

Main Game Dynamics

- 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 rewards 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.