(Backstory)

Larry is a hungry caterpillar that loves to eat leaves. Larry needs to become a butterfly soon, so he needs to eat enough before he begins chrysalis. Help Larry eat enough leaves to satisfy his hunger.

The goal of this game is to accumulate as many points as possible in 100 moves. Once your reach 100 moves, you can restart the game or create a new game.

Points are awarded for matches of 3 or more like leaves in a row or column.

Scoring: each tile is worth 1 point.

Enter 'w', 'a', 's', 'd' to move your bug. Which is up, left, down and right respectively.

Enter 'm' to identify matches. How many points can you accumulate in 100 Moves?

The game is over when the player runs out of moves, try to beat your personal best!

Larry needs as much food as possible if he’s going to become a caterpillar, help him find and match the leaves!