# **Scratch logo and symbol, meaning, history, PNGAsteroids 6: Exploding torpedoes**

*When the torpedoes hit the asteroids they should explode, smashing them into pieces. Remember that the torpedoes are the same sprite as the ship.*

1. A picture containing weapon

   Description automatically generatedFirst add the explosion costume. Open the ship’s costumes tab.
2. Choose a new costume, and upload **explosion.png** from the asteroids.zip file.
3. Use the eraser tool to nibble away at the edge of the graphic to make it less like a square.
4. Application

   Description automatically generated with medium confidenceIn the ship’s code tab, create a new block to handle an impact between a torpedo and a rock:   
   My blocks > Make a Block > called **impact** > OK
5. Add code to the end of the ship’s “**When I start as a clone**” block. This will detect when it’s touching a rock and call impact, destroying it. It should **delete** the clone.
6. Graphical user interface, application

   Description automatically generatedCommunicate the impact to the rocks (we’ll see what they do next) by broadcasting a **New message** “zap”. Wait for all the rocks to receive the message before continuing.
7. Now we can switch the costume to the explosion for a short time (10th of a second) before hiding the now exploded sprite.

*Try firing at the asteroids. You should see the torpedoes exploding, but nothing happens to the rocks yet…*