In game User Interface

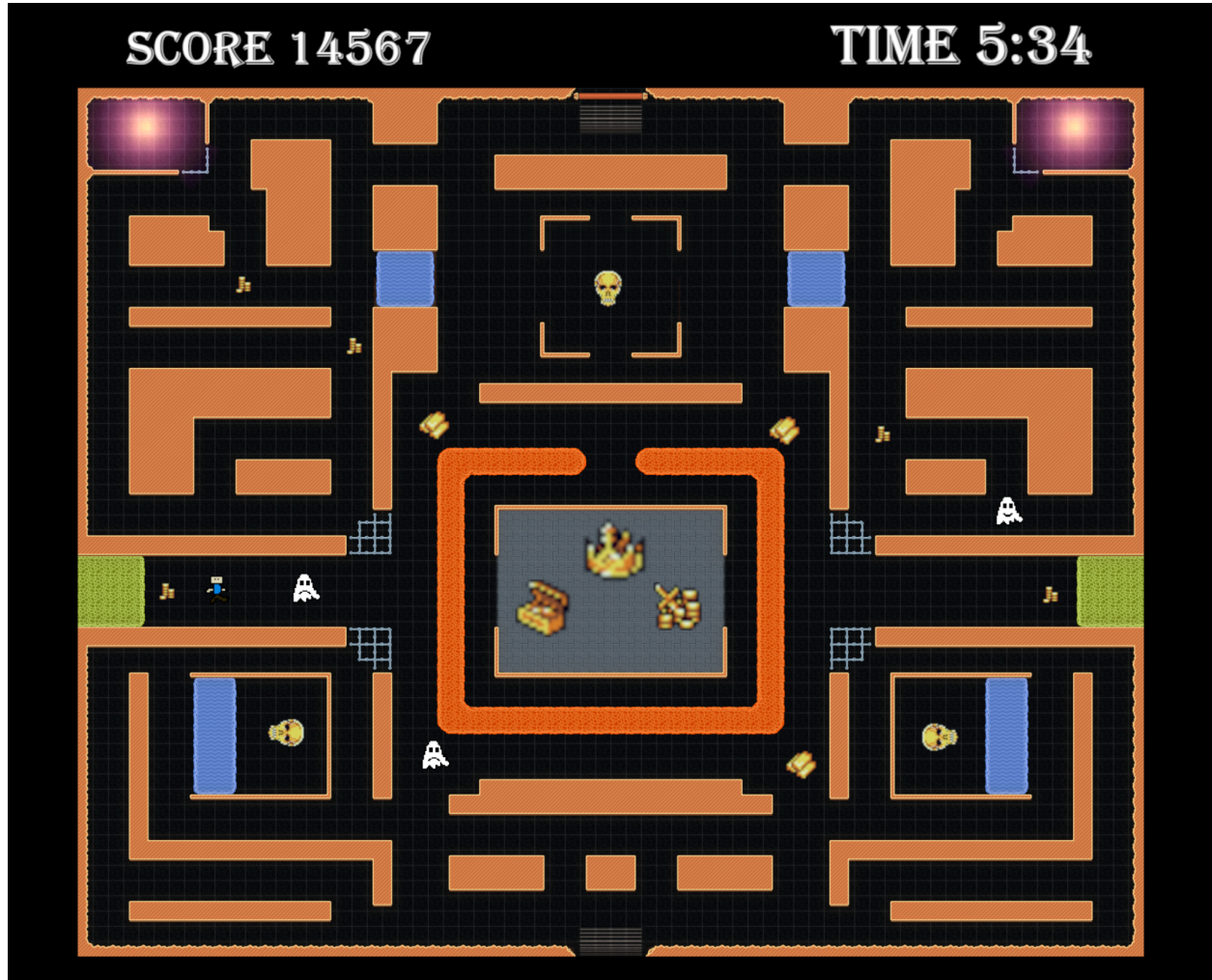# Difficulty Selection Interface