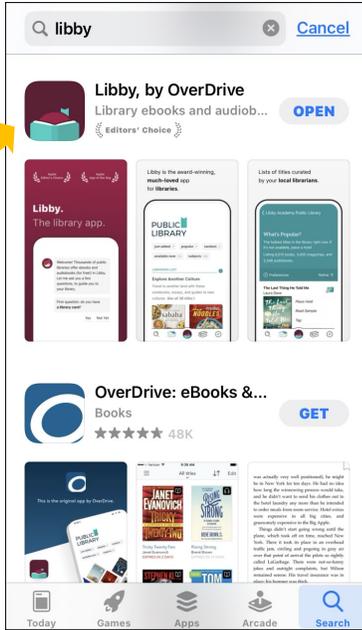
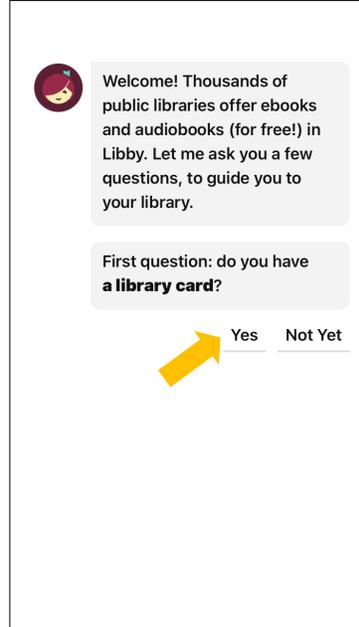


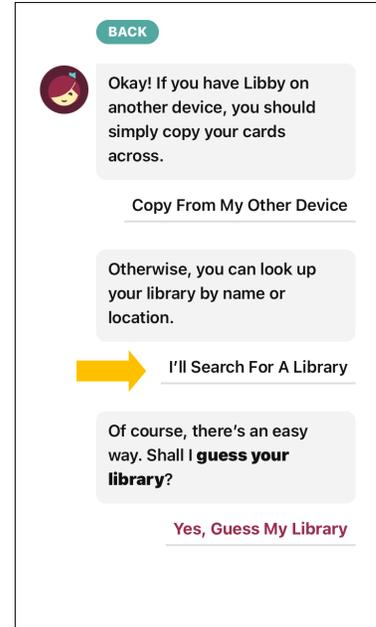
Getting started with Libby



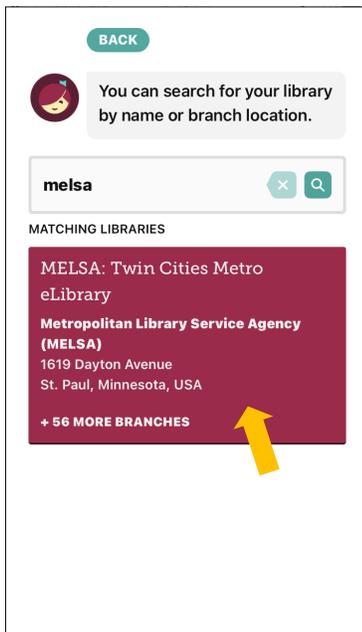
1 Search your device's app store for **Libby** ("Libby, by Overdrive").



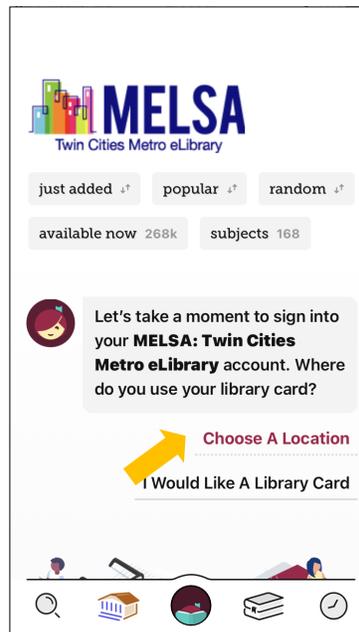
2 This is what you should see when you start up the app for the first time. Press **Yes**.



