



**Normal Block-** A standard block that can come in many different colors. They only need one hit to destroy, and have a 30% chance of spawning a random power up or power down upon destruction (the chances steadily decreasing as the game progresses)



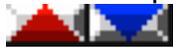
**Gold Block-** Indestructible under normal means and not counted towards level completion, however some power ups and block types can aid in removing Gold Blocks.



**Metallic Blocks-** These blocks require the ball to strike them multiple times to eliminate, taking from two to seven hits depending on color. Some power ups will enable the player to remove them in fewer or one hits.



**Plated Gold Block-** These are Gold Blocks that have a small plate of magenta slapped on, which is required to be removed to complete the level. Once the plate is ridden of, it becomes a standard Gold block. These cannot be placed in such ways where the player's ball cannot reach them.



**Speed Modifier Blocks-** Blocks that have the ability to speed up or slow down ball movement speed should one be destroyed.



**Gold Speed Modifier Blocks-** Identical in behavior to normal Speed Modifier Blocks, but are indestructible (without certain power ups) and are not required to pass a level.



**Platinum Block-** Cannot be removed by any means, making it 100% indestructible. The only power up that stands a chance to the Platinum Block is the rare "Giga Ball" power up.



**Copper Block-** Identical to a Gold Block, but when struck, the ball will fly off in a random direction rather than ricocheting properly.



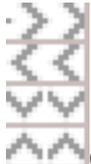
**Jumper Block-** Requires two to four hits to break, and each time it is hit, it jumps to a new location on the board. It cannot jump into areas obstructed by indestructibles.



**Green Metallic Block-** Not placable by default in levels, and are the result of a Green Menacer's dirty work. When any standard block is hit with a Green Menacer Ball, it is coated in metallic green, transforming it into this block. These require three hits to break off the metallic coat, and another for destroying the block itself, though the coat will wear off after 90 seconds, and a block that has been coated cannot be re-coated again. Red Menacer Balls can remove the metallic green coating as well as the block underneath in one hit.



**One-Way Panels-** Not a block, nor required to be destroyed, but prevents the ball(s) from entering from the side it's pointing at.



**Conveyor Panels-** Similar to One-Way Panels, they are not blocks nor are required to be destroyed, but they are greyscale in color and with mobile arrows that slowly force the ball in the direction they travel. The ball can also enter a Conveyor

Panel from the side it points to; another difference from One Way Panels. The speed a Conveyor panel can pull the ball(s) can be configured with 10 speed options.



**Funky Block**- Takes two hits to destroy, and regenerates after four seconds. Not required to be destroyed to pass a level. The green variety needs three hits, the red variety needs four.



**Detonator Block**- A standard block overrun with pulsing magma, this block will self-destruct the instant the ball comes into contact with it, taking with it any block in adjacent spaces, including those not destroyable by the ball. Multiple of these can be placed together, and all conjoined Detonator Blocks will set each other off in one fast combo.

Because the Detonator blocks would lead to many power ups being deposited, all but three of the normal blocks caught in a Detonator block's explosion have their power up drop ratio reduced to 5%, but is unaffected if the ball destroys the blocks.



**Glass Block**- This block means nothing to the ball; it passes straight through. Though they are required to be destroyed to finish a level. Sometimes these will house power ups, power downs, enemies, and spare balls. In this case the ball will rebound off a standard block if something is inside the Glass Block.



**Alien Block**- A block that runs loose throughout the level, producing red colored blocks in spaces adjacent to it, and when all adjacent spaces are full (minus diagonals), it leaves metallic bronze (2-hit) blocks behind its path whenever it moves to a new space. It cannot move if isolated by any type of block, and it also cannot move into locations the ball cannot reach. Needs five hits to destroy, and each hit will cause one of its "blocks" to turn grey. When all the blocks turn grey, it can no longer create blocks and remains motionless.



**Rainbow Block**- This block, if destroyed, will shoot out between one to eight normal blocks in spaces adjacent to it. These blocks are prohibited from shooting out onto obstructed spaces.



**Gates**- When the ball touches one, it enters and emerges from another gate of the same color in the level (determined randomly in three or more are on the same level), in the same direction it entered the first gate. A minimum of two to a maximum of six of each color, red, blue, green, and orange, can be placed in each level, and if only one of either color is present, it'll always warp to a gate of another color. Right before the ball exits a gate, the gate flashes white to warn the player(s).



**Comet Block**- Exists in two varieties, a left one and a right one. If one is destroyed, it will launch a comet in the direction it is facing, which is capable of destroying next to any block regardless of strength.



