5.6. Trade-In Offer for Game Collector users	52
5.7. Getting started for Game Collector users	56
6. Settings.....	65
6.1. Pre-fill Settings.....	66

6.2. CLZ Cloud viewer.....	67
6.3. Account settings.....	68
7. Frequently Asked Questions	69
7.1. Where did my Add and Edit buttons go?	70

1. Getting Started

Welcome to Game Connect, a web-based tool for cataloging your video game collection.

This software will help you create your own game database with a minimum of manual data entry. Just search our “Core” online game database, by game title or by barcode, and all game details will be provided automatically, including developer, publisher, game description, cover art, etc...

Now let's you get you started.

Are you just starting out with Game Connect?

Then lets start adding games!

1. Click the **+ Add Games** button in the toolbar. The Add Games screen will appear.
2. On the Title tab, start typing the first few letters of title of the game that you want to add. Up to 5 suggestion will appear instantly.
3. Click the game you want to add (or use the arrow keys on your keyboard and hit Enter). Full game details will appear on the right.
4. Now click the big blue **“Add to Collection”** button on the bottom right to add the game to your database.

Congrats! You have just added your first game!

[Learn more about adding games by title, by barcode, or by manual entry.](#)

Already have a list of your games in a different program?

No problem at all, you can import that data straight into Game Connect

1. Export your existing data to a CSV file. You will get the best results if your data contains barcodes!
2. Choose **“Import from Text File”** from the menu.
3. Choose the file you just exported.
4. Pick the format settings to match our CSV file.
5. Select the Fields to match the fields in your CSV file (**very important!**)
6. Click the blue **“Import Games** button at the bottom.

[Learn more about Importing Text Files.](#)

Already using CLZ Games or Game Collector?

Excellent, then you probably already have games entered in those mobile and/or desktop solutions. Of course, you won't have to re-enter those.

Just **Sync with CLZ Cloud** from your CLZ Games mobile app or from the Game Collector desktop software

and your data will be immediately available in Game Connect.

After doing additions or changes using the Game Connect software, just use Sync with CLZ Cloud again to download those change to the app or desktop program.

2. Adding games

Adding games to your database is quick and easy, no need to do a lot of manual entry. Just search our CLZ Core online game database for your game, either by title or by barcode, and you will get full game details automatically, including developer, publisher, game description, cover art, etc...

In Game Connect, there are 3 ways to add games:

- **[By Title](#)**: search Core by title and select from the results.
- **[By Barcode](#)**: search Core by entering or scanning barcodes.
- **[Manually](#)**: enter all game details manually.

You can also add Hardware to your collection:

- **[Adding hardware](#)**: enter all hardware details manually.



The screenshot shows a modal window titled "Add Games" with a red header and a "close" button. Below the header is a "Search by" section with two tabs: "Title" (selected) and "Barcode". The "Title" tab has a search input field with the placeholder text "Enter title...". To the right of the input field is a dropdown menu labeled "All platforms" with a downward arrow. Further right is a blue "Search" button. In the top right corner of the modal, there is a link that says "Add Manually >".

2.1. Adding games by title

This lets you search our Core online game database by game title, then select and add from the search results. The smart “Search-as-you-type” system will probably find your game before you finished typing it!

1. Click the **+ Add Games** button in the toolbar.
2. In the Add Games screen, select the Title tab at the top.
3. Enter the title of the game you want to add.
4. Now either:
 - Select a game from the Search-As-You-Type suggestions.
(click it or use your arrow and enter keys).
 - Or, click Search and select your game from the search results.
5. Now click the big **“Add to Collection”** button on the bottom right.

That’s all you need to know to add games. However, there’s more to this screen:

- Use the Platform dropdown list to limit your search to one specific platform.
- Expand a game in the search results using the arrow on the right, to pick a specific edition.
- Try the Find Cover button there to select a different cover image.
- Use the arrow in the “Add to Collection” button to switch it to “Add to Wish List”.



TIP: to get the most out of the **“Search-as-you-type”** system, start typing the most “discerning” word, e.g. to find *The Legend of Zelda: Breath of the Wild*, do not start typing *the legend*, but type *breath* instead.

2.2. Adding games by barcode

You can search and add games to your collection by barcode with the Add Games screen. Barcodes added to the queue will instantly show title, platform, barcode and cover art.

You can either search 1 barcode to add to your collection/wish list, or search multiple barcodes and add them all in one go.

1. Click the **+ Add Games** button in the toolbar. The Add Games screen will appear.
2. In the Add Games screen, select the Barcode tab at the top.
3. Enter or scan the barcode into the search box.
4. Click *Search* to add the barcode to the add queue and instantly find your game.
5. Now click the big **“Add to Collection”** button on the bottom right.

You can type/scan multiple game barcodes and search them. They will all be stored in the left hand panel for you to add in one go with the button bottom left.



Accidentally typed/scanned a wrong barcode or decided you don't want to add it? Click the **“Edit”** button at the top of the list of barcodes and use the red **“X”** button to remove the barcode from the list.

Scanning barcodes with your phone or tablet

You can use it to scan barcodes into the Add Games screen directly using your phone or tablet, you can scan and enter barcodes with our free barcode scanning app [CLZ Scanner](#).

1. Click the CLZ Scanner icon in the far right of the barcode entry box and follow instructions to download the CLZ Scanner app **and** log in to the app.
2. Go back to the Add Games screen and scan some barcodes.

More information and a screenshot can be found in the [“Scanning barcodes with CLZ Scanner”](#) topic.

2.2.1. Scanning barcodes with CLZ Scanner

CLZ Scanner is a barcode scanner app. You can use it on your phone to scan barcodes and then instantly send those scanned barcodes to the Add Games screen of the Game Connect software. From there, you can then easily and comfortably add the scanned games to your collection.

How to get started with the CLZ Scanner app:

Getting started with CLZ Scanner is super quick and easy. Here's how:

1. In Game Connect, open the Add Games screen and go to the Barcode tab.
2. Click the CLZ Scanner icon in the far right of the barcode entry box and follow instructions to download the CLZ Scanner app **and** log in to the app.

When set up, just scan barcodes with the app and they will automatically appear in the Barcode queue of Game Connect's Add Games screen!



Using CLZ Scanner

Next time you want to use CLZ Scanner, you don't have to go through those steps again. CLZ Scanner can sync to your barcode queue even while you do not have Game Connect open:

1. Scan barcodes with CLZ Scanner app.
2. Open the Add Games screen in Game Connect and the barcodes will automatically show up in your

barcode queue!

You don't even have to be online with your phone while scanning. You can still scan to your app's queue while offline. The queue will then sync the first time you are online with the app again.

Or: you do have the Add Games screen open while scanning and the scanned barcodes will instantly sync to your Barcode queue there. And when you add a game, the barcode will be removed from your queue on both sides automatically.

2.3. Adding games manually

If we do not have the game you're looking for, you can choose to add your game manually. You will be offered to add a game manually if you don't get any results, or scroll to the bottom of the results.

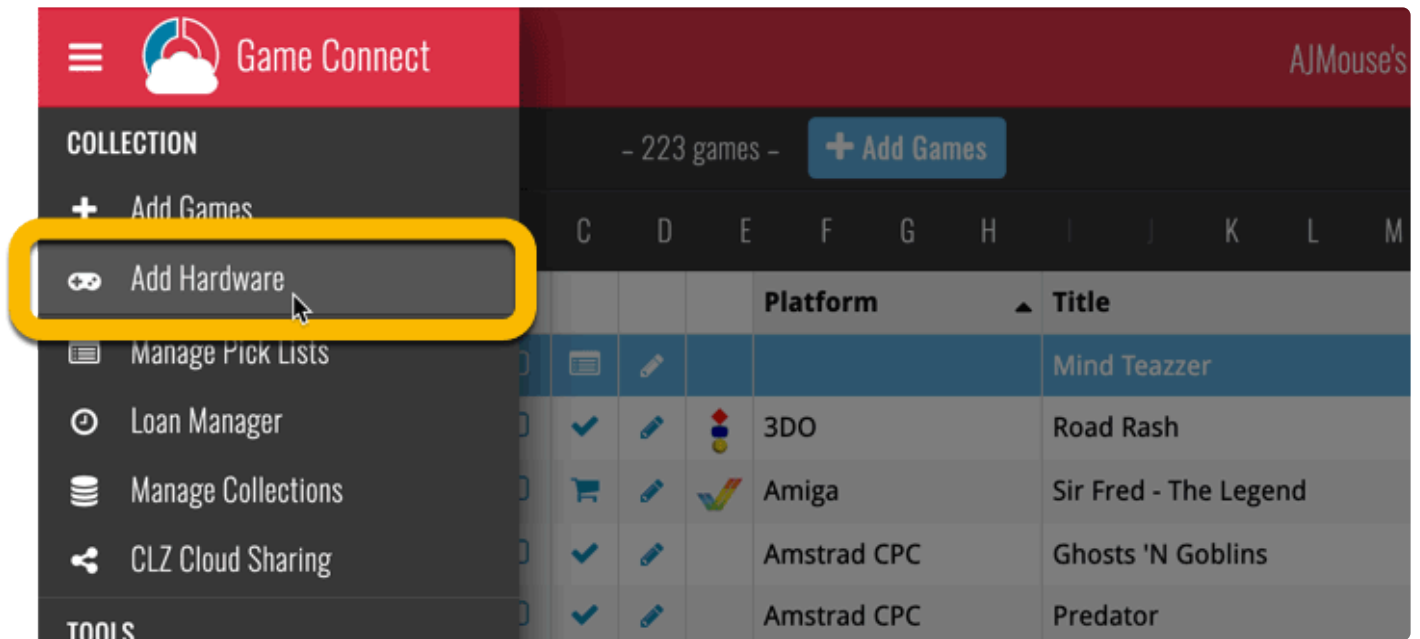
If you wish to skip searching you can directly add a game manually by clicking "*Add Manually*" top right of the Add Games screen.

1. Click the **+ Add Games** button in the toolbar. The Add Games screen will appear.
2. Click **Add Manually** top right.
3. Enter game details and click "**OK**" to add it.

2.4. Adding hardware

You can also catalog your (special edition) consoles, controllers and other hardware (got a SNES Super Scope?) in your Game Connect database.

To begin, click the menu icon top left and click **“Add Hardware”**.



This screen should be familiar to you as it works the same as the Add Games screen. Start typing the title of your hardware item, and pick it from the Search-as-you-type” suggestions.


The screenshot shows the 'Add Hardware' window on the Collectorz.com website. The search bar contains 'scope' and the platform is set to 'All platforms'. The search results show one item: 'Super Scope 6' for the SNES. The item details include a 'Device image' and a 'Box image' with links to find more images. The release date is 'Feb 01, 1992' and the barcode is '045496820107'. The current prices are listed as 'Loose \$43.08', 'CIB \$88.82', and 'New \$174.99'. A description of the Super Scope peripheral is provided, along with an 'Add to Collection' button.

Add Hardware close x

Search by Title Barcode Add Manually >


☒ Consoles ☒ Controllers ☒ Accessories

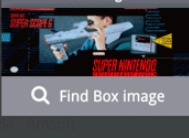
1 Result

 **Super Scope 6**
SNES

☐ ☒ ☒ Amstrad CPC World Series B
☐ ☒ ☒ Amstrad CPC X-Out
☐ ☒ ☒ Amstrad CPC Xanagrams
☐ ☒ ☒ Amstrad CPC Xevious
☐ ☒ ☒ Amstrad CPC Xybots
☐ ☒ ☒ Amstrad CPC Yie ar Kung-Fu
☐ ☒ ☒ Android Almighty: The
☐ ☒ ☒ Atari 2600/VCS Pac-Man

Super Scope 6

Device image


Box image


SUPER NINTENDO ENTERTAINMENT SYSTEM

Feb 01, 1992
045496820107

Loose **CIB** **New**
\$43.08 \$88.82 \$174.99

Check historical values at [PriceCharting.com](https://www.pricecharting.com)

The Super Scope, sold as the Nintendo Scope in Europe and Australia, is a first party light gun peripheral for the Super Nintendo Entertainment System. The successor to the NES Zapper, the Super Scope was released in North America and the PAL region in 1992, followed by a limited release in Japan in 1993 due to a lack of consumer demand. The peripheral consists of two devices: the wireless light gun itself, called the Transmitter, and a Receiver that connects to the second controller port of the Super NES console. The Transmitter has two action buttons, a pause button, a power switch and is powered by six AA batteries.

