# **Scratch logo and symbol, meaning, history, PNGAsteroids 7: Zapping asteroids**

*When the asteroids (rocks) receive a “zap” message, they should check to see if they’ve been hit.*

1. Graphical user interface

   Description automatically generatedClick on the rock sprite and select the code tab.
2. Add a code block to receive the “zap” message. This tells the rock to check if it is being touched by a ship/torpedo.
3. The simplest way to blow up a rock is to **hide** it.
4. Graphical user interface, text, application, chat or text message

   Description automatically generatedWe need the asteroid to re-appear when we start a new game (green flag). Add **show** to the beginning of the existing startup code.

*See if the asteroid disappears when you hit it with a torpedo.*