**Laser Eye Block**- A normal block that requires two hits. However after the first hit, the "eye" will open, and it proceeds to fire a small moving laser at the player's ship/paddle every three seconds. This laser can only stun the player's ship/paddle, only rendering it unable to move for a single second.



**Boulder Block**- A block composed of many stones, they require two hits to destroy, and on the second hit, it will drop boulders that can stun the player's ship/paddle for two seconds if it successfully strikes.



Neo Detonator Block- Aside from color, they look identical to a normal Detonator Block. However the explosion it causes is much greater, spreading out by an additional space that is 5x5 blocks in size.



Frosty Detonator Block- An alternative to the Detonator Block, this block does not destroy a block entirely, but transforms it into an Ice Block, that behaves entirely like a Glass Block, in that the ball will pass through a block hit by the Frosty Detonator, shattering it in the process. It can also be used to freeze blocks that are normally indestructible, allowing the ball(s) to eliminate them, though this cannot make a block normally not required to succeed in a level a required block.



Switch Blocks- These are blocks; both destroyable and indestructible, that are triggered on and off by special switches, and are present in five colors. The normal destroyable blocks affected by switches will flash when active to differentiate from standard color blocks, and alike those, they too have a 30% chance of spawning a power up or power down, and must be cleared to complete the level. The indestructible blocks affected by switch blocks, on the other hand, are not required, and only serve as gates that can be triggered by Switch Blocks.

If more than one Switch Block of a particular color (i.e. two Reds or seven Blues) is present in a level, hitting any one will affect all blocks of the same color.

Trigger Blocks- Alike Switch Blocks, but can be destroyed. They are not required to pass a level nor can deposit power ups, but hitting one will cause an effect similar to hitting a Switch Block, in that it will cause all blocks affected by the Switch/Trigger Blocks of that color to swap between solid or transparent. They cannot be placed in such a way that the player can make the level impassable by trapping required blocks or the ball itself by improperly destroying the Trigger Blocks in the wrong order or too early. Sometimes this can be nullified if a Switch Block(s) is present in the same level alongside a Trigger Block, i-e one in the enclosed area as well as outside said area, however sometimes a level can still be made impossible with poor block placement.



Factory Block- Initially begins in its green state, this block serves to create extra normal blocks each time it is hit, building these on the side opposite of where the ball strikes. If a block is already present on the other side of a Factory Block when it is hit, it will push aside any block(s) by one space to fit in the new block, even being able to shove aside certain specialty blocks in this process. If it cannot produce a new block, it simply takes damage, which it will also take when it is able to create a block.

Factory blocks require seven hits to destroy. After the fifth hit, the green stripes on the block change to yellow, and the sixth hit will turn them red. On the final hit, the factory block will generate its last block and break in the process.



Shove Detonator Block- Similar in behavior to a Detonator Block, except the Shove Detonator Block will cause any block adjacent to it that is not indestructible

"jump" over by one space. If the space a block attempts to jump onto is already occupied, it will bounce on the existing block(s) until it finds and rests upon an empty space. Blocks will also bounce on areas obstructed by indestructible blocks, even if no block is present there.



**Tiki Block**- A basic indestructible block not required for a stage's completion, and destroyable by certain power ups. However, if one Tiki Block is hit three consecutive times, it will launch a beam at the player's ship/paddle to decrease its size by one stage. The beam it fires is at a very high speed making it difficult to avoid. Alike catching the "Restrict" power down, having a ship/paddle smaller than the initial starting size will apply a bonus multiplier, which increases as the player's ship/paddle shrinks further.



**Trigger Detonator Block**- Initially, these begin in their "off" state, in which hitting them will cause them to turn on, and a second hit will turn them off. If two of them are lit, or if the hit Trigger Detonator Block is the last of its kind on the current level, they/it will detonate alike a basic Detonator block. A Trigger Detonator can also be triggered instantly with power ups normally used on indestructibles.



**Shooter Block**- An indestructible block that has a regenerating system alike the Funky Blocks should one be destroyed (as it may render some levels impassable if a Shooter Block stayed down). Striking a Shooter Block via any method will cause it to fire upwards a standard laser that can destroy or damage blocks, in some cases ones blocked off by indestructibles that the ball cannot reach, therefore making the use of a Shooter Block required to complete a board.

Shooter Blocks have unlimited ammo and have no limit as to how many can be shot by one block at once.



**X-Shooter Block**- Alike Shooter Blocks in behavior and function, but has an upgraded laser that can instantly destroy any block that normally requires more than one hit in a single shot.



**Z-Shooter Block**- Again like Shooters, but now equipped with powerful lasers that can even take down indestructibles. Sometimes this is needed to get the ball to enter closed-off areas containing blocks surrounded by indestructibles.