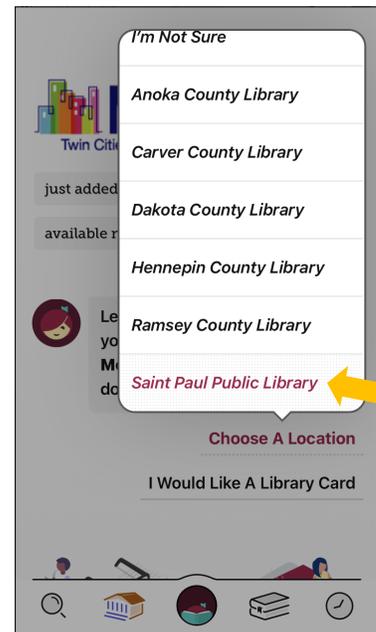
3 Results may vary if you allow it to guess your library, so just press **I'll Search For A Library**.



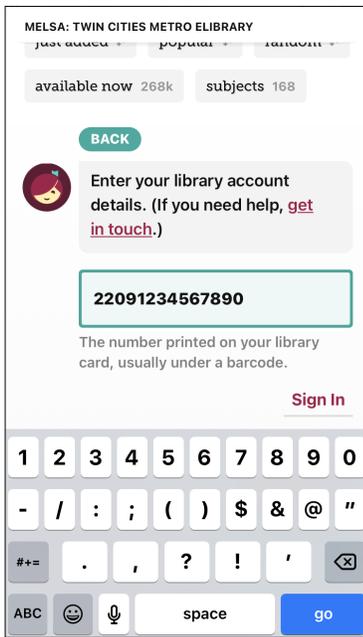
4 To find the Saint Paul Public Library, first you have to search for "melsa", then press the big maroon rectangle.



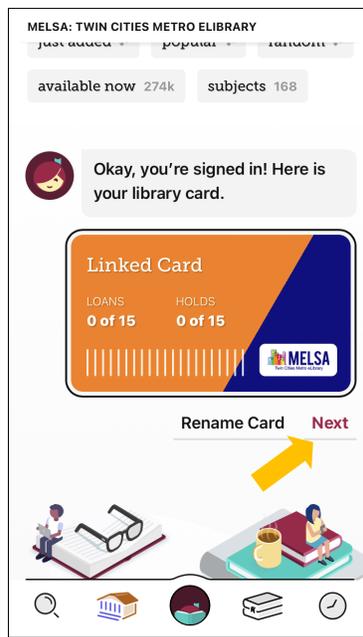
5 Press **Choose A Location**.



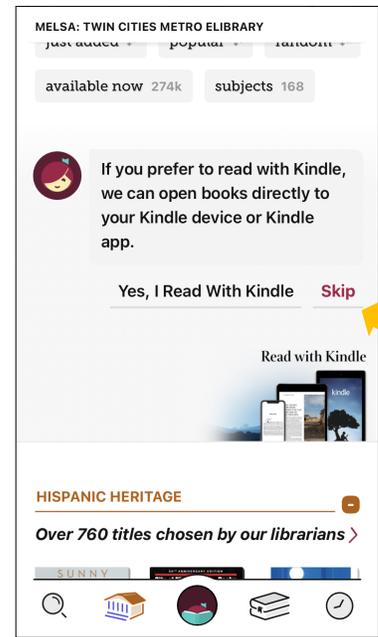
6 From the location menu, choose **Saint Paul Public Library**.



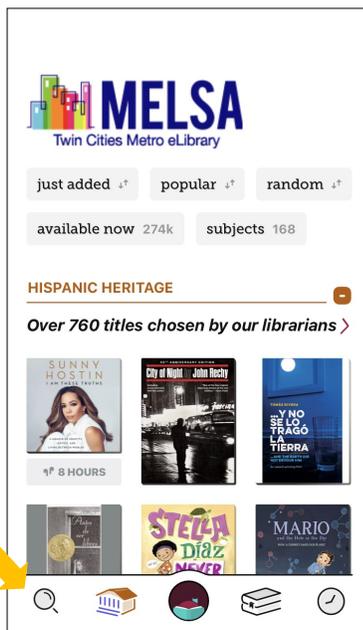
7 Enter the entire **barcode number** from your library card, then press **Sign In**.



