



Tarou- The teenage boy with brown hair in a blue skin-tight uniform put in control of flying the player's ship/paddle. He is quite shy and timid, but displays excellent flight techniques for someone of his age. He has bonded with the Otaku-Ball to fly his spacecraft in and demolish the blocks that have scattered throughout the cosmos.



Hashi- The teenage girl in blonde hair and a hot magenta jumpsuit. She is a close friend of Tarou who pilots a ship of her own.



The Otaku-Ball- Meet the star of the show. He's the main tool of destruction you'll be using to eliminate the many walls of blocks that stand before you. He can be upgraded (and downgraded!) through the use of power ups to make your job less (or more) troublesome. If he falls off-screen, Tarou's ship/paddle will self-destruct.



Drone Balls- Duplicates of the Otaku-Ball used by pilots that wish to join Tarou and the Otaku-Ball in their block-breaking quest.



Red Menacer Ball- A small young spherical creature (alongside many duplicates) occasionally launched by Red Menacers. He grew up with an extreme hatred of the color green, and is willing to side with Tarou and the Otaku-Ball (much to the dismay of the Menacers that release him) and quickly rid of the Green Metallic Blocks his soulless brother, the Green Ball, creates, in addition to normal blocks and disarming certain speciality blocks with negative effects. He is the only of the Menacer Balls that are not destroyed along with a Menacer if it fails to release its ball, and he is the sole Menacer Ball by default that cannot be destroyed by colliding with any enemy.



Green Menacer Ball- Numerous rumors have spread that the Red and Green Menacer balls work together as a team. In actuality, the two are against each other's guts. Green Menacer Balls are launched by Green Menacers and will change any normal colored blocks they strike into Green Metallic Blocks by pouring a liquid inside their forehead that coats the block. The Otaku-Ball needs to hit the coat three times to shatter it, and one final hit to rid of the block for good. Red Menacer Balls can do the job at a quicker pace, in that they'll remove both the coat and block in one fast combo.



Cyan Menacer Ball- A ball that enjoys keeping himself in shape and wearing the most stylish glasses he can find, he rides with Cyan Menacers and was infused with the power to turn Tarou's ship/paddle into a semi-transparent shadow upon contact, alike if one picks up the "Shadow" power-down. Strangely, he can be used to break apart blocks after Tarou's ship/paddle is a mere shadow. Blocks the Cyan Menacer Ball destroys are worth double their original value, and If Tarou's ship/paddle is in his shadow state, Cyan Menacer Balls cannot be destroyed by colliding with any enemy, as they are now considered helpful, but become destroyable should the paddle return to being visible.



Bronze Menacer Ball- A strange ball carved out of a mysterious metal with a hollow face. He is launched by Bronze Menacers and transforms any normal block he crashes upon into a metallic bronze brick that needs an extra hit by the Otaku-Ball to destroy and can no longer release power ups, but is worth more points.



Silver Menacer Ball- Showing signs of frustration, this ball is sent into play by Silver Menacers with a job similar to Bronze Menacer Balls, but Silver Menacer Balls turn colored blocks into silver, which need three hits from the Otaku-Ball to destroy as opposed to two.



Pewter Menacer Ball- The most elderly of the Menacer Balls, they are sent in by Pewter Menacers with an intention of being a decoy of the Otaku-Ball. Despite being unable to perform any tasks other than being extra ammunition when dealing with enemies on the play field, allowing a Pewter Ball to live by the end of a level will award bonus points.



Black Balls- Released by certain enemies, allowing Tarou to strike this ball will cause it to explode, malfunctioning the player's controls for four seconds and rendering the ship/paddle incapable of movement. Sometimes they will be aided by a homing effect to make them more of a nuisance.

In VS. modes, these balls are put in control by computer opponents, and now contain all the properties of an Otaku-Ball, including being affected by power ups and power downs.