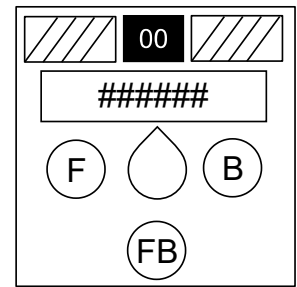# On the Subject of BuzzFizz

Bees would probably find this game extremely difficult.

When the needy activates, take the number on the display and use the BuzzFizz rules to determine which direction to point the dial. If the dial is pointed in a wrong direction when the timer reaches 0, a strike will be recorded.

BuzzFizz Rules

If the number is divisible by 3 but not 5: point towards "Buzz".
Otherwise, if the number is divisible by 5 but not 3: point towards "Fizz".
Otherwise, if the number is divisible by 3 and 5: point towards "BuzzFizz".
Otherwise, point towards the number itself.

Due to budget cuts we could only afford to put capital letters on the circles.