 slider to increase bounciness and gravity,

Numbers closer to middle for safety, mult/div further for risk

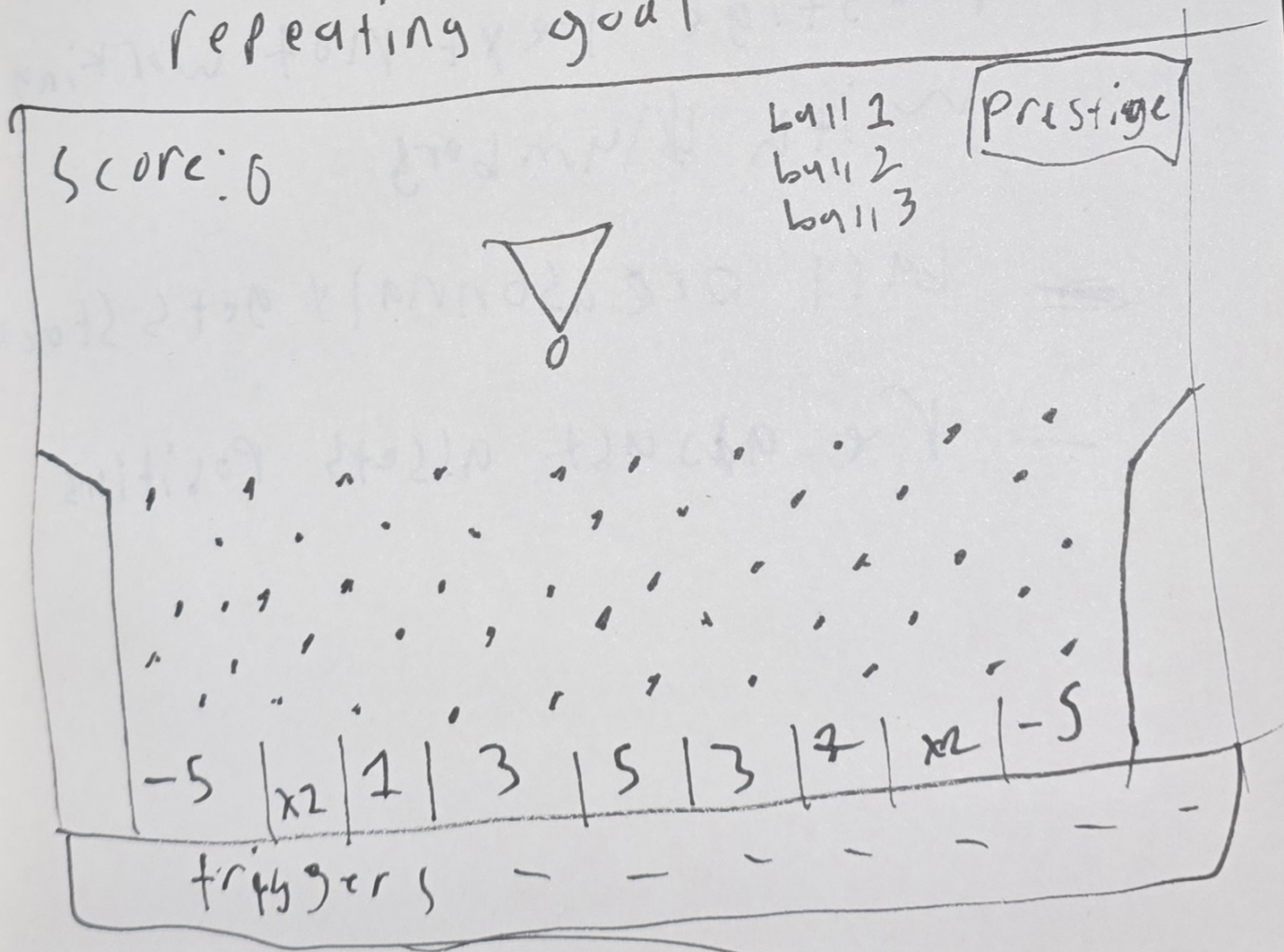
* rotating pegs to change ball direction

- slider not working/cant ~~be~~ reference in code
- count get ~~balls~~ ^{pegs} to rotate with triangles

- struggled adding divider, changed to -5,

- instead of slider, unique balls for different purposes.

- Prestige system, to have a repeating goal



- Prestige text not working/button not working
- both problems resolved by attaching hierarchy ~~file~~ ^{to script}
- Swapped out movement for ~~and~~ back and forth for more difficulty
- Prestige resets score, and double all stats.
- Prestige text not working with Mymberg
- ~~ball~~ occasionally gets stuck
- Re adjust assets positions