

Mindbridge Game Library Manifesto

Description:

The Mindbridge Game Library (MGL) is a resource of games and game information for Mindbridge members and can be made available to the greater community. The Game Library consists of the following:

- Between 100-400 physical games available for checkout.
- A database of these games.
- A "Triage" unit for upkeep of games.
- Digital pictures of each library game.
- Digital rules for each game (as possible).
- Education about each game and tabletop gaming concepts.
- A yearly inventory of the library.
- Badge trays for checkout purposes.
- A blog for reviewing games.
- A Facebook page for communication with fans.
- A section of the Mindbridge website for MGL information.

Time of occurrence:

- The MGL will be available to all Mindbridge Members all year by contacting the MGL committee to request access at gamelibrary@mindbridge.org
- The MGL will be available to all Mindbridge projects by request.
- The MGL will be available for rent to outside organizations at the convenience of the MGL staff.

Game Guidelines:

To be included in the MGL, games are recommended to be:

- Non collectible: Exceptions will be made based on the ability to play a segment of the game for teaching purposes and value of the collection. For example: Pre-constructed Magic: The Gathering® decks would be considered as long as the value of the cards is basic and wouldn't cause the set to be stolen for it's value.
- Of a reasonable physical size: Oversized game boxes are discouraged. Games with odd sizes will be evaluated for display and storage difficulties.
- Durable: Games with fragile boxes or components are discouraged.
- Popular: The MGL will work to maintain a level of popular games and will cull out games which are not being played in order to make room for games that are more popular with library users.
- Playable within a reasonable time period. Games that take over 4 hours to play will be evaluated on an individual basis for their value to the library.
- Base games: It is not recommended to keep expansions to games in the library as they may provide a barrier to entry level players. If an expansion is included, measures must be taken to overcome this barrier. Promo

cards should also be avoided as these could make the game more susceptible to theft.

- Timely: It is recommended that games be evaluated for at least a year after publication before inclusion into the library in order to confirm the game's lasting attraction to users.

Mindbridge Game Library committee:

- Shall be at least one person but no more than five.
- Will meet at least once per year.
- Will be present at the inventory.

Organization:

The MGL, and triage unit will reside in the storage locker when not actively in use. The MGL computer will reside with one of the committee members and will be available for all events. All games will be kept in the library for at least three years before evaluation for removal.

The MGL will receive a yearly budget from the Mindbridge Board of Directors. Also, any funds raised by selling of games will be used for purchase of new games for the library based on requests and evaluation of current "hot" games. Any fees for game rental will go to Mindbridge's main budget. The MGL budget will be used for (in this order):

- Triage kit upkeep.
- Food for staff at the MGL inventory.
- Infrastructure purchases (Storage, Triage Kit items, etc).
- New Games.
- MGL Brochures – update one per year, after inventory.
 - o Include checkout policies.
 - o Include rental information.
 - o List of current games if possible.
 - o List of donors if possible.

Database:

The main MGL database will reside on Google sheets. The database will include the following:

- A place for recommendations from users on what they would like to see included in the library.
- A checkout/check-in mechanism.
- A list of games that were previously in the library, but that have been removed.
- Temporary information on current Play-to-Win games available and a history of Play to Win games.
- List of blogged reviews.
- Inventory which includes:
 - o Game Title
 - o History of Checkouts

- 1st record will be year received followed by a semicolon
- Each subsequent entry will be the event code plus the year followed by a dash and the number of checkouts (eg. AI17-3 which designates that at Animelowa 2017 there were three checkouts of that game)
- Event codes including but not limited to the following. They will be located at the bottom of the inventory and are subject to update as necessary.
 - AI = Anime Iowa
 - I = ICON
 - G = Gamicon
 - MB = Mindbridge Event
 - CC = ComicCon
 - HC = Hobby Corner Event
 - GC = Geek City Event
 - CL = Coralville Library Event
- Average Checkout Time
- Game's Physical Location
- Game Publisher
- Donation Information
- Minimum Age Recommendation
- Notes on the games condition
- Recommended Play Time
- Recommended Player Count
- Approximate Value
- Box Size
- Checkbox "Pic of Game Box" to denote that a pic of the game box is on the computer.
- Checkbox "Digital Rules" to denote that there is a digital copy of the rules on the computer.

Inventory:

Once per year, a day-long inventory of all games will be held. Location will be announced on all available social media channels and at convention and Mindbridge meetings. EVERY game will be checked for the following:

- Accuracy of database information.
- Game contents will be checked against a list to ensure that all contents are present and in good condition. Any discrepancies will be noted in the game library database (on sheets provided).
- Any repairs or replacements of game contents will be taken as needed.
- Box sizes will be confirmed and taken as necessary.

In addition every game which has not had a checkout in the past three years will be evaluated for it's inclusion in the library following these criteria:

- Does the game have value to library users?
- Is the game a game that allows entry level participants comfort with the library? Some games might be included because they are an easily

recognizable game that gives a new user comfort. If a user recognizes some games, then they are more likely to view other games.

- Was the game donated with a request that it remain in the library for a different time requirement, or does the donator attend and demo with their own copy of the game?
- Is there another reason why this game may not be being checked out? We have some games that are available in the library, but also are currently available through tournament or play-to-win formats, so that the library copy is not being checked out. These games should be kept because they have popularity that may not be reflected in their checkout status.
- Is the game a good game that is being overlooked for some reason? If so, then effort should be made to bring awareness to that game in the following year in order for that game to remain in the library.
- "It's a good game" is not a reason for inclusion in the library by the staff or committee, no matter how much they want it to be.
- After games have been flagged for removal from the library, any staff member attending the inventory will be allowed to purchase games at a cost of \$10 per game. Any games not purchased by staff will be held for inclusion in the live auction at Gamicon the following year with a minimum bid of one dollar. This money will be used to purchase a game voted on by those who purchased those games.

Donations:

MGL will attempt to acquire games by donation before purchase if at all possible. Donations may come from or be requested from game publishers, game stores or individuals. All donations to the game library will be evaluated before inclusion. Individuals donating games will be made aware that if their game is not included in the library, that it will be auctioned at the Gamicon auction in order to raise funds for game purchases for the library and that if it is to be included in the library it will stay for at least three years for re-evaluation.

Other possible uses:

- Create a group to playtest and review games.