Blue – This would have the same properties as the Ice material. The balls will travel far when a lot of force is applied and it will slide longer before coming to a stop.

Grey – This would have the same properties as the Metal material. Balls would slide for a long time when launched and rebounding from walls.

Orange – This would be like the Wood material. The friction would be slightly increased when launching balls.

Blue – This would have similar properties to Rubber. The walls and obstacles would become bouncier and either add force or keep the speed the same after hitting a wall.

Yellow – This would have similar properties to Sand. This would have high friction meaning players would have to put more power into the balls and prioritise which ball to use.