

Gilford Public Library

Video Games and Board Games Policy

- Games can be checked out for a designated loan period of one week.
- Patrons must have a valid library card and be in good standing to borrow games.
- Only one game per library card can be borrowed at a time.
- Games can be renewed if there are no holds on them.
- Patrons are responsible for returning games on time and in good condition with all components intact. Any damage or loss to the board games should be reported to library staff.

Nintendo Switch Console and Playstation:

- The library has one Nintendo Switch gaming console (with accessories) for in-library use only, checked out with a valid Library Card.
- Patrons can use the Nintendo Switch console in the Teen Room in “docked mode” or around the library with headphones in “handheld mode.”

Nintendo Switch and Playstation Games:

- The Gilford Public Library maintains a collection of Nintendo Switch and Playstation games for patrons to borrow.
- Games must be stored and transported in their provided cases.
- Games should be kept away from food, liquids, extreme temperatures, and direct sunlight, and as such, patrons will be held liable for any damage, loss, or theft of the games.
- Tampering with game cartridges or removing them from their cases is strictly prohibited.
- The library may suspend borrowing privileges if games are excessively overdue or lost.
- Replacement costs for lost or irreparably damaged games will be charged to the patron's account.

Board Games:

- The library also offers a selection of board games for in-library use.
- Board games are available on a first-come, first-served basis.
- Patrons are required to use board games within the library premises. Some special exceptions may occur with Staff permission.

Conduct and Etiquette:

a. Noise Level:

- Patrons are expected to keep noise levels to a minimum to avoid disturbing others.
- Use of headphones is encouraged when playing Nintendo Switch games.

b. Game Selection and Sharing:

- Patrons are encouraged to share gaming opportunities and respect others' turn-taking.
- If others are waiting, playtime may be limited to ensure fairness and access for all.

c. Responsible Video Gaming:

- The library promotes responsible gaming behavior and encourages appropriate game content selection.
- Patrons are advised to adhere to game ratings and avoid games unsuitable for their age group, if applicable.