1) Acid: Grants the effects of the Mega Ball, but only can go through colored and rebounds off multi-hit bricks, destroying them in a single hit.
2) AntiGravity: When the ball moves, it will slowly curve itself towards the top of the screen.
3) Assist: Two miniature laser ships will appear and automatically gun down bricks and enemies.
4) Attract: The ball will become attracted by nearby blocks and have it's movement (and sometimes speed) often changed because of it. The resulting pull a block gives off is very weak, but is stronger the closer the ball is to a brick.
5) Autopilot: For a maximum of 20 seconds, the computer will take over movement of the player's ship/paddle; help guide it into breakable bricks, collect only helpful power ups, and dodge power downs and enemy projectiles. Pressing the button will return the paddle/ship to the player early.
6) Ball Cannon: From the center of the paddle/ship, the player will fire in five metallic balls that will bounce along any surface they touch; including the bottom of the screen, each disintegrating after twelve seconds. The player can have four rounds of these metallic balls onscreen at a time, and there is a small delay between each shot. They can be aimed with the player's ship/paddle, alas a normal ball.
7) Barrier: Creates a shield on the bottom of the screen that will keep the ball in play for ten seconds incase the player misses with his/her paddle/ship.
8) Blackout: Prevents the player from seeing any block or enemy aside from the ship/paddle, the ball, and enemy projectiles/balls.
9) Beam: By holding down the button, the ball will center itself into the same column of the center of the player's ship thanks to a green tractor beam the player emits from his/her paddle/ship. Has an energy limit, but will recharge over time.
10) Blossom: Makes the ball scatter plasma pellets that can damage and destroy blocks two seconds after it hits the player's paddle. When the ball hits the paddle afterwards, it can be used again.
11) Bomber: The ball becomes a bomb and for one time only; can remove a 7x7 circle of blocks upon hitting any block.
12) Bulk: Increases strength of all blocks by one stage.
13) Bypass: Opens up the exit door on the right side of level to complete the level w/o destroying all blocks.
14) Cannon: Acts like Catch, but the ball will be shot straight up to the top of the play field, going through and destroying an entire column of blocks (including indestructables) in the process. Afterwards, the ball becomes a Fire Ball.
15) Catch: Enables the player's paddle/ship to catch the ball and release on command. If the button is held down, catch will not be utilized.
16) Change: Swaps direction movements (moving right goes left instead, and

vice versa).

17) Chaos: Detonates all explosive blocks on the level in an instant.

18) Column Bomber: The ball becomes a bomb and for one time only, can remove all of the blocks in the same column as the next block it comes into contact with. Can remove indestructibles.

19) Combo: If the ball destroys a block, it will teleport to a nearby block with a zooming sound effect and destroy it as well. The ball can only do this ten times for each time this power up is obtained, and if any multi ball is in effect, all the balls will have individual counters.

20) Control: Pressing the button at any time will create a suction in the exact location of the ball, allowing it to remain there for three seconds. Takes 10 seconds to recharge after each use.

21) Disarm: Allows the player to disable all respawning blocks, switch blocks, and block generators on the level, turning them into normal or indestructible blocks with no special properties.

22) Disrupt: Splits the ball closest to the top of the screen into eight at once, in a firework shape. Can be collected multiple times to further increase the number of balls onscreen.

23) Domino: Allows the ball to, after hitting the left or right side of a block, drill through it and other blocks in the same row, stopping at an opening in the line or an indestructible. Must be triggered first by pressing the button while the ball is in play.

24) Drill Missile: Fires a missile with a drill that can cut through an entire row of blocks, including most, but not all, indestructibles.

25) Drop: A select number of color blocks (between three and six) will drop one power up/power down each without self-destructing. However a block that does drop one will be unable to drop another if the ball destroys it.