Or refine your search by setting the type of hardware and picking a platform

Add Hardware close x

Search by Title Barcode Add Manually >

pikachu Nintendo 64 Search

☒ Consoles ☐ Controllers ☐ Accessories

3 Results

- Nintendo 64: Pikachu Edition (Orange)**
Nintendo 64
- Nintendo 64: Pikachu Edition (Dark Blue)**
Nintendo 64
- Nintendo 64: Pikachu Edition (Light Blue)**
Nintendo 64

Nintendo 64: Pikachu Edition (Dark Blue)

Device image Box image

Find Device image Find Box image

NINTENDO 64

Nov 10, 2000
045496850883

Loose \$149.20	CIB \$309.99	New \$579.00
--------------------------	------------------------	------------------------

Check historical values at PriceCharting.com

Blue and yellow pikachu console

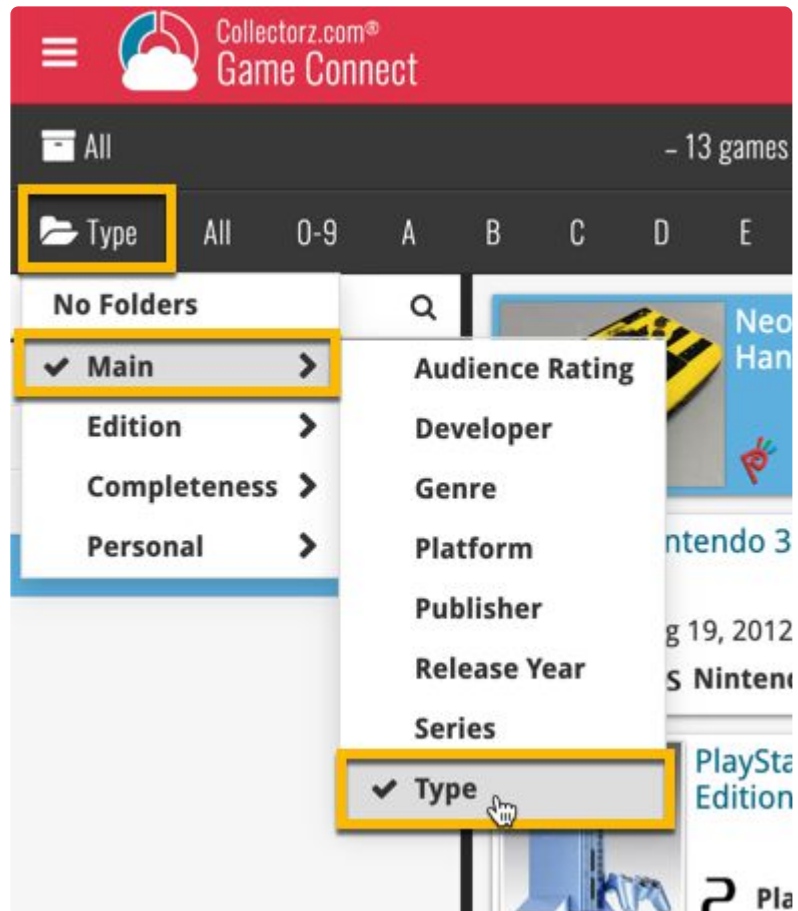
The Nintendo 64 (N64), stylized as NINTENDO64, is a home video game console developed and marketed by Nintendo. Named for its 64-bit central processing unit, it was released in June 1996 in Japan, September 1996 in North America and Brazil, March 1997 in Europe and Australia, and September 1997 in France. It was the last major home console to use the cartridge as its primary storage format until the Nintendo Switch was discontinued in mid-2022 for its successor, the GameCube, in 2001.

+ Add to Collection

Click the big blue “**Add to Collection**” button bottom right to add the hardware items to your collection.

Group your collection on Games vs. Hardware

Use the Folder button in your collection (top left) to group your games and hardware in special games and hardware folders! (pick “Type”)



3. Managing your database

- [Editing a game entry](#)
- [Editing multiple in one go](#)
- [Removing game entries](#)
- [Managing pick lists](#)
- [Linking games to Core](#)
- [Clearing your database](#)
- [Managing Loans](#)

3.1. Editing a game entry

All editing takes place in the “Edit Game” screen, which you can open with the Edit button:



In this screen, you can find all the game’s properties, on multiple tab pages. Many of the game details will already be filled in, provided by our online database. You can modify it all, to change or to complete the information.

However, the main reason to edit your game entries, is to add information that is specific to you, e.g. when and where you purchased the game, who in your household owns it, your personal notes or ratings, etc...

Example of adding a “Location” to one of your games

1. Edit the game in your collection.
2. Click on the “**Personal**” tab.
3. Top left of this tab you should spot the “**Location**” field for you to enter the location in.
4. Click “**OK**” to save.

After editing some fields, click the **OK** button to save the changes. If you’re unhappy with the changes, click **Cancel**.

3.2. Editing multiple in one go

You can edit multiple games in one go by using the Edit Multiple screen.

! Edit Multiple is the **only** feature in Game Connect that can overwrite existing data. Use it with great care.

1. Select multiple games

To begin, you need to select the games you want to edit. To select games, click the checkboxes on the left of each game entry in the list. Checkboxes are also available in Card View and Images View, just hover your mouse over a game.

The Select Mode is automatically activated as soon as you checkbox the first game, clearly indicated by the blue Batch Action Bar that replace the regular toolbar.

Collectorz.com®
Game Connect

Alwin's games

Select all

4 of 109 selected

Edit

Delete

Print to PDF

Export

Cancel

Platform

All

0-9

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

PlayStation 3	109					Platform	Title	Genre	Barcode	Added Date
[All Games]	822	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	3D Dot Game Heroes	Action		May 25, 2010
Dreamcast	24	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Army of Two: The 40th Day	Action		Feb 14, 2010
Game Boy Advance	20	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Assassin's Creed	Sandbox		Dec 13, 2009
Game Boy Color	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Assassin's Creed 2	Action/Adventure	3307211667211	Dec 13, 2009
GameCube	51	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Batman: Arkham Asylum	Action	5021290038936	Dec 13, 2009
Mac	1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Batman: Arkham City	Action		Oct 24, 2011
Nintendo 3DS	29	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Bayonetta	Action		Feb 06, 2010
Nintendo 64	129	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Bioshock 2	FPS		Feb 14, 2010
Nintendo DS	41	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Blur	Racing		May 15, 2010
Nintendo Switch	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Bulletstorm	FPS		Mar 04, 2011
PC	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Call of Duty 4: Modern Warfare	FPS	5030917047183	Dec 13, 2009
PlayStation	21	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Chronicles of Riddick: Assault on Dark Athena	Action/Adventure, FPS	3546430144046	Dec 13, 2009
PlayStation 2	32	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	The Club	Shooter	5060138435162	Dec 13, 2009
PlayStation 3	109	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3	Conan	Action/Adventure	4005209096331	Dec 13, 2009
PlayStation 4	46	<input type="checkbox"/>	<input checked="" type="checkbox"/>			PlayStation 3				

2. Use the Batch Action Bar

While in Select Mode, the blue Batch Action Bar is visible, always showing you the number of selected games. Also:

- Use the "Select all" checkbox to select all games in the current list in one go
- Use the "x Cancel" button on the right to leave Select Mode

- And of course, use any of the action buttons (Edit, Delete, Print, Export, Duplicate and Loan) to perform an action on the selection games



You can clear a value for all games in your selection by using Edit on multiple games, then checking the box and leaving the field empty.

3.3. Removing game entries

You can remove a game from your collection from the details page, or select multiple in one go and remove them.

Removing 1 game

1. Click on the game you wish to remove.
2. Click the “**Remove**” button at the top.
3. Confirm by clicking the red “**Remove**” button.

Removing multiple games in one go

Select the games you want to remove. To select games, click the checkboxes on the left of each game entry in the list. Checkboxes are also available in Card View and Images View, just hover your mouse over a game.

Collectorz.com®

Game Connect

Alwin's games

</

Then use the blue **Batch Action Bar** and click the **Remove** button.

Remove all games

1. Click the menu icon top left.
2. Click “**Clear Database**” from the menu.
3. Confirm by clicking “**Yes**”.


3.4. Managing pick lists

With every game you add to your collection, Game Connect stores common information in pick lists. Examples of pick lists include Genre, Format, Location, Owner, etc.

With the Manage Pick List screen you can modify all pick list items. With it you can add, edit, remove and merge pick list items.

How to edit, merge or remove pick list items:

Start by opening “**Manage Pick Lists**” from the menu top left. Now use the **dropdown menu** to choose which pick list you want to work on.

- To **edit** one of the pick list entries, just click on it.
- To **merge** entries, select them with the checkboxes, then click the merge button: 
- To **remove** a pick list item, use the X button.

✿ You can use the **search box** to quickly find a pick list item in the chosen list.

! **Warning:** any change you make to an existing pick list item will **affect all games** that also use that pick list item.

To **add** a new pick list item, use the Edit Game screen and enter something new for one of the fields.

When do I use the Manage Pick Lists screen?

Below are some example situations to help you understand when you can use this screen to fix issues with certain pick list fields.

Quickly fix bad spelled list items for multiple games in 1 go:

Example: You may have added a “Country” to a game and also already added that country to many other games and only find out now that it wasn’t spelled correctly. This may mean you already have tens and tens of games with the bad spelled country.

The Manage Pick Lists screen can help you sort that out: Use it to find the country in the country list, and edit the entry. Fix the spelling mistake, and when you’re done all games with that country will now have the new and correct spelling.

Use it to merge duplicate list items or a merge strange spelled formats in your list items:

It can happen that duplicate list items appear in Connect. It could be that we spell a format differently than you have in the past.

Example: If you notice you have a duplicate format (for instance the format: “Blu-ray” and “Blu-ray Disc”), you can merge them using the Manage Pick List screen in the app to 1 single format. Doing this will instantly update all games that used one of those 2 formats to now show the new one.



Any pick list item that you change will affect all games that use that value. For instance: you can change the spelling of an “owner” name in Manage Pick Lists, which then instantly modifies all games in your database that have that same owner name.

3.5. Linking games to Core

Game Connect is built around our central online database: **Core for Games**. All factual game details and cover images are used and shown directly from *Core for Games*.

This factual game data is not stored per user. Instead, it is stored only once, inside Core for Games then linked to for every CLZ Cloud user that owns that game.

So in order to see full game details and cover images in CLZ Cloud, it is essential that your game entries are linked to the corresponding entries in Core for Games.

Without linking, your game entries will show up as simple Title entries, with just the personal data you may have filled in.

✿ If you use the “Add Games” popup to add your games to your collection, your games will be linked already!

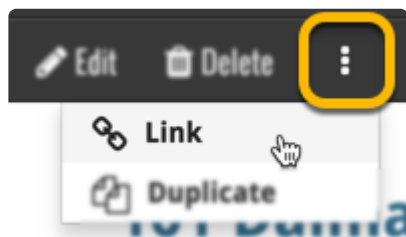
How to link your games

If you have been using the Add Games screen to catalog your games, then most, if not all of your games will already be linked.

