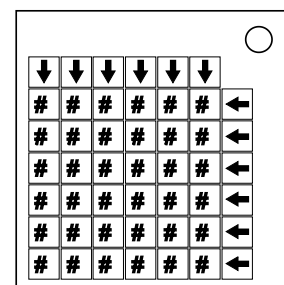# On the Subject of Point Grid

I'm just trying to find the bathroom...

- This module consists of a 6×6 grid of numbers, along with a row and column of arrow buttons at the top and right of said grid.
- To solve the module, click the green button in the middle once the arrows have been put into the correct orientation.
- Clicking the green button when the arrows are not in the correct orientation will incur a strike.

Rules for Arrows:

- All arrows must be pointing towards at least one cell in the number grid.
- The numbers in each cell represent how many arrows are pointing to that cell.

EXAMPLE GRID

↓	↙	↘	↙	↙	↓	
2	0	1	2	0	2	↙
1	1	1	0	1	2	↖
3	2	1	1	2	3	←
2	0	0	1	0	1	↙
1	0	1	0	0	2	↙
2	2	1	1	2	3	←