

- After scoring, place the Stand-In card back in the Stand-In Envelope, and the sketch cards back into their corresponding envelope, face down so the sketch is not visible when opening the envelope.
- The next player to the left of the dealer is the new dealer for the round and chooses a new envelope to start the next round.

GAME END

The first player to collect 5 scoring tokens wins!
 If there is a tie, those players share the victory and celebrate at the afterparty.

SNL FAN MODE:

If you're serious *SNL* fans looking for a more strategic way to play (and want to flex your deep knowledge of sketches), try playing with only one round of clue giving. Then after that one round, players must discuss and accuse.

THE ART OF CLUE GIVING & BLUFFING

There is an art to clue giving in this game, and you'll devise your own strategies as you play. If you're not the Stand-In be strategic and make sure the clue isn't too specific, or you'll give away too much information to the Stand-In. A good clue could be useful in describing multiple skits, but no so vague that it seems like you are just guessing like the Stand-In.



SATURDAY NIGHT LIVE THE GAME

OBJECT OF THE GAME

Live from New York... it's Saturday Night!
 Play through a series of classic and iconic *SNL* sketches. Everyone is in the same sketch. Only one player doesn't know what the sketch is - they're the Stand-In.

The Stand-In's goal is to figure out the sketch everyone is in - by playing along and using their best improv skills so they don't get caught. The rest of the players are trying to figure out who the Stand-In is - without giving away too much information about the sketch to the Stand-In.

It takes timing, deduction, and improv skills to win. Can you spot the Stand-In, or will the Stand-In fool everyone and guess the sketch?

17+ AGES | **3-8** PLAYERS | **30** MINUTES

- GAME CONTENTS**
- 210 Sketch Cards of 30 Sketches
 - 7 Stand-In Cards
 - 30 Sketch Envelopes
 - 1 Stand-In Envelope
 - 36 Scoring Tokens
 - 8 SNL Boards
 - 60-Second Sand Timer
 - Game Instructions



Questions or Comments?
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PLAYING FOR THE FIRST TIME?

- When playing for the first time, players will need to set up the game envelopes.
- Sort the deck of cards into 31 sets. Each set must only contain 7 cards of the same sketch. One set will contain the 7 Stand-In Cards.
- Place the 7 Stand-In Cards into the Stand-In Envelope.
- Place each set of sketch cards into their own envelope, face down so the sketch is not visible when opening the envelope.



GAME SETUP

- Place all the Sketch Envelopes in the middle of the table.
- Place the Stand-In Envelope on a separate spot on the table.
- Each player gets a SNL Board. This is for reference and shows all the possible sketches used in the game.
- Players should examine the board and discuss if there are any questions about the sketches. Or, go online and watch any classic sketch: nbc.com/saturday-night-live.
- The game is played in rounds. Each round has a dealer. Players decide who the dealer is for the first round.

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STARTING A ROUND

- The dealer chooses a random Sketch Envelope. The dealer removes one less Sketch Card than the number of players from the envelope to play for the round.

For example, if there are 5 players, only draw 4 Sketch Cards.

• DO NOT LOOK AT THE CARDS!

- The dealer draws one Stand-In Card from the Stand-In Envelope and shuffles it in with the Sketch Cards for the round so you can't tell which card is the Stand-In Card. The number of these cards now equals the number of players.
- Deal one card to each player face down. Each player looks at their card. They do not reveal what is on the card to any other player. The card tells players if they are in the skit or if they are the Stand-In.

PLAYING A ROUND

- Starting with the dealer and moving clockwise, each player will take a turn saying one word that describes the skit on the cards. No clue is off limits as long as it is only one word long. The description on the Sketch Card can help guide you with your clue.

For example, if the skit is Spartan Cheerleaders, you might give the clue word... "spirit."

The Stand-In will not have any information on their card. So, they will need to listen carefully to the clues given by other players and improvise when it's their turn. When giving a clue, they should be skillful so they blend in and don't give themselves away.

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- After each player has given a clue, take a moment to make any mental notes, discuss, or assess what clues were given and who said them. It's time for some deep thoughts, as suspicion abounds. Reference your SNL board to see what players are describing.
- Then when ready, go around one more time, with each player giving their second and final clue.
- After everyone has given their second clue, it's time to discuss and accuse.
- The dealer decides how long the group gets to discuss. They may use the 60-second timer included or keep it open ended for heated debates. It's up to them.
- When ready - or time is up - the dealer instructs everyone to get ready to accuse. On the count of 3, all players point to who they think is the Stand-In. Ready? 3... 2... 1... Point!
- The player with the majority of votes (the one with the most people pointing at them) then reveals their identity by showing their card to the group.

If there is a tie number of accused players, the dealer chooses which of those players will reveal their identity.

- If the player **IS NOT THE STAND-IN** - the actual Stand-In reveals their identity and collects 2 Scoring Tokens. Also, any player that did point at that player scores 1 token. The round is over.

- If the player **IS THE STAND-IN** - then any player pointing at them scores 1 token.

The Stand-In still has one chance to score by guessing the sketch everyone was in. If the guess is correct, they score 1 token. If the guess is wrong, the round is over.

If you're lucky enough to be the Stand-In multiple times, you have an advantage to score more tokens. If the group isn't skillful with their clues, it will be easier for the Stand-In to guess the sketch and blend in.

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