Games that you’ve added manually can be linked to entries in the central database.

You can also link games to a specific edition to get specific edition information if you want.

- Click on the game you want to link.
- Click the “**More**” icon and click “**Link**”



- The “**Link Game**” page opens.
- Search for the game and pick the correct result.
- Click the blue “**Link this Game**” button to finish.

✿ Expand a result to see editions if you wish to link to a specific edition of a game.

The advantages of linking and central shared data in Core for Games

Automatic Updates: When our content managers or other users update the game information in *Core for Games* (e.g. to add a better cover image, to improve data, or to fix a typo), you will immediately see those changes in your collection, so your collection always automatically shows the latest version of the data and cover art.

It's fast: Sharing the factual game data means that its retrieval can be optimized (e.g. by caching), resulting in a smooth experience when browsing your collection.

It's efficient: Shared factual game data is only stored once, which means our servers are not clogged by duplicate copies of data and images (that are all the same for every user). This also makes it possible for our systems to make daily backups of your game collection data.

What if a game is not in Core for Games?

If you can't find your game when you try to link it, you can use the Report button at the bottom of the search results to report the missing game to us.

3.6. Clearing your database

Need to start over? You can remove all games from your database.

Remove all games

1. Click the menu icon top left.
2. Click “**Clear Database**”.
3. Confirm by clicking “**Yes**”.

3.7. Managing Loans

Do you loan out games to friends and family? If so, you can use Game Connect to keep track of those loans!

Loaning a game

To loan a game, find and click it in your list, then click the “Loan” button at the top of the page.

Loaning multiple games in one go

If you’d like to loan a couple of games to one person in one go, you need to **select the games you want to loan out** first. To select games, click the checkboxes on the left of each game entry in the list. Checkboxes are also available in Card View and Images View, just hover your mouse over a game.

The Select Mode is automatically activated as soon as you checkbox the first game, clearly indicated by the blue Batch Action Bar that replace the regular toolbar.

Collectorz.com®

Game Connect

Alwin's games

4 of 109 selected

Edit

Delete

Print to PDF

Export

Cancel

Platform

All

0-9

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X

Y

Z

PlayStation 3	109					Platform	Title	Genre	Barcode	Added Date
[All Games]	822	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	3D Dot Game Heroes	Action		May 25, 2010
Dreamcast	24	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Army of Two: The 40th Day	Action		Feb 14, 2010
Game Boy Advance	20	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Assassin's Creed	Sandbox		Dec 13, 2009
Game Boy Color	5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Assassin's Creed 2	Action/Adventure	3307211667211	Dec 13, 2009
GameCube	51	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Batman: Arkham Asylum	Action	5021290038936	Dec 13, 2009
Mac	1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Batman: Arkham City	Action		Oct 24, 2011
Nintendo 3DS	29	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Bayonetta	Action		Feb 06, 2010
Nintendo 64	129	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Bioshock 2	FPS		Feb 14, 2010
Nintendo DS	41	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Blur	Racing		May 15, 2010
Nintendo Switch	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Bulletstorm	FPS		Mar 04, 2011
PC	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Call of Duty 4: Modern Warfare	FPS	5030917047183	Dec 13, 2009
PlayStation	21	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Chronicles of Riddick: Assault on Dark Athena	Action/Adventure, FPS	3546430144046	Dec 13, 2009
PlayStation 2	32	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	The Club	Shooter	5060138435162	Dec 13, 2009
PlayStation 3	109	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	PlayStation 3	Conan	Action/Adventure	4005209096331	Dec 13, 2009
PlayStation 4	46	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

Now click the menu button (3 vertical dots) on the blue Batch Action Bar and select “**Loan**”. Fill in a person to loan the item to, and the Due Date too. Click “**Loan Comics**” to finish.

Keeping track of your loans

Click the menu top left, and then “**Loan Manager**” where you can see all your loaned out items, and directly return them. Alternatively you can also use CLZ Barry to scan a barcode of a game, find it in your

outstanding loans, and return it.

In the Loan Manager, you can click on a loaned item to modify the loan date, due date, return date, loaner and notes about the loan.

Print current loans to PDF

You can print out all your current loans to a PDF file by clicking the Print to PDF button in the Loan Manager screen. Alternatively, you can select a single loaner from the dropdown menu there, and only print out his/her current loans to a PDF file!

3.8. Multiple collections

Game Connect allows you to have multiple sub-collections within one account. The collections will appear as little tabs at the bottom (e.g. like in Excel), so that you can easily switch between them.

Create and manage collections

You can create a new collection, rename existing collections, remove a collection or change their order (drag and drop) in the Manage Collections screen.

You can find the “**Manage Collections**” screen via the menu top left.

Moving game(s) to other collections

You can freely move one or multiple games between collections in your database file.

1. **Select the game(s) you wish to move** by clicking checkboxes on the left of each game entry in the list.
2. In the blue selection bar at the top, click on the “more icon” (3 vertical dots) and select **Move to other collection**.
3. Select the collection you wish to move it/them in.

3.9. Find duplicate games

You can use this tool to find out if you've accidentally added multiple versions of the same game, but perhaps with a different barcode or something else.


Find and remove duplicate games

1. Click the menu icon top left and click **"Find Duplicates"**.
2. Select which field to find duplicates on using the dropdown menu
3. Click **"Find Duplicates"** to find your duplicates.
4. Now use the blue **"Keep"** button to keep a group of duplicates, or use the red **"Remove"** button to remove a duplicate!


If you click "Remove all duplicates automatically" the program will remove all duplicate entries and will only keep 1 single entry (the oldest one) in your database.





Use the **columns button**, top right, to set up the columns you'd like to see!

Collectorz.com®
Game Connect

AJMouse's games




 Back

 Find Duplicates

Find duplicates based on Title & Platform Find Duplicates

Duplicates found (7):



Title	Platform	Release Date	Index	Added Date	
Rayman: Raving Rabbids; Wii					Keep 3
Rayman: Raving Rabbids	Wii	Nov 14, 2006	202	May 23, 2019	Remove
Rayman: Raving Rabbids	Wii	Nov 14, 2006	201	May 23, 2019	Remove
Rayman: Raving Rabbids	Wii	Nov 14, 2006	203	May 23, 2019	Remove
Horizon: Zero Dawn; PlayStation 4					Keep 2
Horizon: Zero Dawn	PlayStation 4	Mar 03, 2017	232	May 23, 2019	Remove
Horizon: Zero Dawn	PlayStation 4	Mar 03, 2017	207	May 23, 2019	Remove
Kingdom Hearts III; PlayStation 4					Keep 2
Kingdom Hearts III	PlayStation 4	Jan 29, 2019	216	May 23, 2019	Remove
Kingdom Hearts III	PlayStation 4	Jan 29, 2019	217	May 23, 2019	Remove
Super Mario 3D World; Wii U					Keep 2
Super Mario 3D World	Wii U	Nov 29, 2013	7	May 23, 2019	Remove
Super Mario 3D World	Wii U	Nov 29, 2013	215	May 23, 2019	Remove

Remove all duplicates automatically

Collectorz.com Connect © Copyright 2000-2019 · Terms of Use · Privacy Statement

3.10. Re-assigning Index Numbers

How Index numbers work

{Game Connect} automatically assigns and increments index numbers. The Index value is assigned when you add an game to the database. The next game you add to your collection will have an index number that is incremented by 1. Each Index number is only used once. When a number is deleted, the next added game will still increment on the highest index number present in your collection.

Example:

- You have #s 1,2,3,4,5,6,7,8,9,10
- You delete #4
- The next game you add will automatically be #11. #4 will not return.
- If you manually change #11 to #4, the next game you add will be #10, as #9 was the highest in your collection at that point.

Automatically Re-assign Index Numbers

If you automatically want to fill in any gaps that might've appeared over time, you can re-assign index numbers:

1. Open the menu top left and select "Re-Assign Index Values".
2. Now choose which fields you want to sort all items on, and it will assign index numbers based on that sorting.



Automatically re-assigned Index numbers can not be reverted.

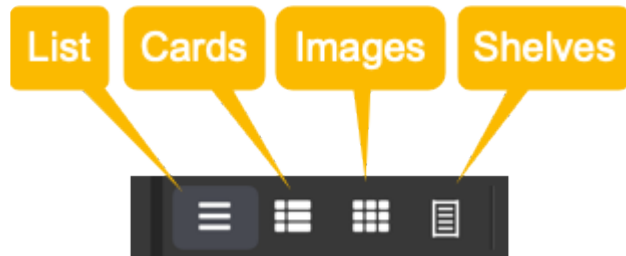
4. Browsing your game list

- [List, covers or cards](#)
- [Choosing columns](#)
- [Sorting your game list](#)
- [Searching](#)
- [Alphabet bar](#)
- [Using folders](#)
- [Collection vs Wish List](#)
- [Statistics](#)

4.1. List, cards, covers or shelves

Game Connect comes in 4 different views that you can set. List, Cards, Covers and Shelves

To switch to a different view, click the view button on the toolbar:



Try it out!

List View

The list view shows all your games in a neat list. You can [choose your own columns](#) in this view to select which data columns you want to see in your list.

Card View

The card view shows your games in cards, with the most important identifying information about the game. Hover your mouse over a game to reveal an edit button to edit it directly.

Cover View

The cover view shows all the front covers of your games. Hover your mouse over a game to reveal an edit button to edit it directly. Use the slider to control the size of the images.

Shelves View

The shelves view shows all the front covers of your games on shelves. Hover your mouse over a game to reveal an edit button to edit it directly. Use the slider to control the size of the images on the shelves, and even pick from several different shelf styles!

Page 34 of 70

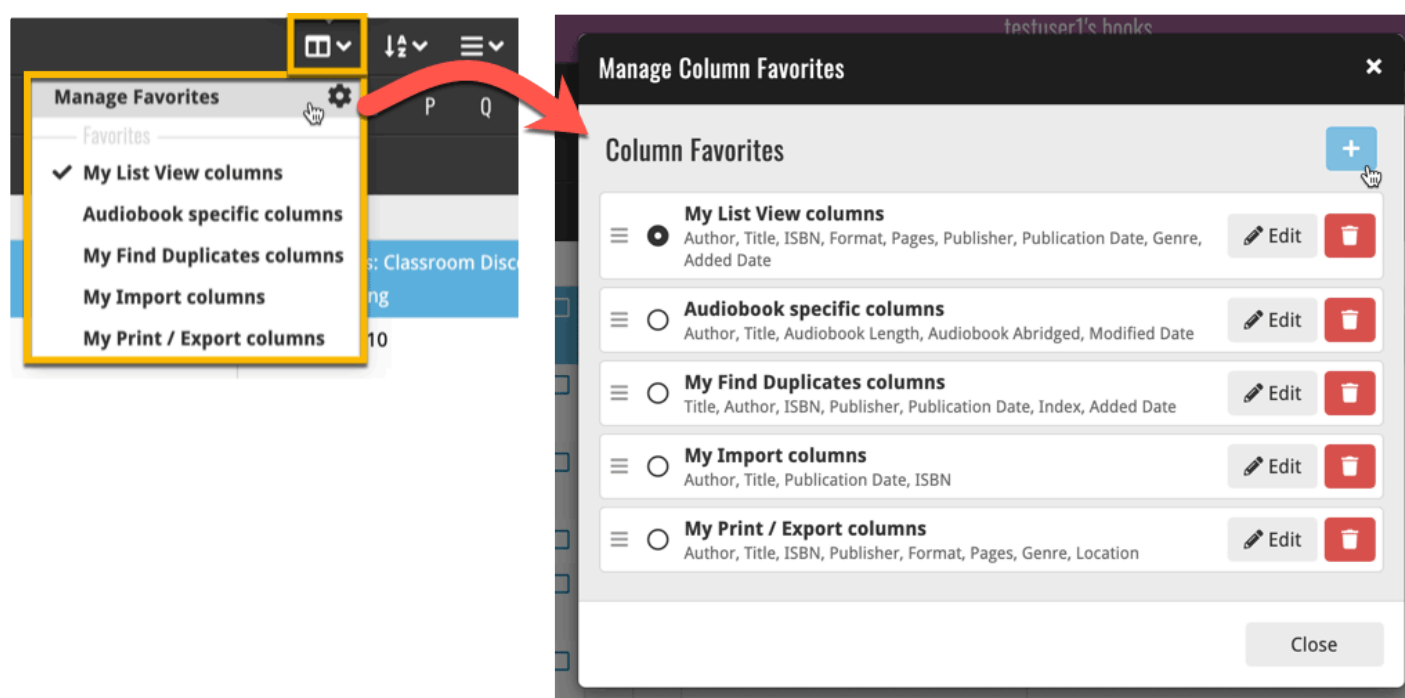
4.2. Choosing columns

While in list view (with rows of games), you also see columns. You can choose which columns you wish to see, based on which information you find most important per game. Maybe you want to make sure you always have your Location column in view: in that case, choose “Location” as one of your columns. You can also choose in which order the columns should show.

