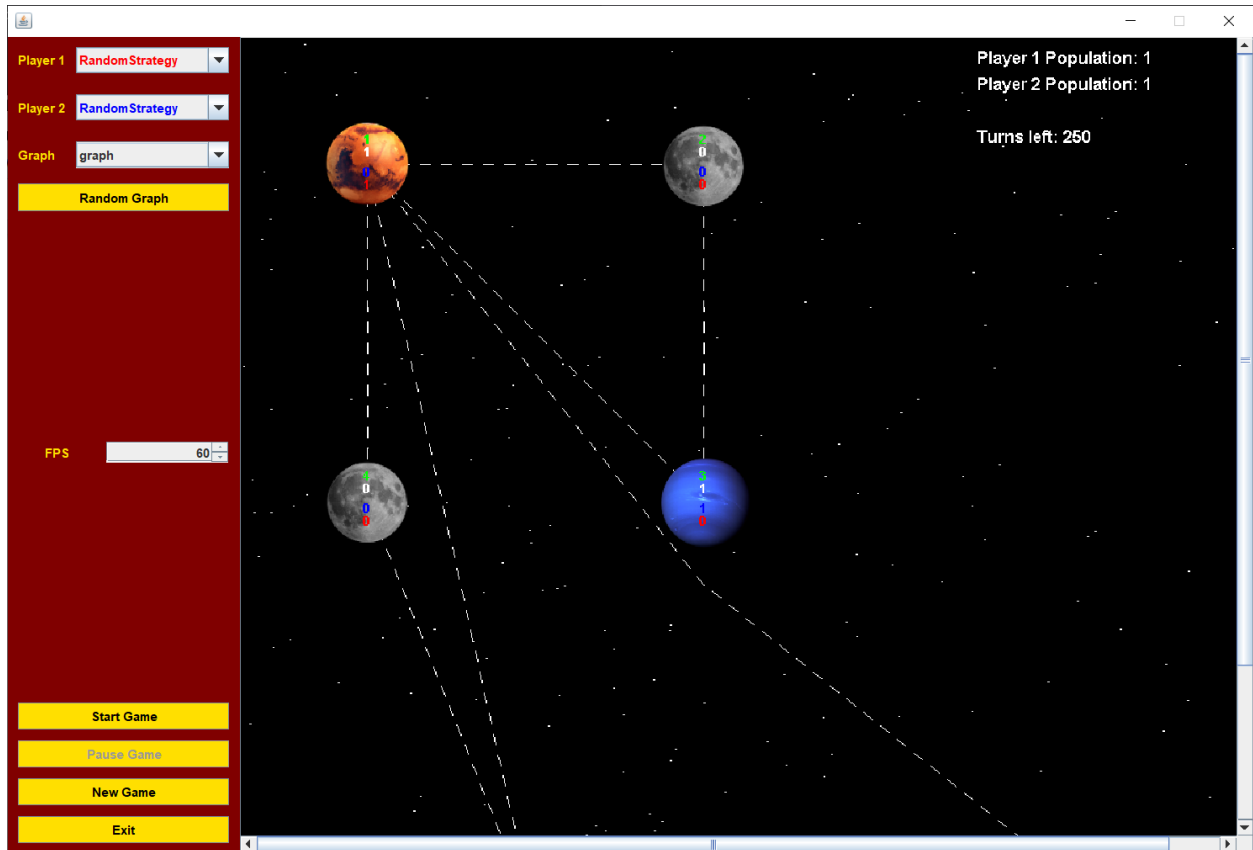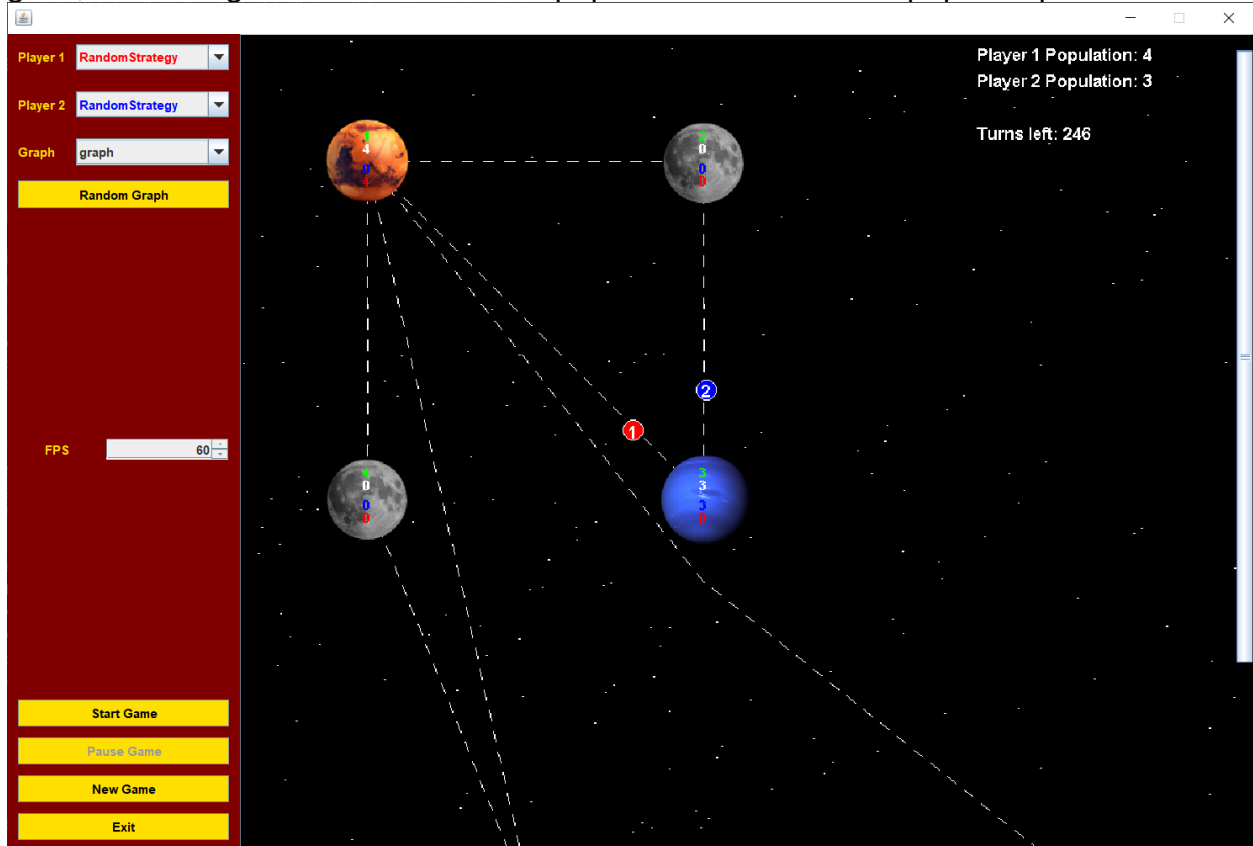# SpaceExplorers Example Round

