The **broadcast** block has a sprite send a **signal**.

You have to give each signal a **name**.

When another sprite **hears** that signal, it can start running a **new script**.

This can be helpful when you don’t want one script to **start** until another script is **finished**.
Receiving a Broadcast Signal

To make a sprite listen for a signal, use the “receive” block, and choose which message to have it wait for.
Example

Message: Duck_Turn1

Message: Cat_turn2

Message: Duck_turn2

when I receive Duck_Turn1
say Hello Mr. Duck! for 2 secs
broadcast Duck_Turn1

when I receive Cat_turn2
say I'm fine thank you. How are you? for 2 secs
broadcast Duck_turn2

when I receive Duck_turn2
say Hello Cat! for 2 secs
say How are you? for 2 secs
broadcast Cat_turn2

when I receive Duck_turn2
say Good - thanks! for 2 secs