

Vials - Add extra difficulty levels

Fast Spawner

- Difficulty: Enemy spawn interval decreased by [XX]%
- Reward: Combo circle size is increased for the first [XX] seconds of the game
- Unlocked by: Play with a [XX] combo for [XX] seconds

Tank Destroyer

- Difficulty: Tank enemies hats are stronger and need more taps to be removed
- Reward: Each tap gives [XX] points
- Unlocked by: Kill [XX] tanks off the map

Rogue Destroyer

- Difficulty: Rogue enemies will have even more speed
- Reward: Rogue enemies will award more points
- Unlocked by: Kill [XX] Rogues off the map

Wizard Destroyer

- Difficulty: Enemy wizards will have more health and teleport at a faster pace
- Reward: Wizards will give more points on kill
- Unlocked by: Kill [XX] Wizards off the map.

Speedster

- Difficulty: All enemies move at a faster pace
- Reward: Combo points have a chance of [XX]% to be doubled
- Unlocked by: Kill [XX] enemies in a row without getting hit.

Hardcore

- Difficulty: The health of the player is lowered and player growth will increase
- Reward: More chance of spawning allies and combo circle size is increases by [XX]%
- Unlocked by: Survive for [XX] hours total