

Dilemmas and trade-offs

Dilemmas

- Cosmic token usage, should you save up your Cosmic Token and wait for a better opportunity to arise? Or use them at any chance in the hopes that a better tile will show up and you maintain the expected gain?
- Should you meddle with others' feature so that they don't score a point, or will you focus on increasing your own points? If you meddle with others, you are not going to finish your own features, thus, not getting points. If you focus on your own points, other opponents might also be building a feature worth more points than yours.
- Should you claim the tiles you may want later as soon as they become available, or after it looks more promising? The dilemma of claiming your tiles later is that other players may claim them first if you don't. However, if you claim them early, there is a significant possibility that your feature may be blocked by other surrounding tiles.

Trade-offs

- Bigger potential score vs Smaller immediate score:
You can either be patient and gamble that no player interferes with the feature you are currently working on, or settle for a smaller feature that is worth fewer points but is less at risk of being blocked.
- Riskier vs Safer Features:
When your turn arises, players are given 4 random tiles with each could either represent a Space Lane, Military station, or a Star System. Space Lanes are generally a safer choice while Military Stations usually grant bigger points but have risks of being finished only after a while and might not even be finished at all. Star Systems are sometimes less risky than Military Stations but grant more points than Military Stations when there are 4 or more tiles, so all players are incentivized to build them up. Star Systems epitomize the risky and safe features trade-off, and the player is always faced with the dilemma of building up their controlled Star Systems at the potential cost of being blocked from completing it due to other player's actions.

Strategies and Tactics:

- Completing another player's System feature gains you Cosmic Tokens.
- Cosmic Tokens are awarded to the player who completes a system feature, not the player who scores the completed feature, so you may choose to place a tile which completes a System feature that is controlled by another player so that you will get the Cosmic Token for it. In addition to gaining you a Cosmic Token, this denies the Cosmic Token to that other player. The other player will gain the points for the completed feature, so it may not be wise to do this unless a Cosmic Token is really needed, and there is no other way to get one.
- It can also be a valid strategy for preventing another player from connecting their System to one that you control.
- As Star Systems reward a lot of points, many strategies revolve around achieving major Star Systems. This has risks and rewards as making bigger Systems opens yourself up to a high chance of being blocked. Still, medium-sized Star Systems (3 tiles or 4 tiles) are highly successful for the amount of effort invested in them.
- While the expected value of trading in a Cosmic Token for a tile you want is high, as there's always a chance the tile you want shows up and remains for you to pick at some point, players are more reluctant to spend Cosmic Tokens to reshuffle. However, through playtesting, spending Cosmic Tokens to reshuffle at the right time has led to major points gain. This typically happens past the halfway point, when there are multiple unfinished features and there's a decent chance of finding the tiles you need while they're still in the bag.