26) EMP Ball: Turns the ball into an explosive "EMP (Electro Magnetic Pulse) Ball", complete with an ignited fuse, that upon colliding with the first block it hits, it blows up in a 3x3 square once. Afterwards it must hit the paddle/ship to be re-lit used again.

27) Energy: Causes the ball to be trailed by three miniature plasma balls that are tossed by the ball once a block is hit in the direction said block was hit. These balls can destroy/damage a single block before disappearing, and they are replenished after the paddle/ship hits the ball. If the energy ball rebounds off an indestructible surface, even after the main ball throws the Energy Balls, they will not be destroyed. Picking up a second Energy power up will cause three additional balls to join the fray.

28) Erratic Missile: Allows the player to fire heat-seeking missiles at blocks. They only destroy the block they touch, however, and not adjacent ones, but they can destroy indestructables.

29) Extend: Expands the ship's paddle making it easier to strike the ball. Up to

4 can be accumulated per stage.

30) Fast: Speeds up the ball's movement, up to a maximum limit if multiple are collected in succession. If traveling fast enough (either by picking up the power up multiple times or allowing the ball to gain speed on it's own), sparks will emit from the paddle when the ball strikes it, and all points will be doubled.

31) Freeze: Makes the paddle freeze in place, disabling movement for two seconds. 2,000 points are awarded if the player survives the freeze.

32) Fireball: Any block the ball comes in contact with will explode and destroy any adjacent blocks. Block strength is ignored.

33) Forcefield: Emits a forcefield on the bottom of the screen, just above the paddle/ship, that slows the ball(s) down and also makes it drop perfectly downwards; for better aiming with the player's ship/paddle.

34) Frenzy: Erupts the ball closest to the top of the screen into 24 copies of itself.

35) Gelato: Freezes a random row of blocks, usually the row with the most, and closest to the bottom of the screen.

36) Generator Ball: Each time the ball hits a brick, it will spawn a new ball in play that must be activated by striking it with the paddle/ship first, in which it will become normal sized and work like a normal ball.

37) Ghost: The player's paddle will become partially invisible, and the ball cannot strike it and be kept in play unless the player's ship/paddle is moving, where it becomes solid. Wears off after 20 seconds.

38) Giga: Enlarges the ball to twice it's size and gives it all the benefits of the Mega Ball, but can destroy absolutely any brick.

39) Glue: Similar to Catch, but prevents the player from re-serving caught balls until the effect wears off. after five seconds.

40) Gravity: When the ball moves, it will slowly curve itself towards the bottom of the screen.

41) Hold Once: Same as Catch, but only works once.

42) Hacker: Triggers all metallic and speciality blocks on the level (excluding explosive blocks) instantly an indefinite number of times, the later only occurring if a block's effect can be used more than once and if it's effect is beneficial to the player and does not launch a projectile or other harmful object onto the field, in which it will not be triggered at all upon picking up this powerup, and will not appear if there are no speciality blocks on the play field.

43) Halo: When the ball is hit by the paddle, it will become a hologram and travel through all blocks, becoming solid when it touches the top of the screen. (It cannot be trapped inside indestructible blocks)

44) HaHa: Scatters five to fifteen blocks on the level in random locations, but cannot place them in obstructed areas the ball cannot reach, or in the way of the paddle/ship.

45) Heaven: Spawns a blue "Heaven" paddle located just above the player's paddle/ship, and follows the player's movements.

46) Ice Ball: Turns the ball into an ice ball. Any block it strikes will become encased in ice, and can then be shattered afterwards with a second hit, but the ball will travel through the iced block rather than bounce off it. This includes indestructible blocks. Powerups can still spawn if the iced block is a normal one.

47) Illusion: Causes two pink-colored holographic copies of the ship with their own paddles to appear and follow the player in his/her steps. the more the player moves, the further away the copies become and the more effective their ability will work in keeping the player's ball in play. Collecting multiple of this power up will spawn one additional holographic ship/paddle per power up.

48) Indigestion: Spawns new colored blocks off of existing ones. Excludes areas blocked off by indestructible blocks.