Here is a very basic example of how a round of SpaceExplorers could look. The game starts with two players assigned to a planet with a starting population of 1.
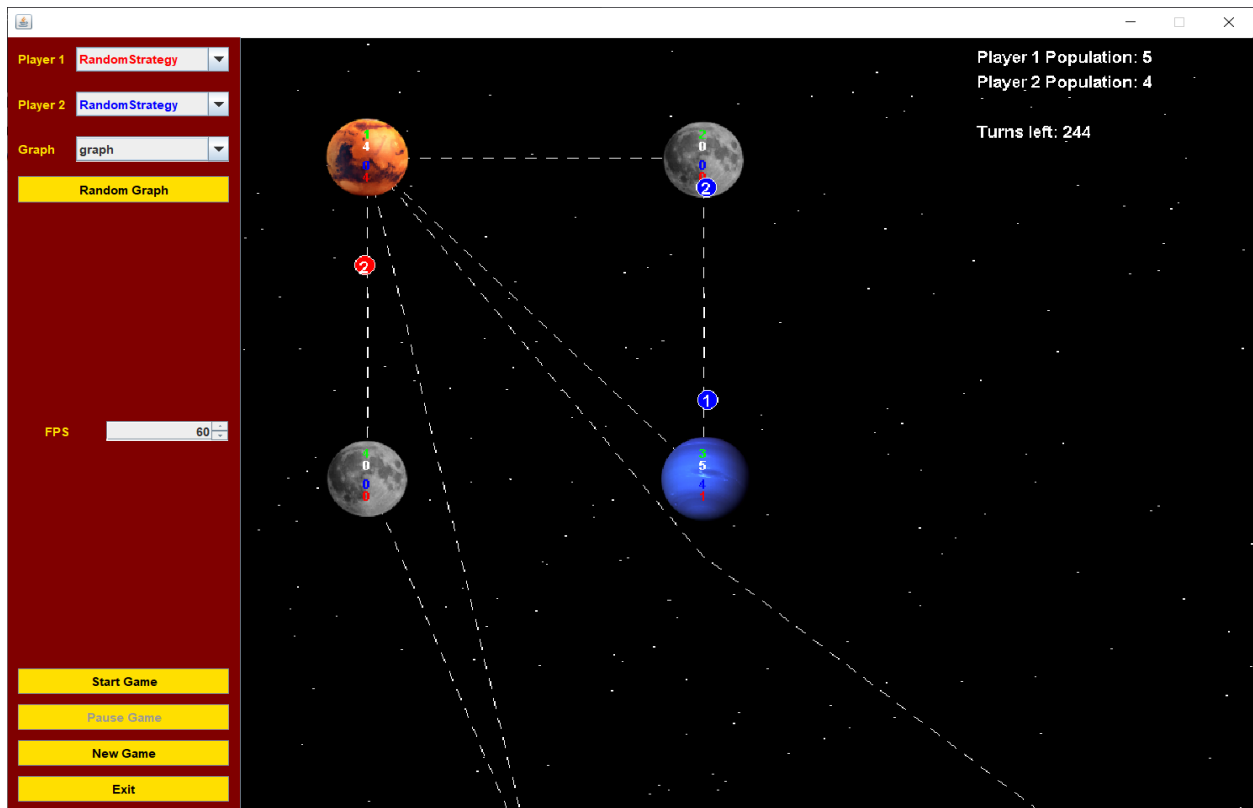