**Onyx Block**- Alike the Gold Block in that it is indestructible, can only be destroyed with the aid of specific power ups, and is not required to beat a level. However, Onyx blocks may be angled, which can change the direction the ball moves in if the angled side is hit.



**Parachuter Block**- Allowing the ball to collide with this block will cause a parachute to dispatch on its back, plummeting it straight downwards through any block or enemy, until it eventually hits the paddle/ship and resumes bouncing normally. If destroyed by anything else, such as a projectile-based power up, it will simply break away like a normal block.



**Row Comet and Column Comet Block**- A detonator block that when hit, will remove just about any block, including indestructibles, either horizontally or vertically of the block's position on the level. On a side note, Column Comets cannot damage the player's ship/paddle.



**Shove Block-** Facing either left or right, striking this block will move it over by one space in the direction the arrows face. During this process, it can move non-indestructibles that are in its path, shoving it forwards along with the Shove Block. If this causes a block to be pushed into an indestructible or the walls of the current level, the block will be destroyed as the Shove Block shifts over. The Shove block can also be destroyed by moving into an indestructible.



**Launcher Block-** This block is shown with an arrow that rotates either clockwise or counter-clockwise. If hit, the block will shoot itself in the direction the arrow points to the instant it is hit, destroying any block, including indestructibles, the flying Launcher block touches as it departs from the screen.



**Twin Launcher Block-** A fusion between Trigger Detonators and Launchers, these blocks are present in pairs, one blue, another yellow. If one of these are hit, either by ball or projectile, it will open up, revealing a sphere; while striking it again will close it. If one pair of both colors are in their open state, they will slingshot themselves apart from each other, destroying any block, including indestructibles, caught in the blast. If more than one of the other color is already open, the solo open Twin Launcher block will select a block of the other color to launch with randomly. If the Twin Launcher block is the last of the level, it will be set off the instant something opens it, flinging away in the opposite direction of the impact.



**Sequence Blocks-** These are basic white blocks with numbers printed on them, marked 1 through 5. The player has to eliminate these blocks in the order the numbers are shown, from lowest to highest. If the player goes out of order, the blocks will be invincible unless the number directly before it was removed.



**Slot Machine Block-** Three or six of these can be in each level, a blue set and/or a yellow set. Each block contains images of two or three power ups/power downs, which is shared between the other blocks of the same set. Hitting a Slot Machine Block will cause it to wheel down to the next power up. If the player allows all three blocks in a group to display the same power up, they will shatter, and the last one hit will deposit the prize power up to be collected. They are required to complete the level.

=PATCHES=

These are not blocks, but rather overlays that can be "patched" onto a block to give it new properties. They can be mixed together.



**Mobile-** Any block with this "patch" will move horizontally or vertically (the initial direction is selectable by the user), then bounce off any wall or brick it touches, and proceed to move back in the opposite direction, repeating the process. A block with this patch can be configured to activate either the instant it is hit (only on metallic/Gold/Platinum blocks, or right when the level begins).



**Invisible-** A patch that can only be applied to normal, metallic, Gold, and non-angled Onix blocks, this will cause the patched blocks to begin the stage invisible,

requiring a hit to reveal them first before the player can proceed to destroy them (whereas with invisible indestructibles, they can only be revealed). Certain power ups that can destroy a block in one hit/shot will skip the "turning visible" process and instantly destroy the invisible block, with the given sounds and points. Invisible blocks can also be affected by Detonator and Shooter Blocks even when not revealed, in which a shoot from a basic Shooter block will reveal an invisible block ala a hit by the ball. Initially, invisible blocks are not an requirement to pass a level, but if the block is revealed and can be destroyed under normal means, it then becomes a requirement to complete the current level.



Cycle- Any block with this patch will alternate between being visible and damageable/destroyable (for indestructibles, visible and solid) and hollow. In this "hollow" state, any ball/projectile will pass through, and unless the patch block cannot be destroyed, these are required to complete a level. Multiple blocks can be set to "cycle" together in groups thanks to adjustable speed, with varying results.



Shield- The only of the patches visible in normal gameplay, this shield can be applied to destroyable blocks (as well as certain blocks that are indestructible but have effects) in order to prevent the player's ball(s) and weapons from damaging or destroying it, or trigger it's special effect. Up to three can be applied to each block, and each shield blocks one side, N, S, E, and W.



Forbidden- This is not applied onto blocks, but onto empty spaces of the level surrounded by indestructible blocks and cannot be reached in the current level without power ups. This is used to prevent certain power ups and special blocks from creating blocks in these forbidden areas, thus rendering the level impassable should this happen.