```actionscript
//stop on this frame
stop();

//add event lisners for our three buttons
btn1.addEventListener( MouseEvent.CLICK, gtPage1 );
btn2.addEventListener( MouseEvent.CLICK, gtPage2 );
btn3.addEventListener( MouseEvent.CLICK, gtPage3 );


function gtPage1( e:MouseEvent ):void {
    //clean up anything currently on the stage before moving on
    cleanUp();
    //go to page 1
    gotoAndPlay( "page1" );
}

function gtPage2( e:MouseEvent ):void {
    //clean up anything currently on the stage before moving on
    cleanUp();
    //go to page 2
    gotoAndPlay( "page2" );
}



function gtPage3( e:MouseEvent ):void {
    //clean up anything currently on the stage before moving on
    cleanUp();
    //go to page 3
    gotoAndPlay( "page3" );
}


function cleanUp():void {

    //first we check to find if the imageBox movieclip is on the stage
    var toGo = this.getChildByName("loadedContent");

    //if it is is, we remove it
    if( toGo != null ) {
        //remove it from the stage
        this.removeChild( toGo );
        //set it to be cleaned up by actionscript
        toGo = null;
    }

    //then we check for a movie on the stage
    toGo = this.getChildByName("loadedMovie" );

    //if there is a movie
    if( toGo != null ) {

        //pause the clip so we don't hear the sound anymore.
        ns.pause();
        //remove it from the stage
        this.removeChild( toGo );
        //set it to be cleaned up by actionscript
        toGo = null;
    }
}
```