# **Scratch logo and symbol, meaning, history, PNGAsteroids 10: Explosions**

*Make the game more challenging by making the ship break up if it gets hit by an asteroid. Modify the start code for the ship as follows:*

1. *Graphical user interface, application

   Description automatically generated*It should check forever if it is touching a rock. If it is then call the ‘impact’ block that we defined for the torpedo.
2. As the ship is moving around a lot, move it back to the middle 0,0 at the start of a game.
3. The ship might still be in the explosion costume at the start, so make sure it has the ship costume.
4. After the explosion in the previous game, the ship gets hidden, so make sure you **show** it.