How To Use Your
ADDIATOR

The world's smallest precision adding machine

CLEARING HANDLE

ARITHMA

STYLUS

+ ADDITION +

STOP

ADDITION COLUMNS

STOP

ANSWER WINDOWS

STOP

SUBTRACTION COLUMNS

STOP

− SUBTRACTION −
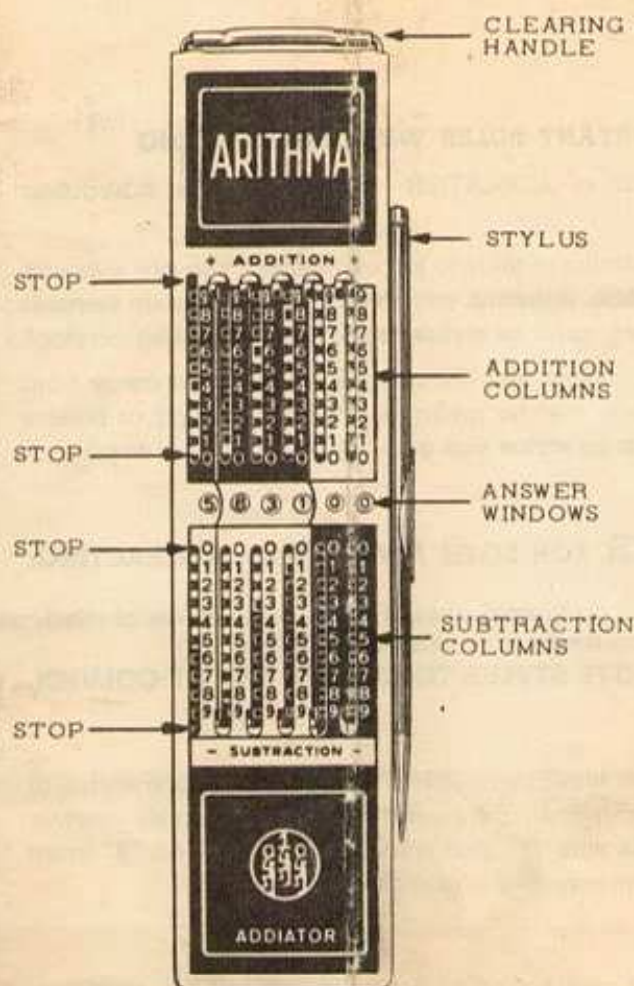
ADDIATOR

ADDIATOR is of sturdy, all-metal construction for a lifetime of dependable service. But, as with any precision-built instrument it is important that you follow the instructions carefully to learn how to operate your ADDIATOR properly.

CLEARING

To clear the machine, pull up clearing handle as far as it will go and then push it down again. This will automatically set answer windows at zero. Your ADDIATOR is now ready for adding and subtracting.

(Should an arrow ↓ sign remain in answer windows after clearing the machine, merely insert stylus in slot to left of number 1 in column over the arrow. Pull stylus down towards the answer window and zero will automatically appear.)

BEND

STOP

9 8 7 6 5 4 3 2 1 0

STOP
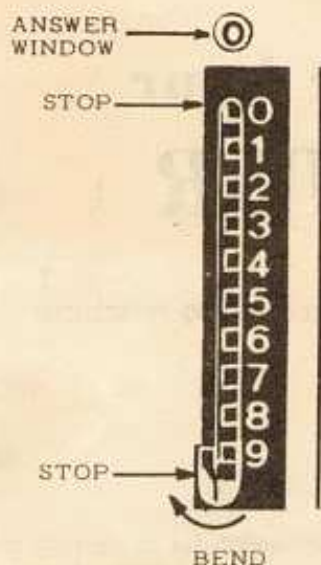
ANSWER WINDOW

IMPORTANT RULES WHEN ADDING

Use top half of ADDIATOR — these are the addition columns.

Always insert stylus in slots to left of numbers you are adding.

If slot is **white,** it means you should pull stylus down towards answer windows, **as far as stylus can go** (until it touches the stop).

If slot is **red,** it means you should push stylus up **away** from answer windows, turning stylus up around bend at top of column **as far as stylus can go** (until it touches the stop).

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ANSWER WINDOW

STOP

0
1
2
3
4
5
6
7
8
9

STOP

BEND

IMPORTANT RULES WHEN SUBTRACTING

Use bottom half of ADDIATOR — these are the subtraction columns.

Always insert stylus in slots to left of numbers you are subtracting. If slot is **white**, it means you should push stylus up **towards** answer windows, **as far as stylus can go** (until it touches the stop).

If slot is **red**, it means you should pull stylus down **away** from answer windows, turning stylus down around bend at bottom of column **as far as stylus can go** (until it touches the stop.)

REMEMBER FOR BOTH ADDING AND SUBTRACTING:

WHITE slots always go **toward** answer windows in center of machine.
RED slots always go **away** from answer windows.
AND, ALWAYS MOVE STYLUS TO STOP AT END OF COLUMN.

EXAMPLES:

```
   673
+ 5269
+  734
  6676
-  845
  5831
```

Insert numbers as you would write them (left to right). Place stylus in the "6" in third column from right and pull **down** towards answer windows. Do the same with "7" (2nd column from right) and "3" (right hand column). Answer windows will show "673".

Now add "5269" The "5" in 4th column from right must be pulled down towards answer windows. Also the "2". But the "6" and "9", both being in red position of slide, must be pulled up **away from** answer windows and around bend to the stop.

Now insert "734" in the same manner and total of "6676" will appear in the answer windows.

To subtract "845" use the subtraction columns under answer windows. The "8" in 3rd column from right, being red, must be pulled **away** from the answer windows (downward) and around bend to the stop. The "4" and "5", both being in white slots, should be pushed **upwards** towards answer windows. Correct total of "5831" is now shown in the answer windows.

AUTOMATIC STOPPAGE

If you move stylus in wrong direction, for example **up** instead of **down**, ADDIATOR will indicate your mistake by stopping automatically so that movement cannot be continued. In this case, do **not** remove stylus from slot, but merely move it to the stop in opposite direction and correct total will be shown.

ARROW SIGNAL

Should an arrow appear in one of the answer windows while adding or subtracting, it is ADDIATOR'S way of telling you that a simple step must be taken.

If arrow sign ↑ is pointing **up**, merely insert stylus in the zero **above** arrow and push **up** around bend to the stop. Notice how this automatically continues addition to the next column.

If arrow sign ↓ is pointing **down**, insert stylus in the zero **below** arrow and pull **down** around bend to the stop. This, too, automatically trips the figure in the next column.

If you forget to eliminate the arrow signal, ADDIATOR will continue to work correctly. But later a stoppage might occur in the bend, preventing the stylus from reaching the stop.

When this happens, you clear the arrow signal exactly as explained above, **with one exception. Insert stylus in number 1 rather than in the zero slot** and move stylus around the bend to the stop.

```
  199
+   5
+   8
  212
```

After adding "199" and "5", you insert "8" and move it **upward**. It will be impossible to move stylus around the bend. But by clearing the arrow with number "1" you will get the correct answer of "212".