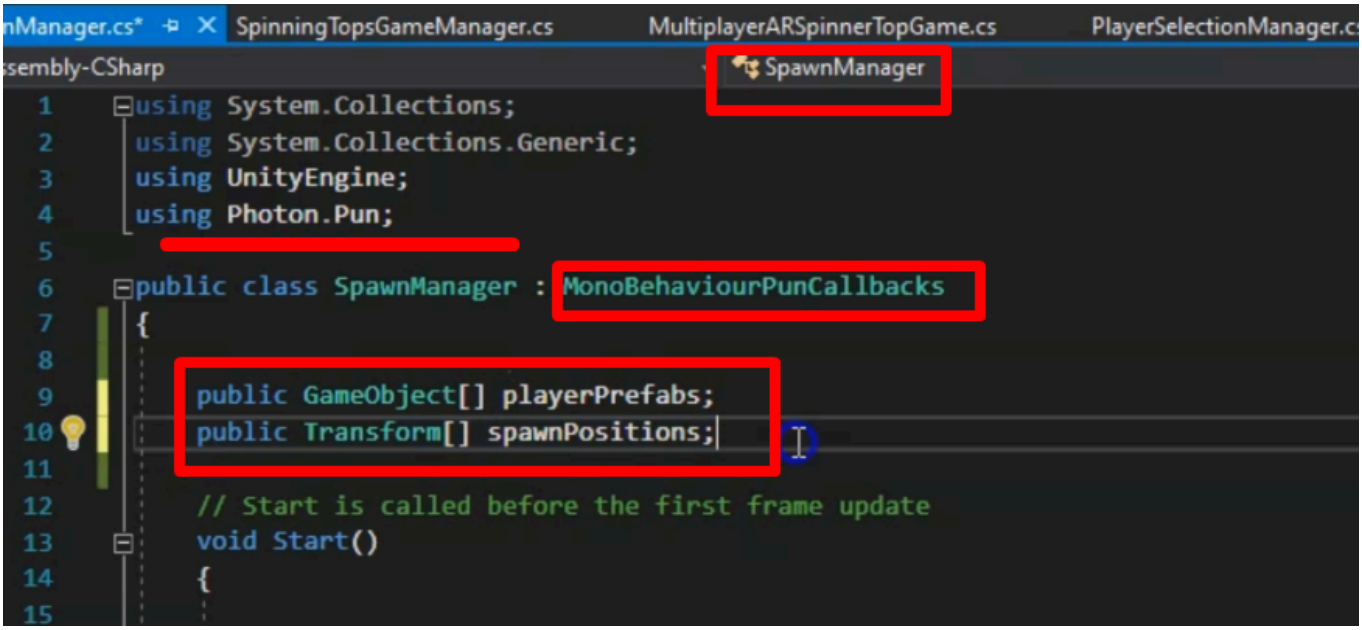
For instantiation don't use - **Instantiate()** but use **PhotonNetwork.Instantiate()**

Add SpawnManager Object to map where you created the room and create an script SpawnManager



```
{
    if (PhotonNetwork.IsConnectedAndReady)
    {

        object playerSelectionNumber;
        if (PhotonNetwork.LocalPlayer.CustomProperties.TryGetValue(MultiplayerARSpinnerTopGame.PLAYER_SELECTION_NUMBER, out playerSele
        {
            Debug.Log("Player selection number is "+ (int)playerSelectionNumber);

            int randomSpawnPoint = Random.Range(0, spawnPositions.Length-1);
            Vector3 instantiatePosition = spawnPositions[randomSpawnPoint].position;


            PhotonNetwork.Instantiate(playerPrefabs[(int)playerSelectionNumber].name, instantiatePosition, Quaternion.identity);
            GameObject PhotonNetwork.Instantiate(string prefabName, Vector3 position, Quaternion rotation, [byte group = 0], [object[] data = null])
        }


    }
```

you need to PhotonView Component to your beyblade PREFABS

PhotonView Component

First and foremost, we need to have a PhotonView component attached to our prefab. A PhotonView is what connects together the various instances on each computers, and define what components to observe and how to observe these components.

1. Add a PhotonView Component to `My Robot Kyle`
2. Set the `Observe Option` to `Unreliable On Change`
3. Notice PhotonView warns you that you need to observe something for this to have any effects

Let's set up what we are going to observe, and then we'll get back to this PhotonView component and finish its setup.

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