49) Intelligent Shadow: Causes a copy of the player's ship to assist in following and keeping the ball in play. Wears off after 15 seconds.

50) Invert: Allows the player to swap the ball's horizontal direction. Needs one second to recharge.

51) Irritate: The ball will ricochet off walls and blocks in random directions rather than normally for twenty seconds.

52) Javelin: A powerful one-time use item that will rip through three columns of blocks. Will self-activate if no input from the player is read within six seconds.

53) Junk: Halves the points the player will receive from destroying blocks on the play field. Can be undone with Jewel.

54) Jewel: Doubles the points received from destroying blocks. Can be collected twice, where it will afterwards triple the given points.

55) Joker: Collects all power ups on-screen and destroys power downs.

56) Kamikaze: Makes the ball wave around and auto-control itself into blocks, passing around indestructibles.

57) Knocker: Changes the ball to resemble a buzz saw, and allows it to travel through three blocks after each time it returns to and hits the paddle/ship. After the three blocks, it retracts its spikes and bounces off blocks like normal, extending the blades again after contact with the paddle/ship.

58) Laceration: Destroys all hostile enemies onscreen and prevents new enemies from spawning for the remainder of the level. Helpful enemies are ignored.

59) Large Ball: Increases the size of the ball and triples its strength, including being able to destroy indestructables in one to three hits.

60) Laser: Allows players to fire a duo of lasers (up to two sets) upwards to destroy/damage blocks. Picking up more than one will increase the number of lasers per round and maximum number of rounds onscreen at a time.

61) Laser Plus: Can destroy metallic blocks that normally require multiple hits

in one shot, and increases the limit of rounds onscreen to three.

62) Laser Ball: Makes the ball constantly erupt lasers in random directions, they can destroy blocks.

63) Lock: Causes mobile colored and multi-hit blocks to stop moving, and removes mobile indestructible bricks.

64) Luck: Increases the rate of power ups to spawn from a brick, and prevents power downs from ever appearing until the next level or the player's death.

65) Magnet: Attracts all helpful power ups that appear on screen for the remainder of the level or until death.

66) Mega: Allows all balls onscreen to rip through blocks on the field, including most, but not all, indestructible blocks.

67) Missile: Works like a laser, two per round of fire, two rounds on-screen unless upgraded; but has a detonation effect that will destroy all nearby blocks next to the missiled one. Block strength is ignored, and can also destroy indestructibles.

68) Mobility: Prevents hostile enemies from moving or spawning onscreen for twenty seconds.

69) Multiple: Splits all current balls on screen into three copies of each, in a fireworks shape.

70) Mystery: Provides the user with any power up.

71) Nano: Launches in three very fast-moving Mega Balls from the top left or right corner. If caught, they are activated and can be used to destroy blocks, though their high speed will be retained.

72) Nebula: Slowly attracts all balls to the center of the play field.

73) New Ball: Generates a fresh new ball onto the paddle to be served.

74) Node: Splits the ball closest to the top of the screen into three at once, but if one ball is lost, it will regenerate from the highest ball on the play field. If a ball falls off the screen when there are more than three balls present afterwards, a new ball will not appear, and if there are already three or more balls onscreen when Node is collected, the split will not occur; only the ability granted by Node.

75) Normal Ball: Removes all modifications to the ball, restoring it to it's original state.

76) Normal Ship: Removes all modifications to the player's ship/paddle, restoring it to it's original state.

77) Nervous: Causes the paddle/ship to vibrate rapidly, making it harder to maintain control and aim the ball properly. Wears off after 20 seconds.

78) Oldie: Causes a screen wipe that drops the strength of blocks onscreen by one and destroys 90% of all color blocks. This power up also stops mobile bricks. (Mobile indestructible bricks are destroyed)

79) Open: Opens a gap in the center of the play field, shoving aside all blocks

in the process. If this creates an inwinnable situation, indestructible blocks may be destroyed if a chain of them touch the wall after the split.