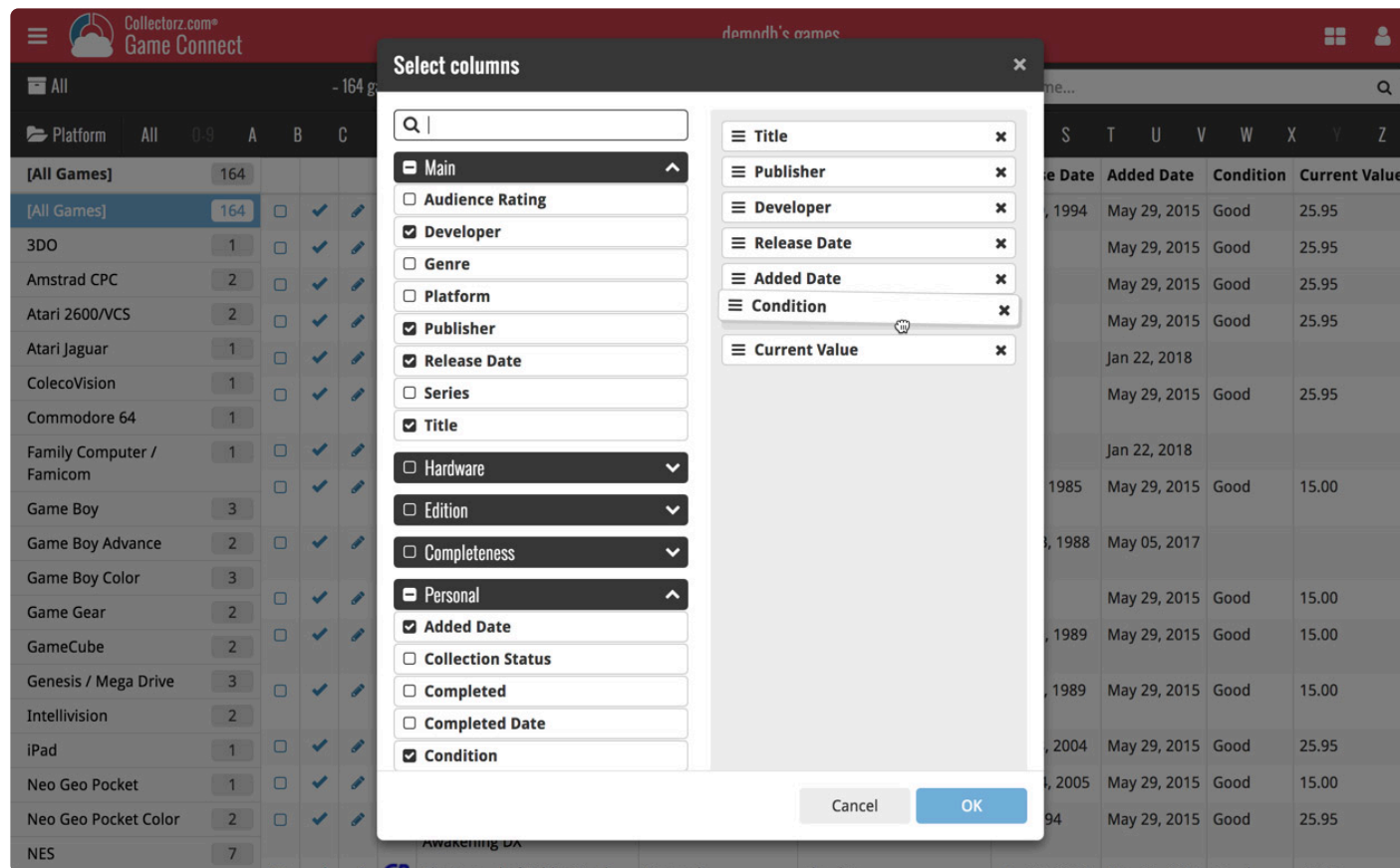
Choosing favorite columns with the column button

While in [list view](#), click the columns button on the toolbar: 

To create and manage your Favorites, choose Manage Favorites:



Select “Edit” to edit a favorite set, or click the “plus” button to add a new column set.



Find the fields you wish to add as columns, and use the checkboxes to select them. Drag them in the order you want them. Click "OK" to save your column selection.

4.3. Sorting your game list


Sorting changes the order in which your games are displayed. You can sort your games in various ways. The most basic way to do this is by clicking a column header, but you can also use the sort button and pick a field to sort on.

Sorting by clicking a column header

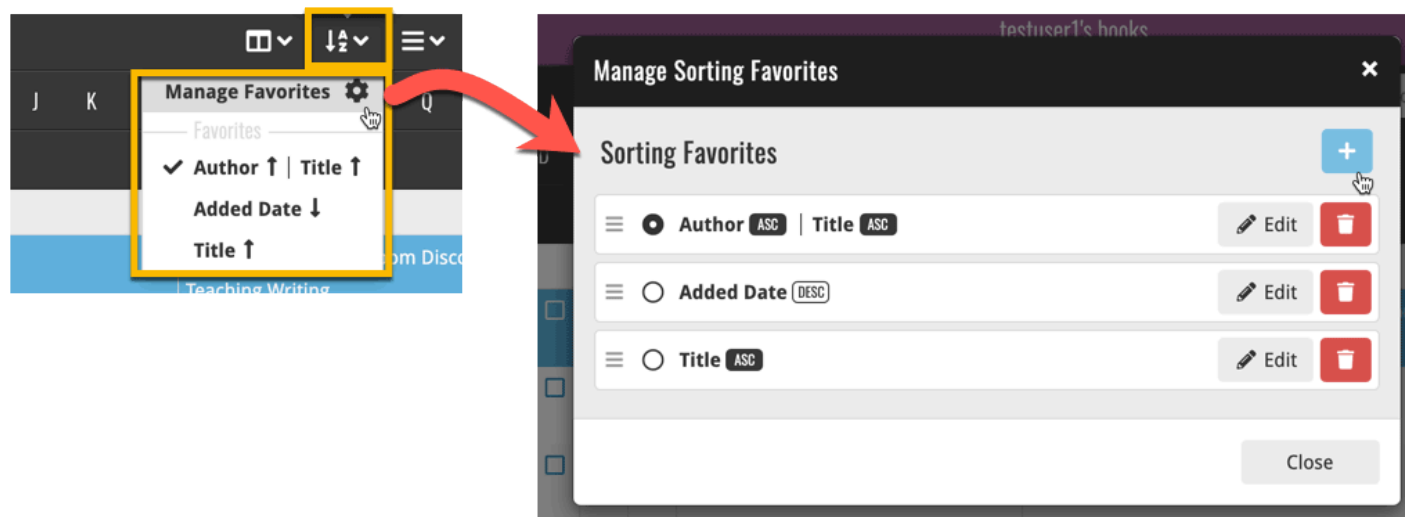
This is the easiest way to change the order of your games. While in [list view](#), you can click a column header to immediately sort your games on that field. Click it again to reverse the sort order.

For example, you can click the Title column header to sort your games by Title:

Sorting using the sort button

Sorting using the sort button gives you some more power to sort your games. To begin, click the sort button on the toolbar: 

To create and manage your Favorites, choose Manage Favorites:



Select “Edit” to edit a favorite set, or click the “plus” button to add a new sort set.

Find the field you wish to sort on on the left side (you can also use the search box at the top) and use the checkbox to select the field. Then choose if you wish to sort ascending (ASC) or descending (DESC). Click “OK” to save your sort order.

* Say you wish to sort your games on Year first, and then on Title, you can checkbox a second field (or even more) in the “Select sort order” screen.

Want to group your items together in folders? Check out how to do that under “[Using folders](#)”.

4.4. Searching

If you're looking for a particular game in your collection, your best bet is usually to use the search box. Typing a few letters in the search box will give you instant suggestions you can click – and quite often gets you to your game fastest, but you can also hit enter on your keyboard to perform a full search on your collection.

Quick Search on your own collection

The quickest way to find the game you're looking for is to use **Quick Search** top right.

You can just type a few letters and select the game you're looking for. We're calling this "*Search-as-you-type*" and you may recognise it from your Add Games screen.

Extensive search on your own collection

If you wish to perform a deeper search on more fields you can do an extensive search by hitting enter after typing (or click "View all results"). This option searches more fields in your collection and then shows you all found matches.

The extensive search searches the following fields:

- Title
- Platform
- Barcode
- Series
- Tags
- Notes
- Description

Searching folders

The folder panel is a powerful way to browse and filter your collection. Just group by Platform, or Developer, etc... click a folder and the list will give you all games for the selected Platform or Developer.

To quickly find a specific folder use the search box right above the folder panel, that lets you instantly search/filter the folder panel as you type! Just typing a few letters is often enough to bring the folder you are looking for into view.

4.5. Alphabet bar

At the top of your screen you will find the alphabet bar with 28 buttons, “All”, “0-9” for numbers and then “A” to “Z”.

You can use the alphabet bar to quickly filter your games by their first letter.

The screenshot shows the Collectorz.com Game Connect interface. At the top, there's a red header with the site logo and 'Alwin's games'. Below the header, there's a navigation bar with 'Select', 'All', '- 17 games -', and '+ Add Games'. The main part of the interface features an alphabet bar with buttons for 'All', '0-9', and letters 'A' through 'Z'. The letter 'M' is currently selected. Below the alphabet bar, there's a table of games. The table has columns for Platform, Title, Genre, Publisher, Developer, and Release Date. The games listed are filtered by the letter 'M'.

Platform	Title	Genre	Publisher	Developer	Release Date
Nintendo 64	Mace: The Dark Age	Fighting	Midway	Atari	Oct 01, 1997
Dreamcast	Magical Tetris Challenge	Puzzle	Capcom	Capcom	Jan 14, 1999
Game Boy Advance	Mario Kart 64	Racing	Nintendo	Nintendo	Nov 01, 1999
GameCube	Mario Party	Party	Nintendo	Hudson Soft	1999
Nintendo 3DS	Mario Party	Party	Nintendo	Hudson Soft	Dec 18, 1998
Nintendo 64	Mario Party 2	Party	Nintendo	Hudson Soft	Jan 25, 2000
Nintendo DS	Mario Party 3	Party	Nintendo	Hudson Soft	May 06, 2001
Nintendo Switch	Mario Tennis	Sports	Nintendo	Camelot Software Planning	Jul 21, 2000
PlayStation	Mario Tennis	Sports	Nintendo	Camelot Software Planning	Jul 21, 2000

Clicking a letter button immediately filters down your list to show only the games starting with that letter. So for instance, click the “A” to see all games beginning with the letter A.

