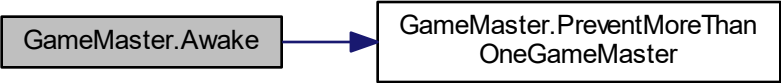


GameMaster.Awake



```
graph LR; A[GameMaster.Awake] --> B[GameMaster.PreventMoreThanOneGameMaster]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameMaster.Awake'. The right box is white and contains the text 'GameMaster.PreventMoreThanOneGameMaster'. A blue arrow points from the right side of the gray box to the left side of the white box.

GameMaster.PreventMoreThan
OneGameMaster