Note: The numbers on each planet represent the planet ID, total population, population associated with player 2, and population associated with player 1
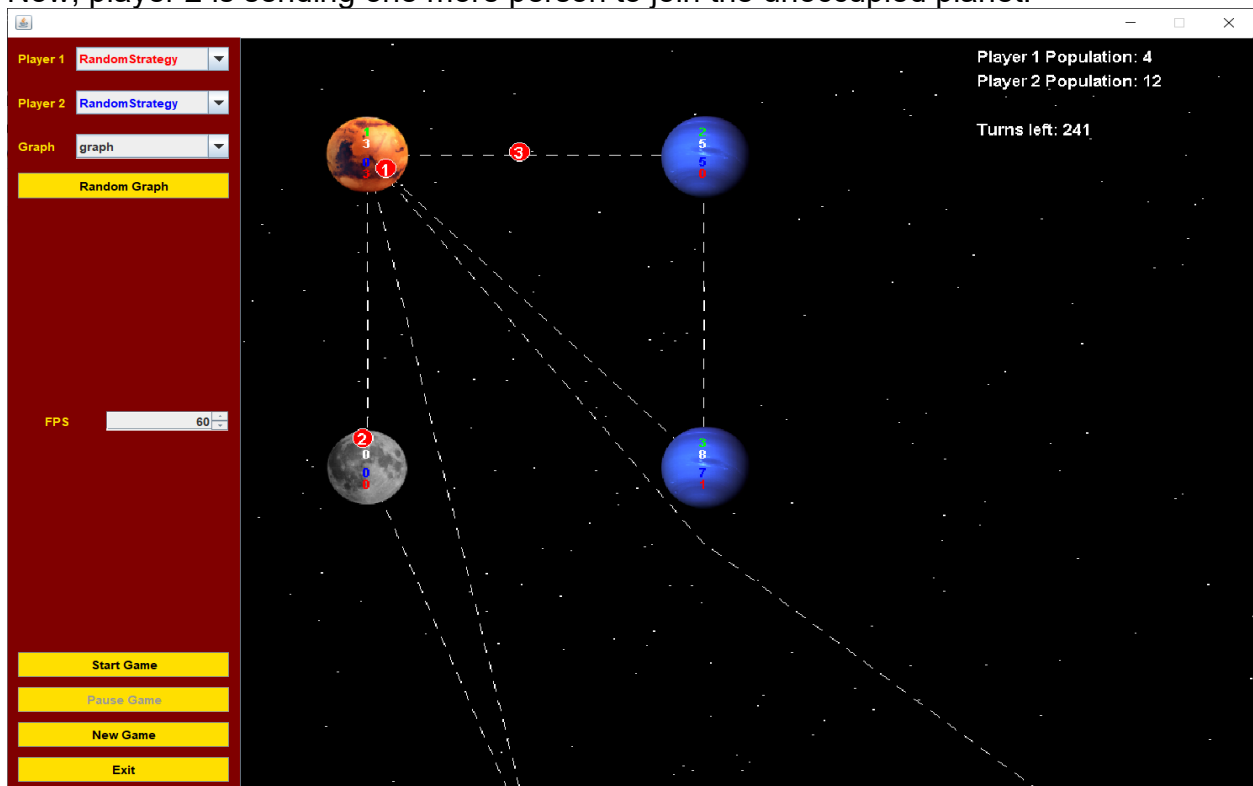
As gameplay continues, both players have the option of either letting their population grow, or sending out members of their population in an effort to populate planets.

Here, player 1 (red) is sending out 1 person to join player 2's planet (blue) and player 2 sent 2 people to the unoccupied planet above it

However, since player 1's population is smaller than player 2's, the planet remains blue. Now, player 2 is sending one more person to join the unoccupied planet.

Now that player 2's people have reached the planet, the planet turns blue

Gameplay continues like this until either 1 player has the majority on all of the planets or 50 turns have passed. If neither player has the majority on all planets, the winner is determined by total population.