



Nintendo Switch 2 Borrowing Guidelines

In order to provide our community with equitable access to recreational and entertaining materials, the Nevins Library is proud to provide a Nintendo Switch 2 for in-house use by our patrons.

Our Switch 2 Setup

The Nintendo Switch 2 setup consists of the console unit pre-installed with games, connected to a television on a cart which can be moved throughout the library. Four Joy-Con controllers are also provided to allow groups of up to four simultaneous players in multiplayer games.

Who can borrow the Nintendo Switch 2?

Any patron registered within the MVLC system and in good standing may check out the Nintendo Switch 2. If checked out by a minor, the parent/guardian is responsible for any loss or damage to the Nintendo Switch 2.

Checkouts

- The Nintendo Switch 2 may be borrowed for 3 hours (every 24 hours) and used only inside the library.
- Borrowers must comply with all library behavior policies.
- Borrowers are required to leave their library card at the Youth Services desk while borrowing the Switch 2. If a minor does not have their library card, an adult card or license may be substituted. Library staff reserve the right to amend this policy/procedure to preserve equity of usage.
- Renewals are not permitted.
- The Switch 2 must be returned to a member of the Youth Services staff library.
- The Switch 2 will not be lent out any later than one hour before closing, and must be returned by the quarter hour before closing, regardless of when it was borrowed.

Placing holds

The Nintendo Switch 2 cannot be placed on hold. It is available within the library on a first-come, first-served basis.

Where can you take the Nintendo Switch 2?

The Nintendo Switch 2 is lent out for in-library use only. It can only be used in the designated areas of the Youth Services Department. Failure to comply with these rules or any attempt to alter the configuration of

the Switch 2 will result in the loss of Switch 2 use privileges. If removed from the library, the borrower will be billed for the full replacement cost of the Switch 2 and any accessories.

Late returns

There is no fee for returning the Switch 2 late. Library staff will end your session after your checkout period has ended.

Loss or Damage

Borrowers will be held responsible for any lost or damaged equipment. Borrowers will not be held responsible for “Joy-Con drift,” a common and unpreventable form of decay for these controllers in which they send constant unintended inputs via the thumb sticks. If the Switch 2 or any other equipment is otherwise damaged or not working, alert a staff member as soon as possible. Lost and damaged equipment will incur replacement fees. Replacement of the Switch 2 itself will be \$450; Replacement of the TV will be \$100; Replacement of a Joy-Con controller will be \$99; Replacement of the HDMI Cable will be \$45; Replacement of the Security Box will be \$110; and replacement of the cart will be \$185.

User privacy and profiles

- Library staff will not monitor any activity on the Switch 2.
- The Switch 2 collects basic information such as amount of time played on each game.
- No game requires you to sign in or create an account identifying yourself in any way, the library has created profiles for game play.
- Users may not create new ones or delete existing profiles to ensure privacy of users.
- Any attempt to alter the configuration of the Switch 2 is strictly prohibited and may result in loss of borrowing privileges.

Game Content

- The games on the Switch 2 are generally appropriate for a youth audience, and fully accessible to all users, none rated higher than E10+.
- A full list of installed games and ratings will be provided upon request.

Online Play, Access and Content

- Most online game features will not be available, including online group play, and EShop purchasing.
- Accessing and purchasing downloadable content is also not permitted, even if offered in game play.
- Users are welcome to recommend new game purchases to staff at the Youth Service desk.

Borrower owned controllers and games

- Borrowers can bring their own wireless Joy-Con, Pro Controller, or third-party Nintendo Switch controller to use with the Switch 2, wired controllers may not be connected to the Switch 2 at any time.
- Library staff will not be responsible for connecting borrower-owned controllers to the Switch 2 or troubleshooting problems related to them, or any damage sustained to privately owned controls while inside the library.
- Borrowers are not able to play physical copies of games.

Returning the Switch

- The Switch 2 must be returned to a Youth Services staff member.
- Please make sure that the Switch 2, the TV, and the cart are in the same good working condition as they were when it was checked out, and that the four Joy-Con controllers and the TV remote are present and in same condition as received.
- Borrowers should be prepared to wait a few minutes while staff checks that the Switch 2 and all returned items are in working order.
- Once this check is completed, the borrower's library card, or verifying material will be returned to the borrower.

Responsibilities and privileges

- While checked out, the Switch 2 remains the responsibility of the borrower.
- Borrowers should not lose control of the device.

Help

If you need assistance operating the Switch 2, please ask at the Youth Services desk. Library staff will not provide assistance with gameplay.

Disclaimers

The Nevins Library is not responsible for any files, data, or personal information accessed/transmitted using the Switch 2.

The library will have no liability for direct, indirect, or consequential damages related to the use of the Switch 2, including loss of data or privacy invasions. Users and borrowers of the Switch 2 do so at their own risk and assume full liability for their actions.

Illegal acts involving library equipment or services is governed by Library Behavior and Circulation policies.