

Name	Rarity	Min Ex.	Max Ex.	Description
Midas	Basic	0	7	Gain 10,000,000 points
Salvation	Basic	1	5	20 second ballsaver at the start of each mode.
Nezzex Device	Basic	0	7	Placed on an action button. Spot the portal shot. Only works if the portal door is open. 10 second cooldown.
Pay Raise	Basic	0	7	+1 Bonus Multiplier for the rest of the game.
Corruption	Basic	1	7	Start Corruption Multiball, a 60 second 4 ball multiball. This is the only way to play this multiball.
Short Glory	Advanced	1	7	Placed on an action button. X7 scoring for the rest of the ball. Drain in 20 seconds.
Simplification	Basic	0	7	Advance the progress of each mode you haven't completed. Score 400,000 per uncompleted mode.
Elevated	Basic	0	7	All ramps score 600,000 extra points for the rest of the game.
Duplication	Improved	0	7	After every 3 shots in a mode, add a ball into play.
Slingshot	Improved	0	7	Gain 6,000,000. Disables the slingshots (trust me, this is a good thing).
Blitz	Improved	0	5	Double scoring during all modes for the first 20 seconds.
Prestigious	Advanced	0	7	+ 15% scoring for the rest of the game.
Underclock	Basic	0	7	Increase the length of ALL timers by 30%.
Multisurvival	Improved	0	7	Launch a ball into multiball after 45 seconds.
Master Shot	Basic	0	5	Placed on an action button. Press this button to spot the best shot in a mode. Cannot be used for final shots. 2 uses.
Defragmentation	Basic	1	7	Gain enough fragments for 2 data cards.
Wisdom	Advanced	0	6	The next time you choose an exploit, ALL exploits will be available to choose.
Speedrun	Basic	0	4	Whenever you gain an exploit, including this one, start a 5 million Hurry Up.
PowerCharge	Basic	0	4	Whenever you gain an exploit, including this one, score 1,150,000 multiplied by the number of exploits you have.
Wizard	Basic	4	7	Permanent +1 X scoring. Disables all ball saves.
Revival	Advanced	0	4	The next time you would end your ball while in a mode, prevent it and complete the mode instead. Lose 1,100,000 points for each section you didn't beat.
New Life	Improved	2	7	Earn an Extra Ball.
Freeroller	Advanced	3	7	For the next 3 minutes or until you drain, add a ball in play every 30 seconds if you only have 1 ball in play.
Backdoor	Basic	1	7	Light Manipulation Multiball. Shoot the orbits while in the nezz to begin.
Power Outage	Basic	1	7	Light "Lights Out Multiball". Shoot the inner loop while in the city to begin.
Highway Loop	Basic	0	7	All orbits score 600,000 extra points for the rest of the game
Checkpoint	Improved	1	7	Placed on an action button. Press this button while in a multiball to shoot a ball out and add a 3 second ballsaver. Can only be used once per multiball.
Shortcut	Improved	0	7	All multiball jackpots score 150,000 more points. All multiballs require 2 less shots for the Exploit Jackpot.
Smart Missile	Advanced	1	7	Placed on an action button. Spots EVERY shot from left to right.
Singularity	Improved	5	7	During Escape the Simulation (Final Mode), skip the first 2 sections and you have +3 seconds of ballsaver.