On mobile devices or smaller screens, the alphabet bar can be found under the AZ button at the top.

4.6. Using folders

You can group your games into folders. You have a couple of presets to choose from, and your games will automatically be grouped for you based on the information stored inside them.

For example: If you folder group on “Publisher”, and you have a game with “Nintendo” filled in as its Publisher, then that game will appear in the “Nintendo” folder.

To try this out yourself, click the **folder icon** top left and pick a field you wish to group your games on. Now click on a folder to see the games that are inside.

You’ll also notice you have an “[All Games]” folder at the top. Click it to see all your games.

See it in action:

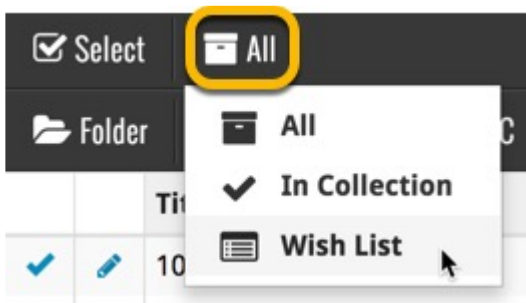
4.7. Collection vs Wish List

Game Connect can be a great help in keeping track of the games you own or plan to buy. Using the “Collection Status” field for each of your games you can track if a game is in your collection, or on your wish list.

Viewing Collection or Wish List items

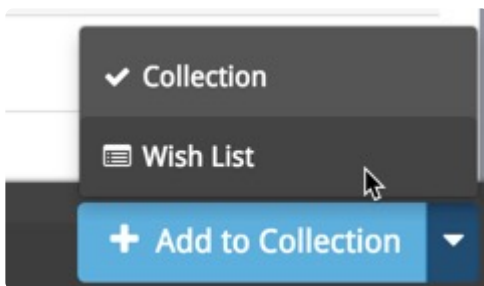
You can filter your games based on what their collection status is. So you can pick to see all your games, just the ones that are in collection, or just the ones that are on your wish list.

To do this, use the dropdown on your toolbar and pick your collection status filter:



Adding games to your Collection or Wish List

While adding games to your collection you can indicate if you want to add the game to your Collection or to your Wish List:



If you try to add a game that is already on your wish list, Game Connect will ask you if you want to “move” the game to your “Collection”. This changes the collection status for your existing game!

Editing games to change the “Collection Status” field

To change the collection status of a game you have to edit it: Click the edit pencil for a game to open the Edit Game screen. Change the Collection Status at the bottom of the Edit Game screen.

4.8. Statistics

If you want to find out some statistics on your games, we've got you covered.

1. Click the menu icon top left.
2. Click "*Statistics*".

Find out your most recent additions and much more there.

5. Importing / exporting

- [Sharing online](#)
- [Printing to a PDF file](#)
- [Importing a text file](#)
- [Exporting to a text file](#)
- [Creating a local backup](#)

5.1. Sharing online

If you want, you can share your collection with friends so they can see which games you have!

Your public CLZ Cloud link

To find out your public Cloud Share link, click the menu icon top left and select “**CLZ Cloud Sharing**”. Copy the link under “**Public Cloud Sharing**” and send it to your friends!

You will find the **Share** button on game details pages too so you can share a game details page directly with a friend.

Privacy

You can change your CLZ Cloud data visibility in the settings screen to hide your collection partially or completely from the outside world if you want.

To do this, click the menu icon top left and select “**CLZ Cloud Sharing**”.

Your CLZ Cloud Visibility options:

You will find 3 options under CLZ Cloud visibility, here's what they mean:

Private	Nothing shown to anyone , only visible when you're logged in.
Partial	Visible to everyone with your CLZ Cloud link, but no personal fields shown.
Public	Visible to everyone with your CLZ Cloud link, including personal fields shown.

Private Cloud Sharing

When you set your Cloud data visibility to **Private**, you can still share it with a **secret URL**.

Under “Private Cloud Sharing”, use the Generate button to set up a secret URL to share your private cloud data with someone. If you generate a new URL, the previous one will be replaced. Press the **X** to disable sharing via a private URL completely.

5.2. Printing to a PDF file

You can download your entire game collection or just part of your collection to a PDF file. The Print to PDF screen offers a wide variety of options to customize your PDF file completely.

For example, you can if you want, export only a selection of your games (for instance, just your wish list), and only export the Title and Genre fields for each game and in your preferred set sort order too. Want to include an image? That's possible too!

Print a list of all your games to a PDF file

Click the menu icon top left and click **"Print to PDF"** to enter the PDF screen. You can now set up your document at the top with all the optional settings. Give your list a name too!

Now use the **"Add Columns"** button to **select which fields** you wish to print to the PDF. Don't pick too many, you may not be able to fit everything on one page.

Also, use the **"Add sort fields"** button to **select which fields** you wish to sort on. This decides the order in which the games are listed.

Finally, use **"Generate PDF File"** at the bottom to create your PDF file.

Print a selection of your games to a PDF file

Maybe you just want to print out a small selection of your games to PDF. Maybe just your games with their developer set to "Bethesda". In that case, you need to make a selection of games first and then go to the Print to PDF screen.

To begin, you need to **select the games you want to send to the PDF file**. To select games, click the checkboxes on the left of each game entry in the list. Checkboxes are also available in Card View and Images View, just hover your mouse over a game.

The Select Mode is automatically activated as soon as you checkbox the first game, clearly indicated by the blue Batch Action Bar that replace the regular toolbar.

Collectorz.com®

Game Connect

Alwin's games

4 of 109 selected

Cancel

<

Now click **“Print to PDF”** in the blue Batch Action Bar to enter the PDF settings screen.

Set up your document with the columns and sorting options you wish to use and finally use the **“Generate PDF File”** at the bottom to create your PDF file with just the selection of games you made.

✿ While in **“Select Mode”**, you can use shift clicking to select ranges of games, or the **Select All** button top left to select all games in your current list.

5.3. Importing a text file

If you have an existing list of games in text (.txt) or comma separated values (.csv) format, you can import it using the “**Import from Text / CSV File**” feature in Game Connect.

If you have a different kind of program for your game collection right now, see if you can export to CSV or a TXT file from it.

✿ It is important that you match your text file to the fields **we have**. You do this **in step 5** where you **select the fields to import**.

Import from Text / CSV file

1. Click the menu icon top left and click “**Import Data**” to enter the import screen.
2. Click “**Import from Text / CSV File**”.
3. Upload your Text / CSV file.
4. Change the data format settings so it looks correct under the preview.
5. Under “Select your Column fields” pick the fields to **match** your fields! Note that you can also skip fields.
6. Click “**Import games**” to run the import.

Import problems?

If you're having troubles with this, make sure you re-check **step 5** to make sure all columns you're importing **match a field** that we provide.

If you can not match a field to one we have, you can decide to add that column of information to the notes of each game or just skip that column altogether.

5.4. Exporting to a text file

You can export your **entire** game collection or just **part of** your collection to a TXT file. The export to text screen offers a wide variety of options to customize your exported list completely.

For example, you can if you want, export only a selection of your games (for instance, just your wish list), and only export the Title and Genre fields for each game and in your preferred set sort order too.

Print a list of all your games to a TXT file

Click the menu icon top left and click “**Export to Text File**” to enter the export screen. You can now set up your document at the top with all the optional settings.

Now use the “**Add Columns**” button to **select which fields** you wish to print to the PDF. Don’t pick too many, you may not be able to fit everything on one page.

Also use the “**Add sort fields**” button to **select which fields** you wish to sort on. This decides the order in which the games are listed.

Finally, use “**Generate file**” at the bottom to create your text file.

Export a selection of your games to a TXT file

Maybe you just want to print out a small selection of your games to a text file. Maybe just your games with their developer set to “Bethesda”. In that case, you need to make a selection of games first and then go to the Export to Text File screen.

To begin, you need to **select the games you want to send to the text file**. To select games, click the checkboxes on the left of each game entry in the list. Checkboxes are also available in Card View and Images View, just hover your mouse over a game.

The Select Mode is automatically activated as soon as you checkbox the first game, clearly indicated by the blue Batch Action Bar that replace the regular toolbar.

Collectorz.com®

Game Connect

Alwin's games

</

Now click “**Export**” in the blue Batch Action Bar to enter the PDF settings screen.

Set up your document with the columns and sorting options you wish to use and finally use the “**Generate file**” at the bottom to create your text file with just the selection of games you made.

✿ While in “Select Mode”, you can use shift clicking to select ranges of games, or the **Select All** button top left to select all games in your current list.

✿ While in “Select Mode”, you can use shift clicking to select ranges of games, or the **Select All** button top left to select all games in your current list.

5.5. Creating a local backup

We always back up your data on our own servers, every day, but if you want you can generate your own backup, download it and save it on your own computer or thumbdrive.

Creating a local backup

1. Click the menu button top left and click “**Backup / Restore**”.
2. Click the blue “**Create Backup File**” button to generate your backup file.
This can take a while depending on how many games you have.
3. When finished, click the “**Download Backup**” button to download your backup file as a ZIP.

Keep it safe on your computer or a thumbdrive. The ZIP file you now have is exactly what you need should you ever want to **restore a backup**.

Restoring a backup

If you ever need to restore a backup you previously downloaded you can do so via the same screen:

1. Click the menu button top left and click “**Backup / Restore**”.
2. Click “**Upload Backup**” and choose a previously downloaded backup file to upload.
3. Once the upload has finished, click the blue “**Restore Backup File**” button to restore everything.



Restoring a backup will replace your entire game collection with your backup. This can not be undone.

5.6. Trade-In Offer for Game Collector users

Are you currently using our Game Collector desktop software for Windows? Then please consider switching to the Game Connect web-based software.

Currently, Game Connect is our recommended and most popular game database solution. Full-featured but easier to use and easier to manage, that is, compared to your current desktop software.

Trade-in offer:

Switch to Connect and get 4 months FREE!

To help you decide, we have a sweet deal for you:

If you switch to Game Connect now, we will trade-in your remaining Game Collector subscription days and will transfer them to the Connect edition, plus we will add 4 extra months for FREE!

Of course, your existing data will be preserved, all you need to do is make sure your CLZ Cloud is up-to-date (in Game Collector, just use Sync with CLZ Cloud one more time). All your data will then be instantly available in Game Connect!

Ready to make the switch? Here's how to:

- First, make sure your CLZ Cloud is up-to-date.
Start Game Collector, then from the CLZ Cloud menu, choose Synchronize.
- Then, login to your account at my.clz.com.
- Finally in the Game Collector box, under "Trade-in offer",
click the button that says "Switch me over!" and follow instructions.
h2. Try Game Connect free for 7 days

Of course, you can try Game Connect first. Here's how:

- First, make sure your CLZ Cloud is up-to-date.
In Game Collector, just Sync with CLZ Cloud.
- Now [login to Game Connect here](#) with your existing CLZ Account.
This will automatically start your 7-day free trial.

What exactly is Game Connect?

Game Connect is an alternative to the Game Collector software, for use on computers. Whereas your current Game Collector is downloadable software that you install on your own Windows PC, Game Connect is fully web-based, with the software running on our servers and your data stored in the CLZ Cloud.

Connect has been around since 2009 and offers all the features and customization options you need to manage your game collection.

To use the Game Connect software, you just login to the Connect website with your web-browser, from any computer (Windows, macOS, Linux, etc..). No need to install software on your computer, no need to ever update software anymore, no need to manage database files, images files, backups, etc.. We manage it all for you.