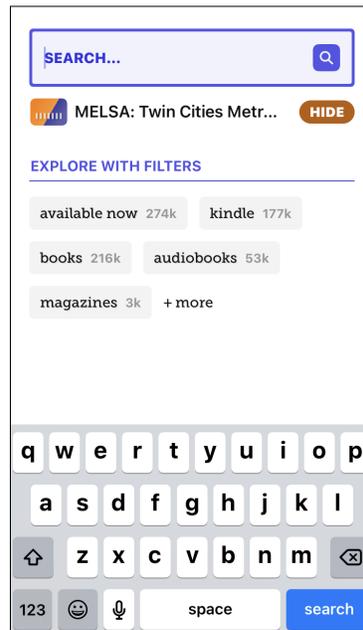
8 Okay, you're signed in! The app should remember you from now on. Press **Next**.



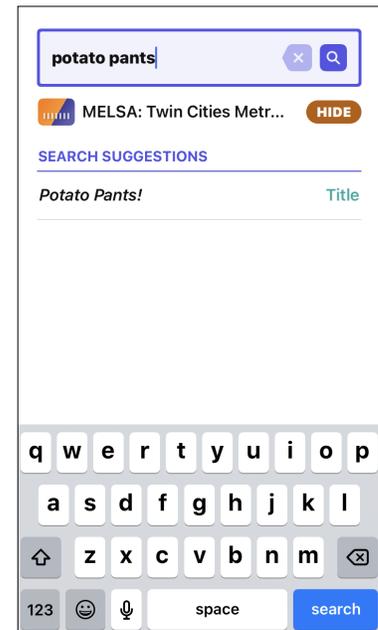
9 You can set it up to send books to a separate Kindle device. For the purposes of this introduction, press **Skip**.



10 Welcome to your digital library! To search for a book, press the **magnifying glass** icon.



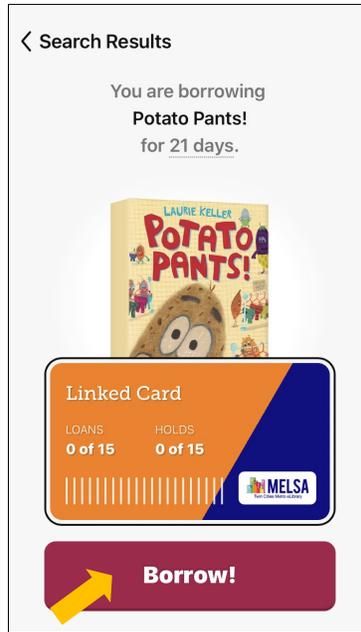
11 You can either search by keyword (title, author, etc), or browse by various filters.



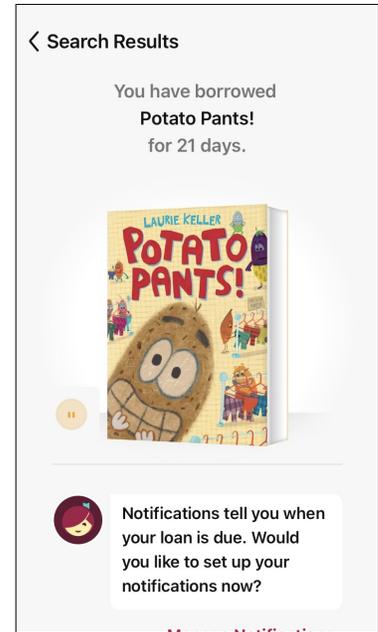
12 Search for your favorite book.



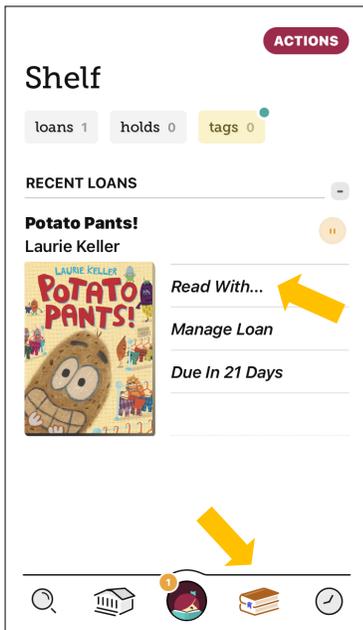
13 You found it! Press **Borrow**. (Some books have waiting lists. In these cases, you can't press Borrow, but you can press **Place Hold** instead.)



