

On the Subject of Goofier Game

Goofys Game 2: Electric Goofyloo

Pressing any **Up Arrow** shifts that column **up** by 1 and **increases** all the values in that column by 1

Pressing any **Down Arrow** shifts that column **down** by 1 and **decreases** all the values in that column by 1

Pressing any **Left Arrow** shifts that row to the **left** by 1 and **decreases** all the values in that row by 1

Pressing any **Right Arrow** shifts that row down to the **right** 1 and **increases** all the values in that row by 1

0 and 9 are considered **consecutive**

The module can be **reset** by pressing the **status light**

When all the digits on the module are the **same**, the module is solved.

