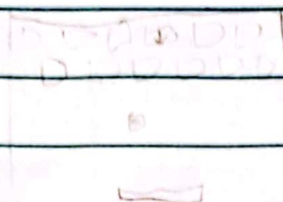
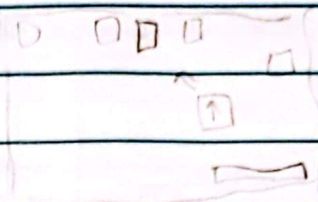


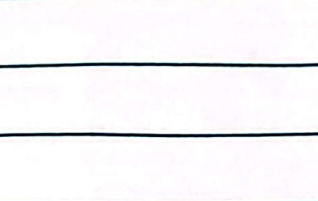
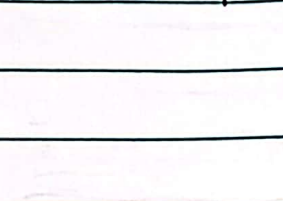
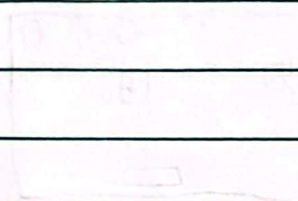
Powerup blocks used
to grow the ball
after breaking a
brick



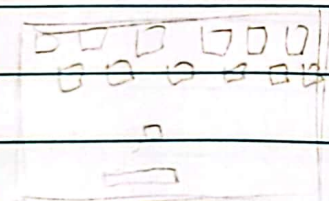
Ball now grows
instead of shatters
on brick impact



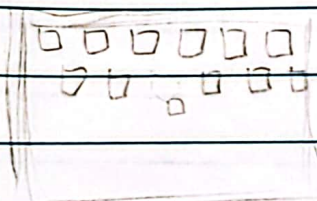
Ball is at large
size late in game



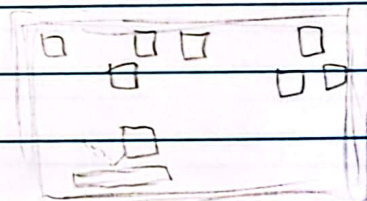
Shake screen
soft and so



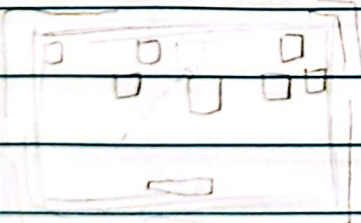
Minimal screen-
shake present when
ball is small



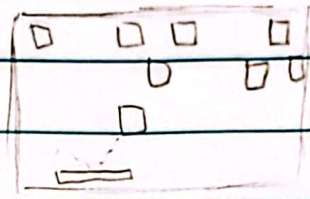
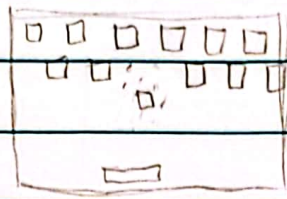
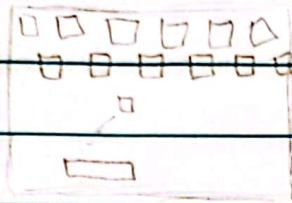
It becomes noticeable
when breaking a
brick



Some screen shake
against paddle
when ball is large



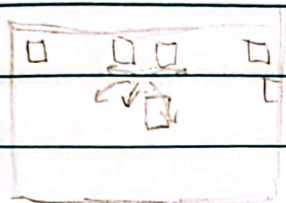
Lots of screen shake
at large size



ball approaches
the blocks

particles enter
when ball makes
contact

short decay
time for particles



sharper explosion
at larger size

ball size goes up when larger
sharper explosion when larger
ball size goes up when larger

sharper explosion
at larger size