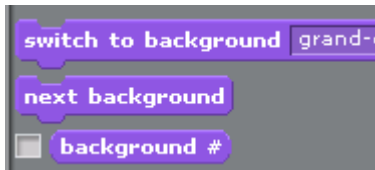


Scratch – Creating new levels

How about designing a different stage? Then use a broadcast next level instruction when the player gets to a certain score.



On the stage when level 2 is received change the background and music. All the sprites from level 1 that aren't in level 2 hide when they receive it and all the sprites that are in level 2 are shown and initialised. You can play music too.

The other way would be to use a variable like a score so when that gets to a certain value then