80) Orbit: Produces a barrier of plasma that moves alongside the ship to help in ricocheting the ball by allowing a wider range, and also blocks certain weak enemy attacks.

81) Particle: Deploys two miniature "Particle Balls" that sloppily follow the ball(s) onscreen, which can assist in destroying blocks. Will spawn additional particle balls if multiple Particle power ups are picked up.

82) Pause: Allows the player to greatly slow down the ball as it comes down for a single second, giving the player more time to hit the ball, keeping it in play, and also aim it properly. Also works well in levels with moving blocks.

83) Player: Grants one extra paddle/ship.

84) Probe: Adds a probe to the ball that can be used once the ball hits the player's ship/paddle. When the ball is in the air, it holds a purple "probe orb"; pressing the button will launch it back to the ship/paddle, destroying all blocks, including indestructibles, in it's path. When the ball hits the paddle afterwards, it can be used again.

85) Poison: Makes the player's ship/paddle become transparent, and unable to hit and return balls for four seconds. If all active balls onscreen are not lost from this effect, the player receives 2,000 survival bonus points.

86) Protect: Saves the player from the next three times an hostile enemy/ projectile hits the paddle/ship. Can be carried across levels.

87) Quake: Causes all bricks on screen to be shuffled slightly and advance two rows down

88) Quasar: Opens up a black hole that sucks in many blocks (as well as enemies) regardless of strength in the center of the play field. Can also suck in indestructible blocks.

89) Quadruple: Launches four new balls from the center of the ship/paddle automatically and without any player input.

90) Rapidfire: Mounts a machine gun onto the player's paddle. Can keep firing bullets with no delay nor limit, but blocks take seven bullets from the gun to be damaged/destroyed.

91) Restrict: Shrinks the player's paddle, making it harder to keep the ball in play, but adds a 1.5x multiplier to all destroyed blocks. Can be collected up to four times, with each time also increasing the multiplier to 2.0, 2.5, and 3.0 respectively.

92) Regenerate: Every 5 seconds, the player may spawn a new ball on the paddle by pressing the button.

93) Re-serve: Warps all active balls on the screen back to the paddle to be re-served again.

94) Reset: Deactivates all power ups collected and returns both the ball and

paddle/ship to their starting state.

95) Risky Mystery: Works alike Mystery, but there is a 50% chance the player will be given a power down instead of a power up to his/her dismay.

96) Rocket: For one time, the player can launch his/her paddle upwards to destroy many blocks at once. This will take out four columns of blocks regardless of strength, but the paddle/ship can remove more or less if it is bigger or smaller respectively.

97) Row Bomber: The ball becomes a bomb and for one time only, can remove all of the blocks in the same row as the next block it comes into contact with. Can remove indestructibles.

98) Shrink: Shrinks the ball down, and halves it's strength against blocks that normally require more than a single hit.

99) Shadow: While this allows the ship to be unseen by and therefore invincible to enemies and projectiles, it changes the ship into a black semi-transparent silhouette very difficult to see. Fades off after 20 seconds.

100) Shotgun: The ship/paddle will be able to shoot six small plasma bullets that spread across once shot, their strength being half the balls', requiring two Shotgun shots on a brick to damage or destroy it.

101) Sight Laser: Allows the player to see the path of a ball in advance, and will also show the direction it will travel in after hitting the paddle/ship based on where it is located and the ship/paddle is positioned.

102) Slow. Slows the ball's current speed. Multiple can be collected to keep the ball going as slow as possible.

103) Snapper: Deploys mines when the ball hits the paddle/ship onto colored/ metallic blocks at random, which act as bombs when the ball hits a mined block. Can deploy five mines for each time this power up is picked time.

104) Slug: Slows down enemies and enemy projectiles.

105) Terraform: Transforms select speciality blocks on the board into normal blocks.

