**Speed**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
Increases the players speed drastically.   
Duration: 3 seconds

**Thin**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
Decreases the players thickness.  
Duration: 15 seconds

**Slow**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
Decreases the players speed and increases steering.  
Duration: 10 seconds

**Big Hole**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
Gives the player a Big Hole. The player can go through everything. (Invisible)  
Duration: 6 seconds

**Traverse Wall**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
The player can travers/cross the wall. Steering into the wall in one place -> continue at the opposite place of the wall.  
Duration: 15 seconds

**Split**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
Splits the players head, the player continues moving in the original direction and adding two more heads steering to the back/left and back/right. The new heads leave a hole behind when spawned.

**Reverse**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
Swaps the left with the right key, vice versa.  
Duration: 5 seconds

**Eraser**  
http://curvefever.com/sites/default/files/u20513/img_trans.gif  
Erases all lines on the field.