Nintendo limits a game-sharing loophole as it introduces Virtual Game Cards

The Nintendo Switch just got a new update that adds Virtual Game Cards as a way to share digital games with other people. But the update also closes a loophole that would let you play shared games online at the same time as somebody you were sharing the game with, as reported by *Eurogamer*.

Before the introduction of Virtual Game Cards, the only way Nintendo allowed you to share digital Switch games was by logging into your Nintendo Account on a second Switch and downloading the game to that console. Using that system, which is now available under “Online License Settings,” it was possible for you and a friend to play that game that you owned online simultaneously.

Following the new Switch update, that digital sharing system is still an option — you don’t have to use Virtual Game Cards. However, with the old system, two people can’t play a shared game online at the same time anymore, which could be a disappointment if you relied on it ahead of this update.

If you do opt to use Virtual Game Cards, Nintendo won’t just force you to manage those on a Switch or Switch 2; the company will also let you manage them from a website, which could be handy if you don’t have your Switch nearby but want to share a game.

https://www.theverge.com/news/659074/nintendo-switch-online-game-sharing-loophole