The player is able to use a new powerup, "Rope Hold", where the rope is fixed to the ceiling until a bubble hits is.

Must
- When the powerup is applied, the rope is fixed on the entire height of the game.
- When the powerup is applied, the rope only disappears when it is hit by a bubble.
- The powerup can only be applied in-game, when it is dropped from a bubble.
- When a rope is fixed, no other ropes can be shot.
- A player can walk through the rope.

Should
- The powerup can be bought in the store.
- The powerup is applied to both players in a paired multiplayer game and only to the one that picks it up in a versus multiplayer game.

Could
- The rope sprite changes when it is fixed.

Would
- The frequency and presence of this and other powerups can be controlled from the options menu.

The game can load levels from XML files.

Must
- An XML file can be read by the game.
- The XML file represents a level with bubbles, floors, walls and visual features.
- The visual features consist of the background.

Should
- A level can be selected in the menu and will be loaded on-demand from the XML files.
- The color of the bubbles can also be influenced by the XML file.

Could
- Games can be saved to XML.

Would
- Levels can be created and saved from the game to XML.