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