A grid cell of the game board can have only one object of a given hierarchy

hierarchy	category	Grid Objects
10	OverHierarchy	OverlayObject
0	**MainHier**archy	**MatchObject, BlockedObject, BlockedBoxObject, DisabledObject, FallingObject, TreasureObject, ClickBombs, DynamicMatchBombs**
-10	UnderHierarchy	UnderlayObject, Hidden
-20	SubUnderHierarchy	SubUnderlay