Of course Game Connect offers everything you need to manage your game collection:

- Add games by title, by scanning barcodes or by checkboxing from a full game list for a platform
- Add hardware and accessories by searching Core
- Automatically get game and hardware values from PriceCharting.com
- Edit games to customize details and cover image or to add personal info.
- **Available fields in the Edit screen:**
Title, Sort Title, Platform, Release Date, Completeness (CIB/Loose/New), Has Box, Has Manual, Series, Barcode, Format, Developer, Publisher, Audience Rating, Edition, Region, Genres, Collection Status, Index, Quantity, Location, Condition, Owner, Purchase Date, Purchase Store, Purchase Price, Current Value, Completed (yes/no), Completed Date, Rating, Notes, Tags, Description, Front Cover, Back Cover
- Edit multiple games in one go, for making changes to many games quickly.
- Manage multiple sub-collections as tabs at the bottom.
- Image View, Card View, customizable List View, multi-field sorting, etc...
- Choose from multiple Skins and Templates
- Group games into folders (inc. multi-level) in the folder panel, by Platform, Genre, etc..
- Sync your game database with the CLZ Games mobile app.
- Print lists using the fully customizable Print to PDF tool.
- Also: Manage Pick Lists, Loan Manager, Statistics, Find Duplicates, CSV Export/Import, Backup/Restore, Field Defaults, etc..

Game Connect pricing

The price of Game Connect is either US \$2.95 per month or US \$29.95 per year, the same as your Game Collector software. Note that Game Connect is subscription software, so you always need an active subscription to use it.

Why switch to Game Connect?

These are the main advantages of Game Connect (compared to the Game Collector desktop software):

1. Easier to manage:

No need to install or update software on your own computer, no need to deal with database files, image files, settings files or backup files. The software and data is on our servers, we manage and update it for you, we even make daily backups of your data.

2. Easier to use:

The Connect user interface is slick and modern, designed to be as clear and easy-to-use as possible, while still providing all the power of the desktop software.

[Click here for lots of Game Connect screen shots.](#)

3. **No more problems with Windows/macOS configurations and 3rd party software:**
Connect is basically “just” a website you go to with your browser, so no more problems with file and folder permissions or OS updates, no more conflicts with 3rd party products like firewall programs, security software, virus scanners, cloud storage tools (Dropbox, SkyDrive, etc...).
4. **Fast and smooth:**
Connect is a more lightweight solution, that runs fast and smooth on any computer, even with very large game databases. All you need is a reasonably fast internet connection.
5. **Use on multiple computers:**
Work on your database from any online computer or mobile device. No need to install software, no need to sync your data back and forth. Just login and instantly work on your up-to-date CLZ Cloud data.
Got a new computer? No need to transfer software and data, just login and go!

8 signs that Connect would be a better solution for you

Do you recognize yourself in these statements?

1. You think of yourself as “not very computer literate”.
2. You dread running updates, for fear of losing data or running into problems.
3. You have indeed lost data or images in the past.
4. You have indeed have run into conflicts with your firewall or security software.
5. You have database files, image files and backup files scattered all over your computer.
6. The name of your database file is “Backup of Backup of Backup of mycollection ...”.
7. You’re using Game Collector on multiple computers and sync between them.
8. You are using (or would like to use) Game Collector on Windows AND macOS.

However, Game Connect is not going to work for you if you need User Defined Fields, as Connect does not have those (consider using Notes and Tags instead).

Why do we like to see you switch?

Given the great trade-in deal we are offering you, it is probably clear that we would like to see most users to switch to Connect. Here’s why:

1. **Fewer problems, fewer support questions:**
Connect being web-based means it is way less prone to computer or configuration specific problems, which means fewer support questions. Giving us more time to work on the software!
2. **Easier to help you:**
And even if you do run into a problem, it is much easier for us to help you, as we can login to your account and see what you see. We can even fix data problems for you, remotely.
3. **All users are always on the latest version:**
So when dealing with support questions there’s no confusion about software versions, no problem reports about bugs that have already been fixed.

4. **Quick bug fixes without releasing new software:**

In case of problems or bugs, we can easily and quickly fix bugs, without having to release new builds, without users having to download updates.

5. **Development is faster and easier:**

In general, web-based development is faster, easier and gives us complete flexibility to design the user interface **exactly** as we like it to be, without the constraints of Windows or Windows development tools.

Common questions about Connect

- **Q: Can I still use my CLZ Games mobile app with Connect?**

A: Yes definitely, nothing changes there. Game Connect is only a replacement for your Game Collector desktop software. You can keep using CLZ Games as you always did, syncing it with the CLZ Cloud.

- **Q: Does using Game Connect mean I need to be online to access my game list?**

A: Yes, that is correct. Game Connect is basically a website that you to log in to, so you need a stable and reasonable fast internet connection to use it.

- **Q: If I switch to Game Connect, what happens if my subscription expires?**

A: Connect is actual subscription software, so you always need an active subscription to use it. If your subscription expires, you won't be able to add or edit games anymore.

Don't worry, your data will not be deleted, we will keep your data in the CLZ Cloud, you can still see it, browse it, export it, make a local backup, etc...

- **Q: With Game Connect, can I still make local backups of my data?**

A: Sure you can. You can make local backups with the Backup feature, or export you data to a CSV for XML file.

- **Q: Do you offer the same Trade-In offer for all Collector desktop programs?**

A: Yes, definitely, the same Trade-In offer holds for all your Collector programs. In fact, if you are gonna switch, I recommend switching for all of them in one go!

- **Q: What if I am already subscribed to Game Connect?**

A: In that case, the Trade-In offer is still applicable. We can still transfer your remaining Game Collector subscription days to Connect, so that you can switch to using Game Connect ONLY and save some money.

Still got questions or concerns? Just contact us!

Finally, if you have any questions or concerns about Game Connect, [contact us here](#) and we will get back to you ASAP.

5.7. Getting started for Game Collector users

Game Connect is full featured and fully customizable game database software, with a user interface that has been designed to be clean, intuitive and super easy-to-use.

However, the user interface **is** different from the Game Collector desktop software, so if you are switching from Game Collector to Game Connect, the web-based user interface may take some getting used to. Also, in Game Collector you probably customized the look and layout of the program, so you will have to invest a few minutes to do the same customization here.

This page will help you

- Find your way in Game Connect's user interface
- Customize the look and layout the way you want it

Screen overview

Here's an overview of the Game Connect main screen.

The most important thing to know here: the program's menu is under the menu icon top left (with the 3 horizontal lines).

The screenshot shows the Game Connect interface with several callouts highlighting key features:

- Menu:** Points to the hamburger menu icon in the top left corner.
- Add games:** Points to the '+ Add Games' button in the top left.
- Search games:** Points to the search bar in the top right.
- Collection Status filter:** Points to the 'All' dropdown menu in the top left.

The main table displays a list of games with columns for Platform, Title, Developer, Release Year, Completeness, and Value. The game 'The Last of Us: Part II' is highlighted.

Platform	Title	Developer	Rele...	Completeness	Value
PlayStation 4	The Last of Us: Part II	Naughty Dog	2020	CIB	\$ 35.03
PlayStation 4	FIFA 20	EA Sports	2019	CIB	\$ 19.02
Nintendo Switch	The Legend of Zelda: Link's Awakening	Nintendo	2019	CIB	\$ 40.50
Xbox One	Tempest 4000	Llamosoft	2019	New	\$ 0.00
PlayStation 4	A Hole New World	Madgeargames	2019	New	\$ 29.97
PlayStation 4	Borderlands 3	Gearbox Software	2019	CIB	\$ 12.55
PlayStation 4	Red Dead Redemption 2	Rockstar Games	2018	CIB	\$ 24.77
PlayStation 4	Call of Duty: Black Ops 4	Treyarch	2018	CIB	\$ 12.50
PlayStation 4	Overwatch	Playground Games	2018	CIB	\$ 29.21
PlayStation 4	Overwatch	Playground Games	2018	CIB	\$ 29.21
Nintendo Switch	Xenoblade Chronicles 2	Monolith Software	2017	CIB	\$ 61.70

The 'Edit game' callout points to the 'Edit' button in the bottom left corner of the game detail view.

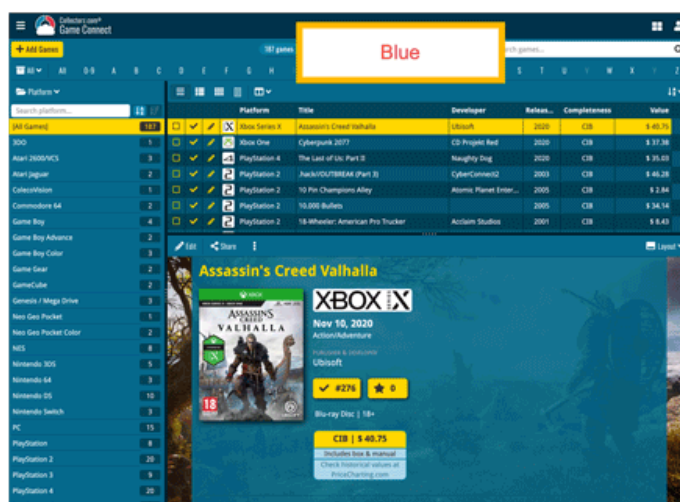
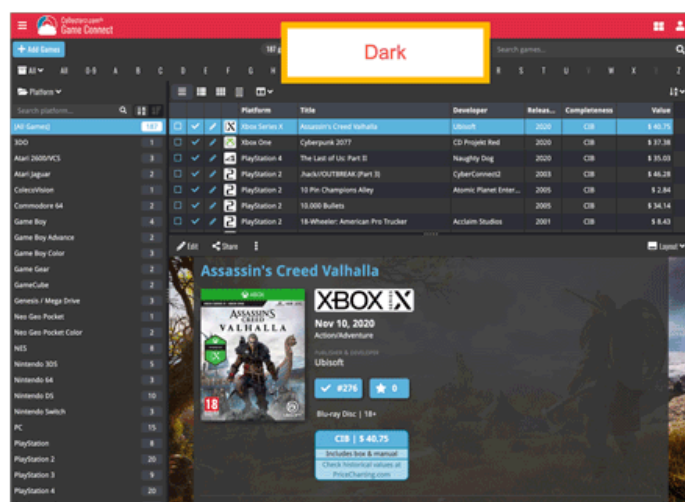
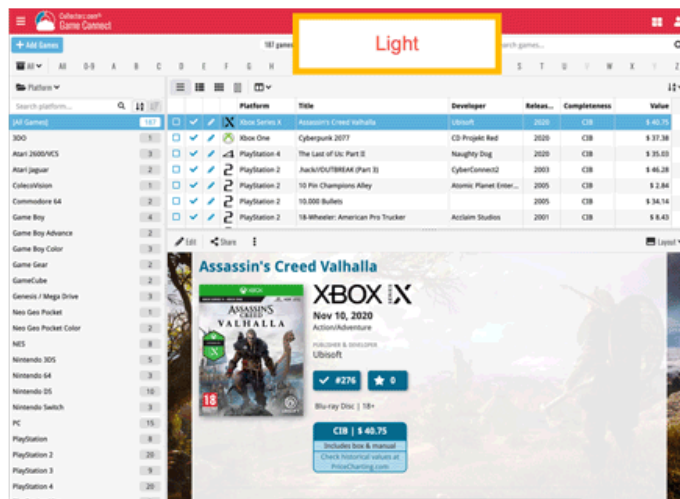
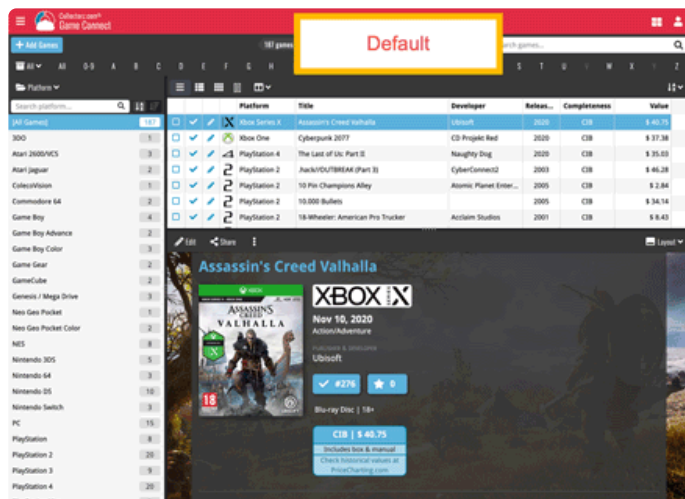
Customizing the Look and Layout

Of course, the look and layout of Game Connect is fully customizable.

