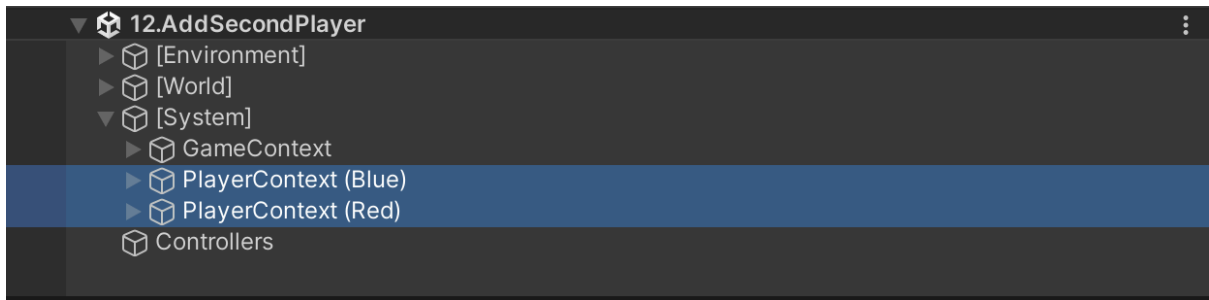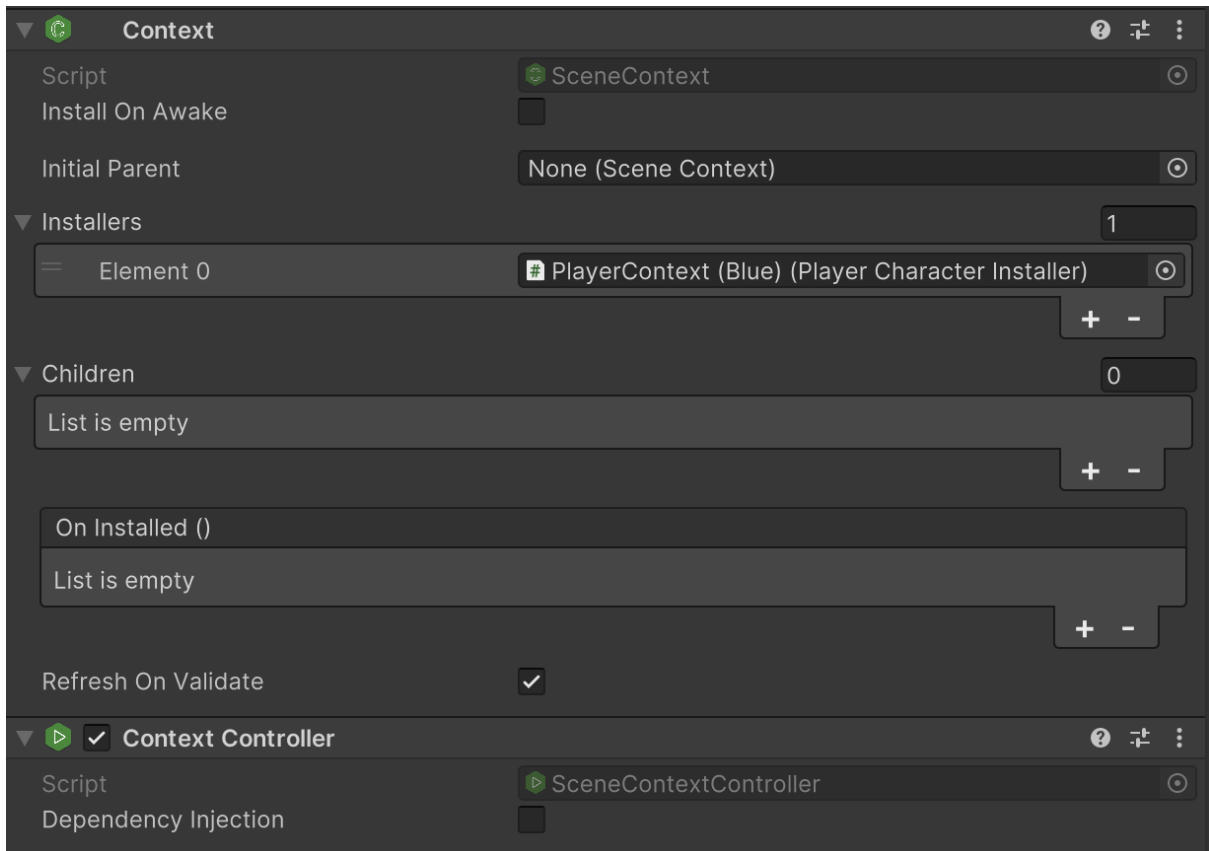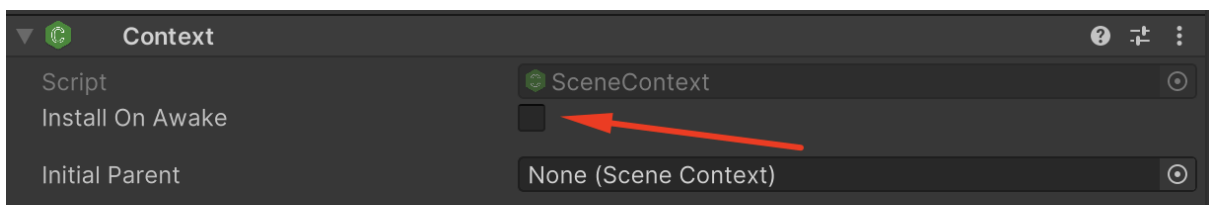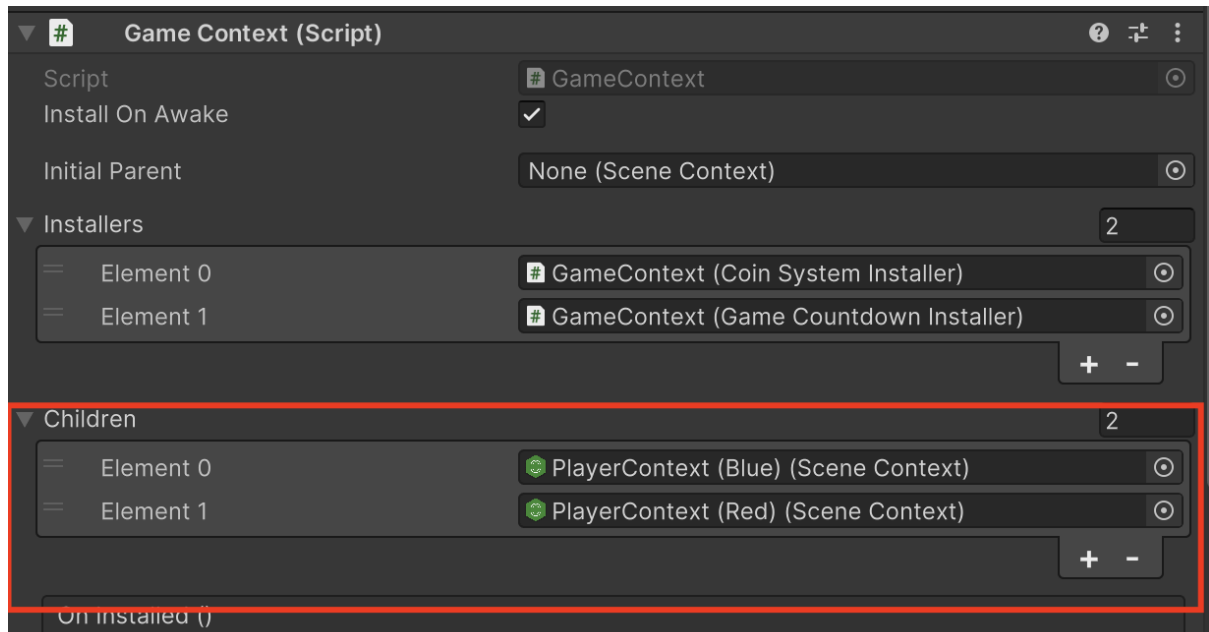1. Add two game objects in Scene

For each PlayerContext, add components: Context and Context Controller.

Uncheck the checkbox **Install On Awake** so that the context installation is not automatic.

Then add two children to GameContext to install Player Contexts by GameContext.

Note: Both Player Contexts will installed after GameContext!