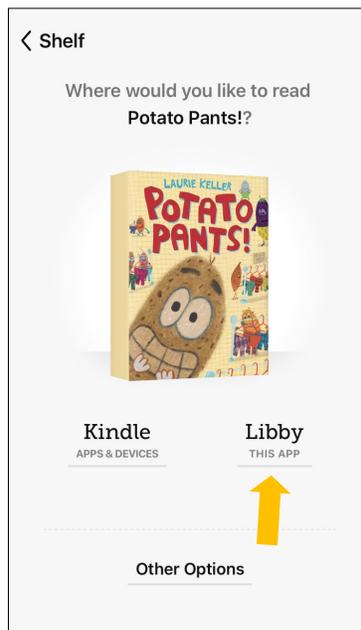
14 Press **Borrow!**



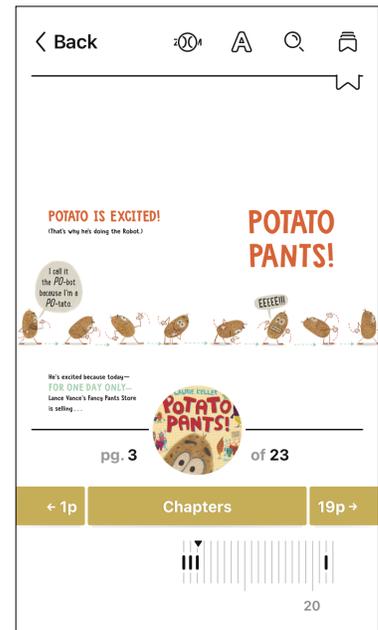
15 You borrowed it! You can read it for 3 weeks, then it will disappear.



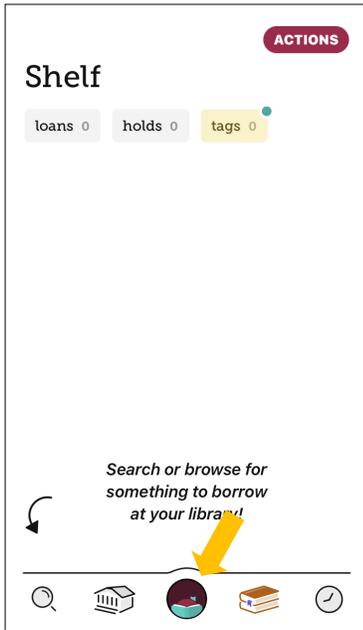
16 Press the book pile icon to go to your **Shelf**. To start reading, press **Read With...**



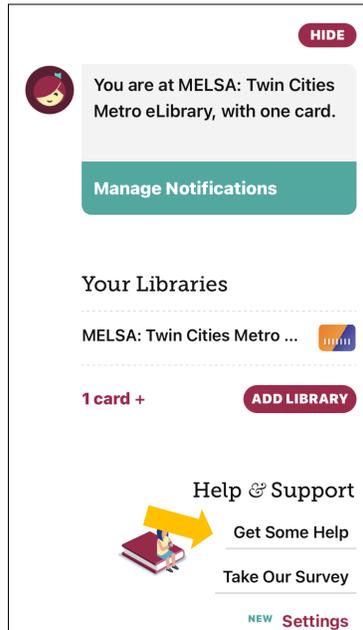
17 Press **Libby**.



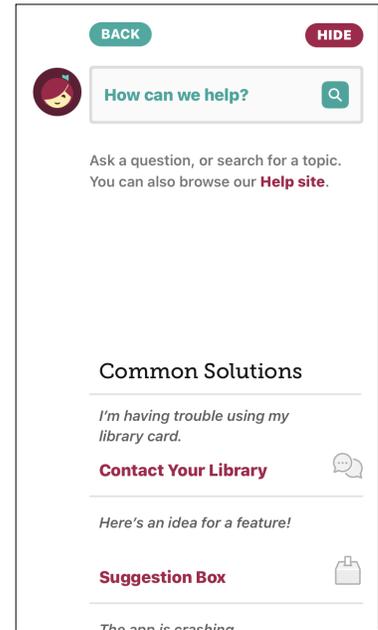
18 Read!



