



## Game Lounge: Rules and Procedures

### 1. Age Requirement:

- The game lounge is open to individuals aged 12 and up. Please refer to the Creative Lab's "Teen Time" hours to determine when a group can access the lounge. Teens may access the lounge during all library hours.

### 2. Restrictions:

- **Permitted:** Most games with gun violence are allowed.
- **Prohibited:** Games containing any sexual content or themes are strictly prohibited.
- The game lounge has a small handful of games for use in-lounge only. Patrons may also bring their own games or check out games from the library collection, providing the above restrictions are met.
- Only 6 people are allowed in the gaming lounge at a time.

### 3. Queue Management:

- The game lounge is available on a first-come, first-served basis, with no reservations in advance. Groups are permitted, at minimum, an hour in the lounge, with extensions being allowed if the waitlist is empty. The waitlist will be managed by Creative Lab staff on duty via spreadsheet.

#### 4. Code of Conduct:

- **Respectful Behavior:** All participants are expected to treat each other and library staff with respect and courtesy.
- **Language and Behavior:** No swearing, abusive language, bullying, or any other form of disruptive behavior is allowed.
- **Volume Control:** Participants should keep voice volume at a reasonable level to ensure a comfortable environment for all.
- **Sharing and Cooperation:** Participants are encouraged to share gaming equipment and cooperate with others.
- **Fair Play:** Cheating or exploiting game glitches is strictly prohibited.
- **Personal Belongings:** Participants are responsible for their personal belongings. The library is not liable for any lost or stolen items.

#### 5. Equipment Care:

- **Handle with Care:** Participants must handle gaming equipment, including controllers and consoles, with care to avoid damage.
- **Cleanliness:** Food is not allowed in the gaming area, except for water in containers with lids.
- **Reporting Damage:** If any equipment is found to be damaged or malfunctioning, participants should report it to library staff immediately.

#### 6. Game Organization:

- **Proper Placement:** After use, customers are responsible for returning games and accessories to staff.