**Trade-offs & Dilemmas**

1. Risk vs. Reward
   * Chasing the Mini Market might lead to powerful trades or resources, but only one player per round can use it.
   * Safe Black Market Conversions guarantee points but limit you to one transaction per visit, holding you back from winning.
2. Team Loyalty vs. Personal Gain
   * Team Tokens vs. Individual Points: Sometimes you help your team’s faction color succeed in events, other times you rush personal conversion at the Black Market.
   * Betrayal are a double-edged sword, switching allegiances can cost points.
3. Converting Resources Immediately vs. Hoarding
   * Single-Visit Rule: Saving up for a mega-conversion is impossible at the Black Market since only one combo per round.
   * The Mini Market might offer a special trade for multiple resources, but extremely risky since may unwanted cards.
4. Authority Card Usage
   * Doubling your vote can override an event outcome, but it may reveal true intentions.
   * Authority combo may be devastating if done at the correct time.
5. Reliable Resource Conversion vs. Opportunistic Thievery
   * Steady Growth: Frequent small conversions at the Black Market ensure slow gains.
   * Aggressive Tactics: Using Thief or sabotage right before someone else’s big conversion can hold them back tremendously.
6. Movement Cards
   * Early vs. Late Use: Burning them to grab the Mini Market first can pay off or leave you short on mobility later.
   * Strategic Positioning: Proper pacing of Movement Cards makes sure you can prevent others from getting the market.
7. Revealing vs. Concealing Information
   * Bluffing with the Mini Market, forces them to go for it.

Cautious Silence: Hide your resource combos until you close to winning.