## Changing levels with BROADCAST message



This code is added to the BACKDROP script.

```
when / clicked

go to x: -154 y: -122

show

when this sprite clicked

hide

switch backdrop to level1 v

broadcast hide buttons v

hide
```

This code is added to the LEVEL 1 button.

The broadcast message is sent by all 3 level buttons and listened for by all 3 level buttons. When any level button is clicked, all 3 level buttons "hide."