106) Time Warp: Causes the game speed to warp between slow and fast every few seconds. Does not affect the player's ship/paddle. Wears off after four speed warps.

107) Trail: Causes the ball to produce five blocks behind itself in it's path.

108) Tractor: Produces a shield that will block a ball from leaving the play field thrice.

109) Transform: Allows the player to transform metallic blocks (including indestructibles) and other speciality blocks into normal blocks with a special beam.

110) Triple: Splits the ball into three at once.

111) Twin: Produces a copy of the ship that works alongside the player's, but if one is not careful, the ball can fall through the gap in-between the two ships.

112) Two: Splits every ball on-screen into two at once.

113) Ultraviolet: Destroys ten random blocks on the screen.

114) Unification: Transforms all colored bricks into special gemstone bricks that award 2.5x the value of the original brick.

115) Undead: Produces a shield on the bottom of the screen that can block the ball only a single time, afterwards it will return the ball right back onto the top of the paddle/ship for a second go.

116) Unlock: Every brick on the screen begins to move sideways at varying speeds.

117) Undestructible: For four seconds, all the blocks become indestructible and cannot be damaged/ destroyed.

118) Vendetta: Summons a drill to come in and destroy any random row of blocks on the board, usually the one with the most indestructables. Ignores block strength.

119) Vector: Allows the ship free 8-axis movement across the screen for 40 seconds. A warning signal is given wen the ability is about to run out.

120) Venom: All explosive/detonator blocks onscreen spread by one block each in four directions (N, S, E, W), overlapping another block if necessary.

121) Volt: Makes the ball able to electrocute blocks from a distance, (slowly) destroying them. Multiple can be claimed to increase the range and strength of the ball's volts.

122) Voodoo: Makes the ball a "Voodoo Ball" that will randomly destroy/damage two other blocks on the stage each time it makes contact with any block.

123) Warp: Completes the level, but also has a chance of skipping the next or next 2 levels. Cannot skip over boss levels, or the final level in the game.

124) Weak: Makes the ball have a 40% chance of not damaging/destroying a block. Wears off after 20 seconds.

125) Weight: Decreases the speed at which the ship can travel sideways, meaning the player must put in extra effort to move his/her ship and often at time cannot keep up with the ball.

126) Wet Storm: Removes four (five on levels that exceed 15 blocks in width, six if the width is 20) random rows of blocks from the play field.

127) Whisky: Makes the ball curve and wiggle as it moves, but also keeps it at a slow speed.

128) X-Bomb: Allows the player's ship/paddle to lob in a bomb that detonates in eight directions (Horizontally, vertically, and diagonally) removing all blocks the explosion hits. When first collected, a crosshair will appear, moving up and down, and the player must time it right and press the button when the crosshair is over the desired target to lob the bomb there, dealing the necessary damage.

129) X-Ray: A random number of normal blocks (usually less than 30% of all

colored bricks) will become glass blocks containing a random power up or power down inside. This is to show the player(s) what is inside in advance.

130) Yoyo: Speeds up the ball the further it is away from the paddle, and slows it down when the ball is closer to the paddle.

131) Yoga: Increases sensitivity on the player's paddle, allowing it to move more quickly, but also makes it harder to control.

132) Y-Return: When moving downwards, the ball(s) will steer itself towards the player's ship/paddle.

133) Buzzer: Causes a large chainsaw ball to appear from the bottom of the screen and travel across the screen at an angle, drilling through any block it touches and bouncing off the edges until it exits through the bottom.

134) Zeal: The ball(s) will gain great speed; equivalent to four "Fast" power downs.

135) Zen Shove: Each time the ball hits the paddle/ship, the blocks above will advance towards the bottom of the screen by one row for each hit. Indestructables can be destroyed in this method by being "squashed" by normal blocks, and the blocks cannot advance below a target line, which rests just above the paddle/ship. Can either be helpful or harmful depending on the user's preference.