Open the menu and choose Settings, then take some time to set it up the way you want.

Choose from 4 different skins

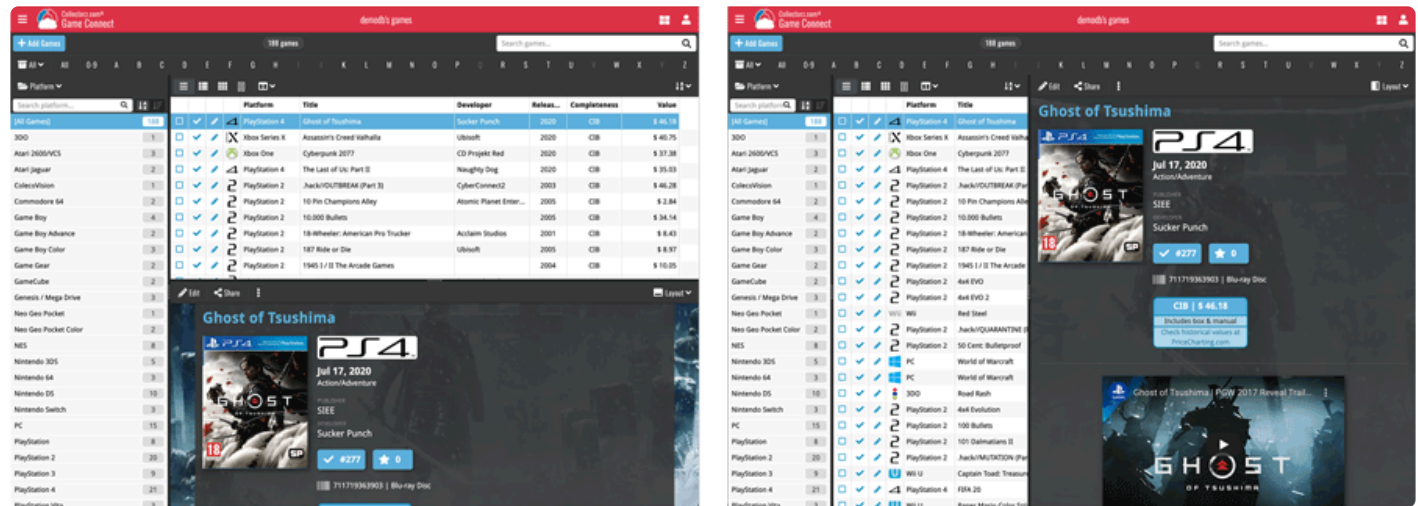
Four different Skins are available. Light, Dark, Blue and Default (basically Light content with Dark toolbars).



Layout: Vertical or Horizontal Split

You can choose between two different layouts for the main screen, which differ in the way the right side of the screen is split between the game list and the details panel that show the details of the selected game: above each other (Horizontal Split) or side-by-side (Vertical Split).

Switch between layouts using the Layout icon on the far right of the toolbar above the game details (or just use the Settings screen).

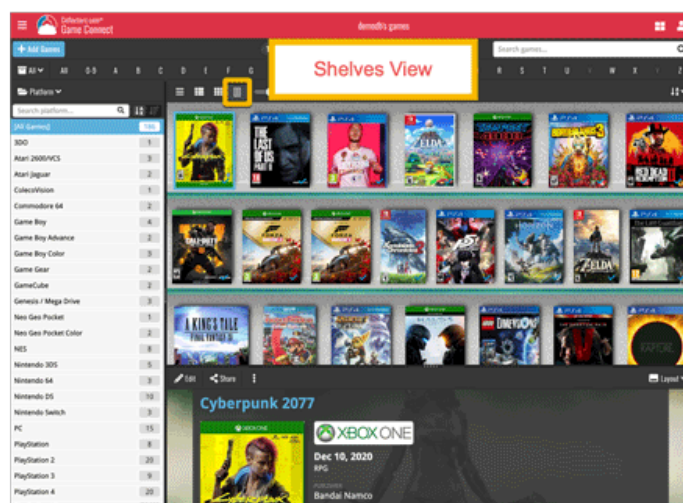
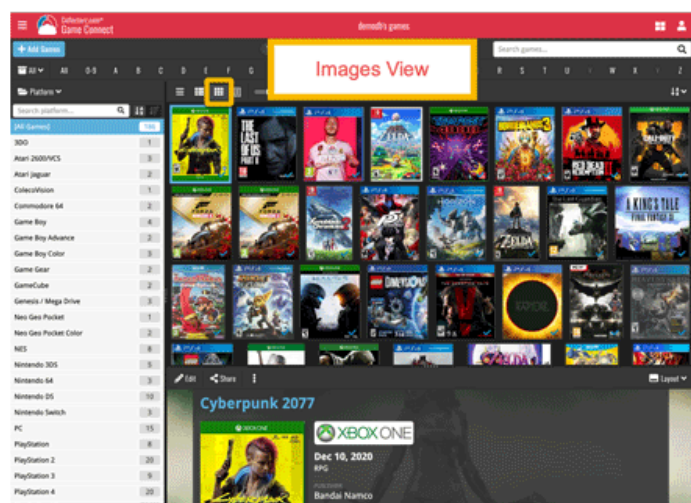
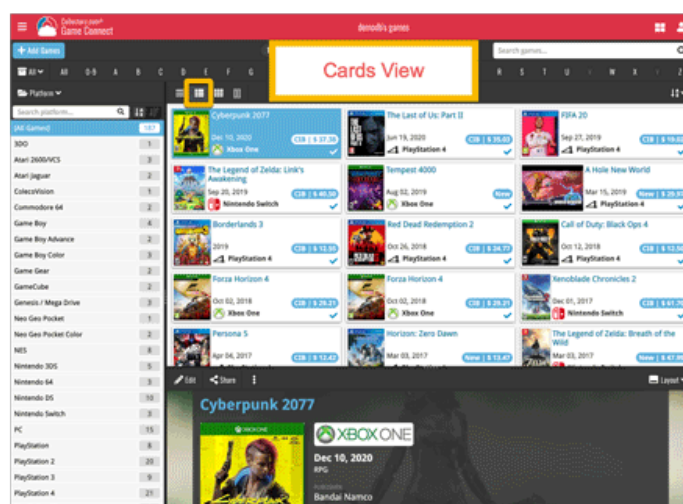
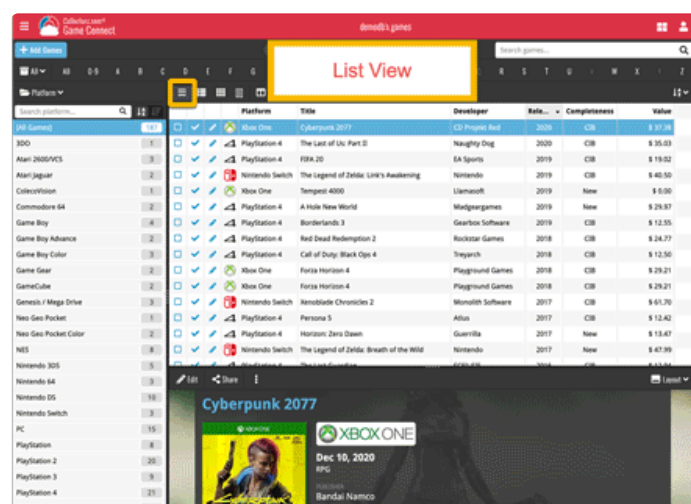


Game list: List, Cards, Images or Shelves

Similar to the desktop software, Game Connect also offers 4 different ways to display your games. As a List, as little info Cards, as just Cover images or a nice Shelves. Switch between these views using the first 4 icons on the toolbar right above the game list.

Tips:

- In Covers and Shelves view: use the slider above the game list to change the size of the images
- The style selector above the Shelves view lets you choose between 6 different shelf styles (Wood Light, Wood Dark, Glass, Metal, Carbon and White)



Choosing Columns, Sort Order and Folder options

Game Connect is fully flexible in the way you show and navigate your game database.

- use the Columns button to select which fields are shown in the game list, in List View
- click a column's name in the header row to sort on that column, click again to reverse the sort order
- or use the Sort button on the far right to set up your own Sorting favorites, with single or multi-field sort orders
- use the Folder button on the far left to select which field to use for the folder panel on the left. By default, the panel shows Platform folders, but you can of course choose any field, e.g. Genre, Completeness, Release Year, etc... or you can even create multi-level folder favorites!

The screenshot displays the Game Connect web interface. At the top, there are three callout boxes: "Group into folders" pointing to the "Platform" dropdown menu on the left sidebar, "Columns" pointing to the column selection icon in the table header, and "Sorting" pointing to the sort icon in the top right corner. The left sidebar shows a list of platforms with counts, such as "Wii U" (188), "3DO" (1), "Atari 2600/VCS" (3), etc. The main table lists games with columns for Platform, Title, Developer, Release Date, Completeness, and Value. The game "Super Mario 3D World" is highlighted. Below the table, a detailed view of "Super Mario 3D World" is shown, including its cover art, release date (Nov 29, 2013), publisher/developer (Nintendo), and current value (\$40.03).

Platform	Title	Developer	Release Date	Completeness	Value
Wii	Red Steel	Ubisoft	2006	New	\$ 13.50
Wii U	Super Mario 3D World	Nintendo	2013	New	\$ 40.03
Wii U	NBA 2K13	Visual Concepts	2012	CIB	\$ 14.99
Wii U	Assassin's Creed III	Ubisoft	2012	CIB	\$ 5.99
Wii U	Assassin's Creed IV: Black Flag	Ubisoft	2013	CIB	\$ 12.49
Wii U	Captain Toad: Treasure Tracker	Nintendo	2015	CIB	\$ 13.99
Wii U	Paper Mario Color Splash	Nintendo	2016	CIB	\$ 31.99
Xbox	Final Fight: Streetwise	Capcom	2006	CIB	\$ 24.61
Xbox	Grand Theft Auto: The Trilogy	Rockstar	2005	CIB	\$ 46.00

Super Mario Bros. Super Mario 3D World
 Wii U
 Nov 29, 2013
 Action
 PUBLISHER & DEVELOPER
 Nintendo
 #7
 8
 0123489476413 | Optical Disc | USA2 | Everyone
 New | \$ 40.03
 Includes box & manual
 Check historical values at PriceCharting.com

Adding and Editing Games

In your desktop software, you are used to all features being on the main toolbar. In Game Connect however, we aimed to keep the main toolbar clean and simple, showing just a big blue button for the main and most important feature, Add Games.

The Edit button (and other actions you can do on the selected game, like Remove, Share, Link, Submit, etc..) are available on the other toolbar lower down, right above the selected game (makes sense, right?).

The screenshot shows the Collectorz.com Game Connect interface. At the top, there's a red header with the logo and 'demod's games'. Below it, a search bar and a list of games are visible. A yellow callout bubble points to the '+ Add Games' button. Another yellow callout bubble points to the 'Edit game' button. The main table lists games with columns for Platform, Title, Developer, Release Year, Completeness, and Value. The detailed view of 'Wolfenstein 3D' is shown below the table, including its cover art, publisher (Imagineer), developer (id Software, Inc.), release year (1993), and price (\$213.69).

