





Click On Corresponding Button for Each Simulation Type Level

On Clicked (OneDiceButton)

Open Level
Level Name OneDice

On Clicked (TwoDicesButton)

Open Level
Level Name TwoDice

On Clicked (OneCoinButton)

Open Level
Level Name Coin

On Clicked (TwoCoinButton)

Open Level
Level Name TwoCoin

On Clicked (ReturnButton)

Open Level
Level Name Level0