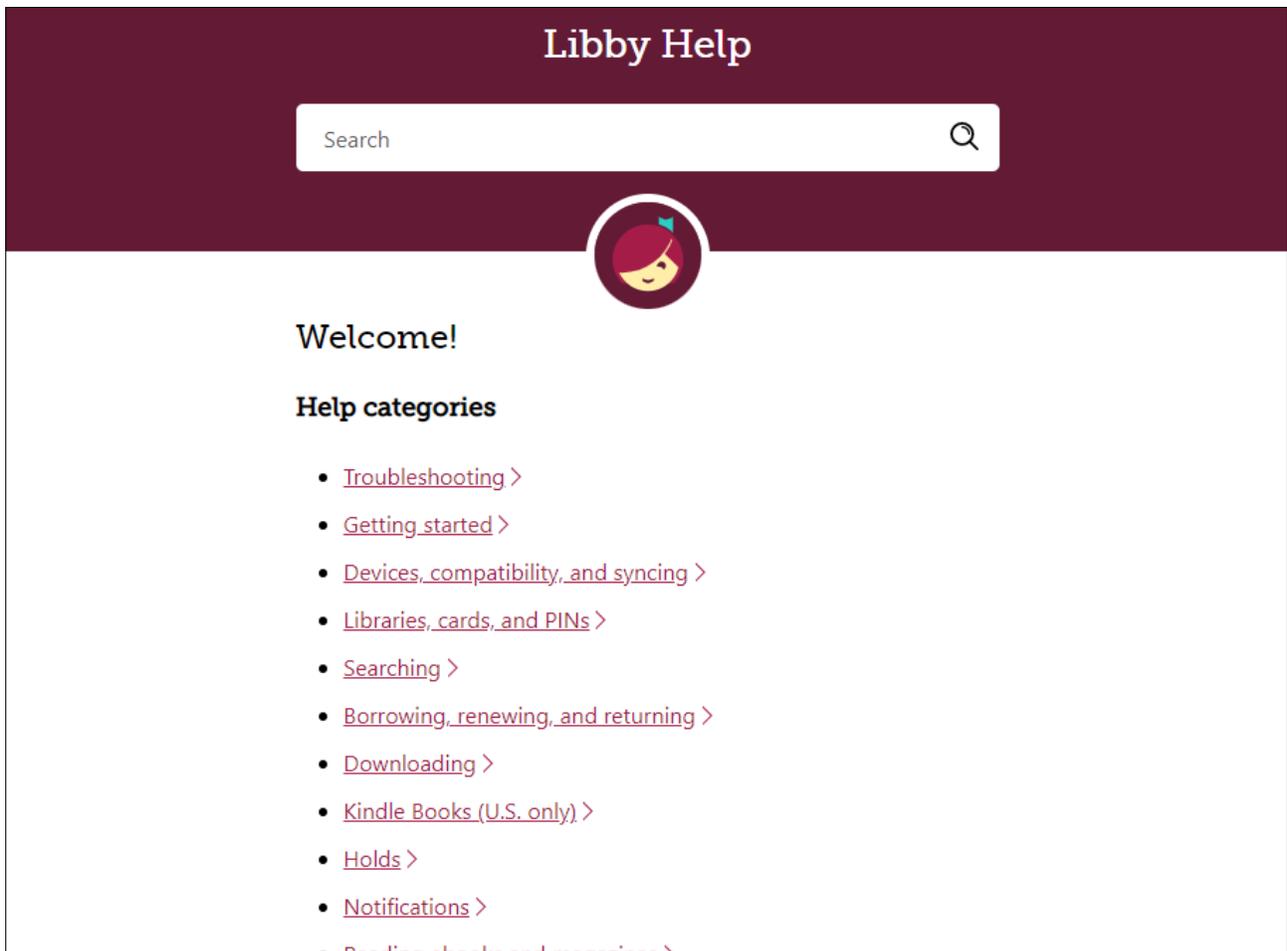
For help, you can press the Libby logo...



... then press **Get Some Help**.



Search for a help topic here.



You can also find help on the Libby website at help.libbyapp.com.

Or, bring your device into the library and a staff member can help!