Planet Bumper Effects

Mercury: Speeds up the ball after being hit.

Venus: Randomly changes the ball's direction after hit.

Earth: TBD

Moon: Dynamic position, moves slowly when hit and resets to its original position at the start of each round.

Mars: "Explodes" after 5 hits, giving extra points.

Jupiter: TBD

Saturn: Gravity Field – Balls near it will curve their trajectory.

Uranus: Freeze Time – Add more time after collision

Neptune: TBD