**Design Constraints & Final Overview**

Triple Cross adheres to its core values of blending randomness (dice, card draws) with deep strategy (resource, sabotage, alliances) in a thematic spy setting. The final prototype stands ready for:

1. Print-to-Play: Updated boards featuring the Black Market at center, plus a standalone Mini Market tile.
2. Physical Board Game: Could feature distinct market art, specialized tokens, and a dedicated Mini Market deck.
3. Digital Adaptation: The black market’s “one conversion per visit” rule and the mini market’s relocation can be automated for smooth online play.

By incorporating the Black Market as a stable but controlled scoring method and the Mini Market as a chaotic yet potentially lucrative side objective, Triple Cross now offers balanced pacing, strategic interplay, and engaging social deduction. Every session becomes an unpredictable dance of espionage, where cunning maneuvers, timely trades, and hidden loyalties converge in a thrilling race to 10 points.