**Start Button**

#pragma strict

var initialColor : Color;

function Start()

{

initialColor = renderer.material.color;

}

function OnMouseOver()

{

renderer.material.color = Color.blue;

}

function OnMouseDown()

{

Application.LoadLevel ("Aidens Nightmare");

Screen.showCursor = true;

}

function OnMouseExit()

{

renderer.material.color = initialColor;

}

