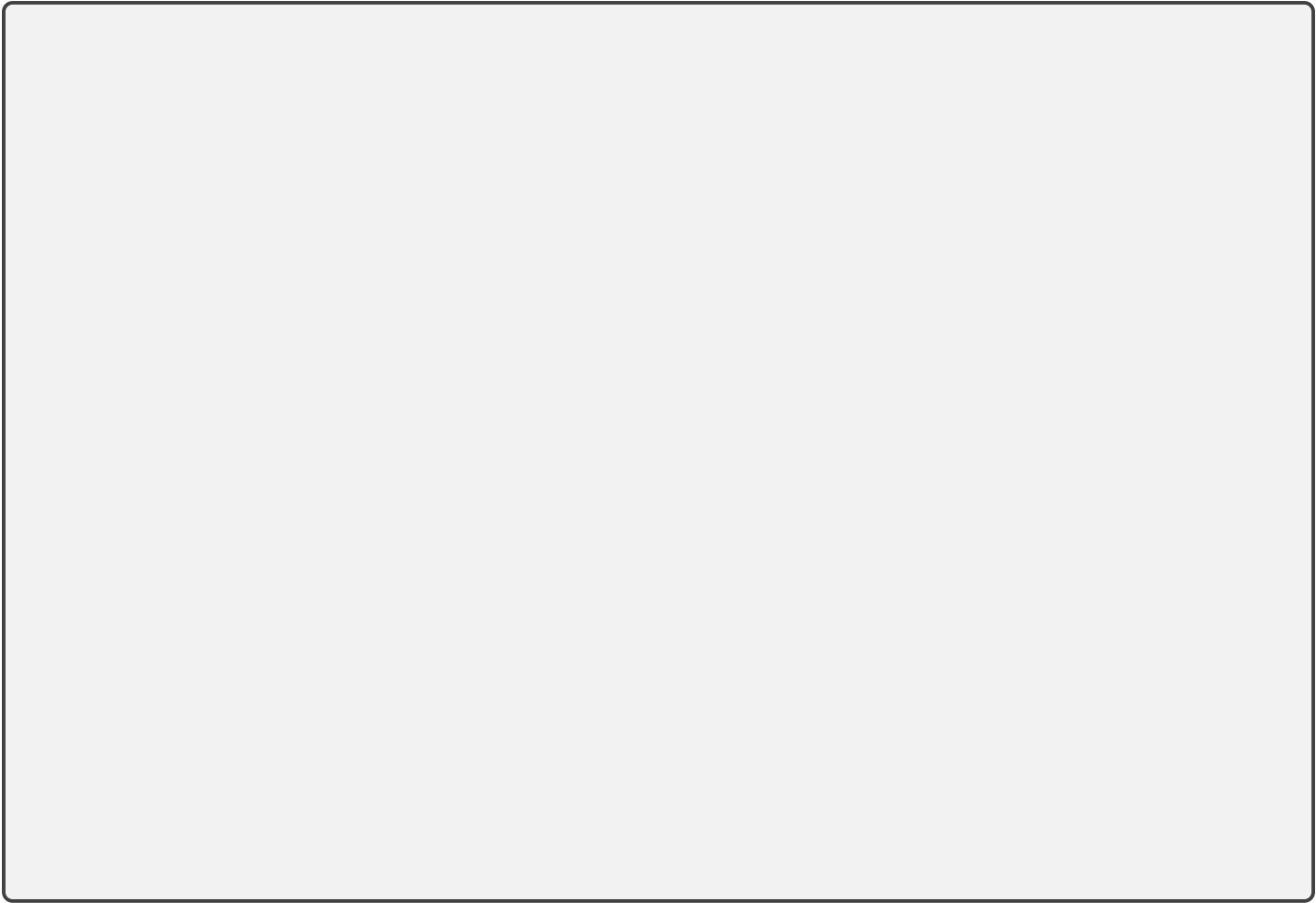# Match Me

Points:

Restart game

Levelmodifier

These can be selected to alter the game experience.
The game needs to be restarted for the changes to take effect.

Symbol count: Shown symbols: UTF8   ABC   123

Colored	Color the cell symbols.	
Breakable twice	Cells that need to be matched twice to be removed.	D,U,R,G,M
Unbreakable	Cells that can be matched unlimited without changing.	U,M
Bombs	Deletes the neighborhood when matched.	D,U,R,G,M
Obstacle	Cell without content and unmatchable/unmoveable.	U

D = removeable, U = unmoveable, R = respawnable, G = gravity, M = matchable