

# ***Modified No Sympathizer –variant (4 or 6 players)***

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**Sympathizer mechanism is replaced by increased number of Personal Goals and Final Five Loyalty Cards. In this variant the Cylon Leaders may not be used.**

**Construct the Loyalty Deck for a 4 player game as follows:**

1. Add **five** random Personal Goal cards and **one** random Final Five card.
2. Add one regular “You are not a Cylon” card to the deck. Also add one regular “You are not a Cylon” card each of these characters used: Baltar, Boomer.
3. Then create a “randomizing deck” that contains **one** random remaining Personal Goal card, **one** random remaining Final Five card and **two** regular “You are not a Cylon” cards. Shuffle it and add **one** card from it to the Loyalty deck.
4. Remaining cards from the “randomizing deck” are added to the remaining regular “You are not a Cylon” cards, as are the leftover Personal Goal cards and Final Five cards. This deck will be the “You are not a Cylon” draw deck. Shuffle it.
5. Add **one** random “You are a Cylon” card to the Loyalty deck and shuffle it. Start the game.

**Construct the Loyalty Deck for a 6 player game as follows:**

1. Add **six** random Personal Goal cards and **two** random Final Five cards.
2. Add **one** regular “You are not a Cylon” card to the deck. Also add **one** regular “You are not a Cylon” card each of these characters used: Baltar, Boomer.
3. Then create a “randomizing deck” that contains **one** random remaining Personal Goal card, **one** random remaining Final Five card and **two** regular “You are not a Cylon” cards. Shuffle it and add **two** cards from it to the Loyalty deck.
4. Remaining cards from the “randomizing deck” are added to the remaining regular “You are not a Cylon” cards, as are the leftover Personal Goal cards and Final Five cards. This deck will be the “You are not a Cylon” draw deck. Shuffle it.
5. Add **two** random “You are a Cylon” cards to the Loyalty deck and shuffle it. Start the game.