Platform	Title	Developer	Releas...	Completeness	Value
SNES	Wolfenstein 3D	id Software, Inc.	1993	New	\$ 213.69
SNES	Final Fantasy II	Square Co. Ltd.	1991	Loose	\$ 38.94
SNES	Super Star Wars	Sculptured Software...	1992	New	\$ 121.69
SNES	Super Star Wars : The Empire Strikes Back	Sculptured Software...	1993	New	\$ 70.21
SNES	Super Star Wars: Return of the Jedi	Sculptured Software	1994	New	\$ 106.13
Wii	Super Mario Galaxy	Nintendo	2007	New	\$ 35.25
Wii	Super Mario Galaxy 2	Nintendo	2010	New	\$ 61.68
Wii	Okami	Clover Studio	2008	CIB	\$ 7.30

Wolfenstein 3D
 1993
 FPS
 PUBLISHER: Imagineer
 DEVELOPER: id Software, Inc.
 #54 ★ 8
 0123489476413 | Cartridges | Teen
 New | \$ 213.69

Adding Games

All different ways to Add Game are available in Game Connect too, by Title, by Barcode, by Platform. In the Add Games screen, use the tabs at the top to choose between them.

To add games manually, use the Add Manually link at the top right.

Add Games close x

Search by

All platforms Search

100 Results

Game	Platform	Price	Count
Doom Eternal	Nintendo Switch		8
Doom Eternal	PlayStation 4	\$ 16.85	4
Doom Eternal	PC	\$ 0	7
Doom Eternal	Xbox One	\$ 15.59	2
Doom	3DO	\$ 55.51	5
DOOM	Nintendo Switch	\$ 32.95	4
DOOM	Sega 32X	\$ 20.36	
DOOM	Xbox 360		16
DOOM	PlayStation 4	\$ 6.42	
Doom	Saturn		

Doom Eternal

PS4

Mar 20, 2020
FPS

PUBLISHER
Bethesda Softworks

DEVELOPER
id Software

Find Cover

Loose	CIB	New
\$ 16.85	\$ 22.89	\$ 27.00

Check historical values at PriceCharting.com

Developed by id Software, DOOM® Eternal™ is the direct sequel to the award-winning and best-selling DOOM® (2016). Experience the ultimate combination of speed and power as you rip-and-tear your way across dimensions with the next leap in push-forward, first-person combat. Powered by idTech 7 and set to an all-new pulse-pounding soundtrack composed by Mick Gordon, DOOM Eternal puts you in control of the unstoppable DOOM Slayer as you blow apart new and classic demons with powerful weapons in unbelievable and never-before-seen worlds.

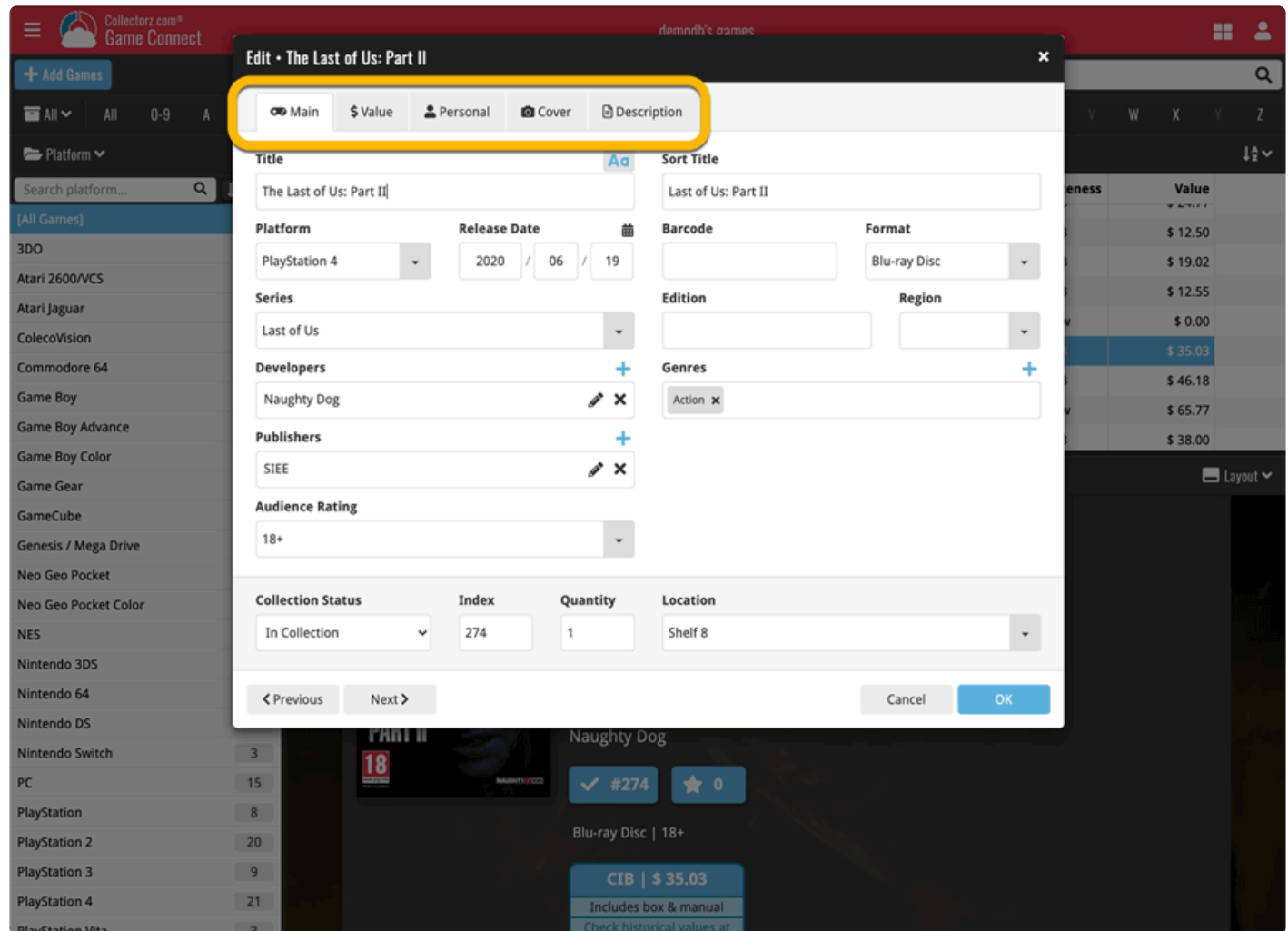
SLAYER 2.0
Unleash the overwhelming power of the DOOM Slayer. With updated armor and an arsenal of new and improved equipment, including a shoulder-mounted weapon, a new double-breasted blade, and a new dash, the Slayer is deadlier than ever. Destroy every demon.

+ Add to Collection

Editing Games

Yes, you can edit your game details in Game Connect too :-)

Use the tabs at the top of the Edit screen to find all editable fields.



Edit - The Last of Us: Part II

Main Value Personal Cover Description

Title: The Last of Us: Part II

Sort Title: Last of Us: Part II

Platform: PlayStation 4

Release Date: 2020 / 06 / 19

Barcode:

Format: Blu-ray Disc

Series: Last of Us

Edition:

Region:

Developers: Naughty Dog

Genres: Action

Publishers: SIEE

Audience Rating: 18+

Collection Status: In Collection

Index: 274

Quantity: 1

Location: Shelf 8

Previous Next Cancel OK

Platform	Value
PlayStation 4	\$ 12.50
PlayStation 4	\$ 19.02
PlayStation 4	\$ 12.55
PlayStation 4	\$ 0.00
PlayStation 4	\$ 35.03
PlayStation 4	\$ 46.18
PlayStation 4	\$ 65.77
PlayStation 4	\$ 38.00

About User Defined fields:

Game Connect does not have User Defined Fields. We recommend using Tags or Notes instead.

6. Settings

- [Default values for fields](#)
- [CLZ Cloud viewer](#)
- [Account settings](#)

6.1. Pre-fill Settings

The Pre-fill settings screen in Game Connect allows you to assign default values to pre-fill fields for games when adding them to your collection.

For example, If you're adding lots of games purchased from Amazon, you can define the **Purchase Store** using the Pre-fill settings. Each game you add will then be assigned that store.

Setting Pre-fill fields

1. Click the menu icon top left and select "**Pre-fill Settings**"
2. Here you can define default values for games you're going to add next.

6.2. CLZ Cloud viewer

If you want, you can share your collection with friends so they can see which games you have! All you need is your **public Cloud Share link**.

Your public CLZ Cloud link

To find out your public Cloud Share link, click the menu icon top left and select “**CLZ Cloud Sharing**”. Copy the link under “**Public Cloud Sharing**” and send it to your friends!

You will find the **Share** button on game details pages too so you can share a game details page directly with a friend.

You can set up some [privacy options](#) too if you want.

6.3. Account settings

In your Account settings you can modify your username, email, password and much more.

To **open the Account settings** screen:

1. Click the “*Person*” icon top right.
2. Click “*My Account*”.

In here you’ll have all kinds of settings you can modify:

My Collectorz.com Account:

Use the buttons at the top to change your **username, email or password**.

Settings:

Link CLZ Barry:

Fill in your Barry ID to enable barcode scanning with the free barcode scanning app [CLZ Barry](#) .

Social Media:

Connect your [Twitter and/or Facebook account](#).

My Subscriptions:

Check out all details about **your current subscription(s) to Connect**. Click “View Subscription” to see more information or extend your subscription.

7. Frequently Asked Questions

7.1. Where did my Add and Edit buttons go?

Maybe you are logged in to the CLZ Cloud site, at cloud.collectorz.com ?

That is the **read-only site** for viewing your CLZ Cloud. It has no add or edit functionality.

If you want to use the **Game Connect software**, make sure you login to Game Connect at:

<https://connect.collectorz.com/games>

Once you are logged in to Game Connect, here's where to find the Add and Edit buttons:

The screenshot shows the Game Connect interface. In the top left corner, there is a red button labeled '+ Add Games'. In the bottom left corner of the game list, there is a red button labeled 'Edit'. Red arrows point to these buttons. The game list shows various games, including 'Road Rash' by Electronic Arts, which is highlighted. The details for 'Road Rash' are shown below the list, including the release date (Aug 29, 1994), publisher (Electronic Arts), and price options (Loose: \$27.97, CIB: \$48.50, New: \$129.00).

Platform	Title	Release Date	Publisher	Developer	Genre
3DO	Road Rash	Aug 29, 1994	Electronic Arts	Electronic Arts	
Atari 2600/VCS	Pac-Man	1981	Atari	Atari, Inc.	Action
Atari 2600/VCS	Warlords	1981	Atari	Atari	Action
Atari Jaguar	Flashback: The Quest for Identity	1994	U.S. Gold	Atari Corporation	
Atari Jaguar	Pokémon Dash	Mar 14, 2005	Nintendo	Nintendo, aaaaa, Ar...	Racing
Commodore 64	The Way Of The Exploding Fist	Jan 01, 1985	Melbourne House S...		Fighting
Game Boy	Batman: The Video Game	1992	Sunsoft	Sunsoft	Action
Game Boy	Game Boy Pocket Red	Jan 01, 1990			
Game Boy	Super Mario Land	Aug 01, 1989	Nintendo of Americ...	Nintendo Co. Ltd.	Platform

Road Rash
Aug 29, 1994
PUBLISHER & DEVELOPER
Electronic Arts
✓ #107 ★ 9
0123489476413 | CD-ROM | Europe | 11
Loose \$27.97 CIB \$48.50 New \$129.00
includes box & manual