

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' features 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 either representing a Space Lane, a 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 epitomizes 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.