

The wrong number sprite has a **broadcast** command when they sprite is clicked.  
The stage area has a **when I receive broadcast** block which picks up the broadcast and changes the background for a few seconds before changing it back.  
You may have used the broadcast in a similar way when making quizzes.

## Table Game Extension Card

## Change background when wrong sprite is clicked

Can you make a background appear which says wrong every time a wrong number sprite is clicked?