On the Subject of FizzBuzz

Why put a classic schoolyard game on a bomb? Wait... that's odd...

- This module has three displays, each with a seven-digit number.
- For each number, find the column corresponding to the color of the number in the table below. Go through that column and take a note of each integer whose condition applies.
- Take the sum of these integers to get a number. Take this number and add it to each digit of the displayed number to get a new seven-digit (or less if the first few digits are zeros) number. **Be sure to disregard any carry digits you get when performing this operation.**
- If the new number is not divisible by three or five, do nothing.
  If the new number is divisible by three and not five, use the button to change the display to "FIZZ".
  If the new number is divisible by five and not three, use the button to change the display to "BUZZ".
  If the new number is divisible by both five and three, use the button to change the display to "FIZZBUZZ"
- Finally, repeat for the remaining numbers and press "SUBMIT" once all three numbers' displays are correct.

Condition	red	green	blue	yellow	white
3 or more battery holders are present on the bomb.	7	3	2	4	5
At least one Serial <u>and</u> Parallel port is present on the bomb.	3	4	9	2	8
3 letters and 3 digits are present in the serial number.	4	5	8	8	2
At least one DVI-D <u>and</u> Stereo RCA port is present on the bomb.	2	3	7	9	1
2 or more strikes are present on the bomb.	6	6	1	2	8
5 or more batteries are present on the bomb.	1	2	2	5	3
None of the above apply.	3	1	8	3	4