## How To Use This Pocket Calculator

ALWAYS clear the calculator first before each calculation by pulling the clearing bar all the way out and then pushing it back. After the calculator is cleared the figure in all the answer windows should be "0". Should any arrow sign appear in any window insert pen in the column above it and pull toward window to bring out "0".

RULE 1 - When the hole in the figure column is white move pen towards the answer window and when the hole is red move pen away from the window and around the bend.

TO SET the first figure in the calculator at the beginning of each calculation after the calculator has been cleared, use the upper half or addition side and insert the pen in the holes opposite the appropriate numbers and move toward the answer windows.

Example: To set 3152

Insert pen in hole opposite "3" in fourth column from right and move toward window to as far as it will go. "3" will appear in the window. Next insert pen in hole opposite "1" in the third column from the right and move toward window. Then insert pen in hole opposite "5" in second column. Finally put pen in "2" in first column and move toward window. The complete figure "3152" will now appear in the answer windows.

(See Overleaf)

TO ADD - Actually you have just done a multiple addition as follows:

> 3000 + 100 + 50 + 2 = 31524261 + 92 = 4353Example:

First clear calculator. Next set "4261" on calcu-Then still using the addition side, insert pen in hole opposite "9" in second column from right. Since the hole is in the red zone move pen away from the answer window and around the bend. Next insert pen in hole opposite "2" in first column and move toward window. answer "4353" will appear in the windows.

TO SUBTRACT -First clear calculator and set the first figure using the addition side. Then use the lower half or substraction side for the rest of the calculation

> 3869-1953-1916 Example:

After clearing calculator and setting first figure "3869", insert pen in hole "1" in fourth column on lower half and move upward toward window. Next insert pen in hole "9" in third column (red) and move away from window and around the bend. Then insert pen in hole "5" in the second column and move toward window. Finally insert pen in "3" in first column and move toward window. The answer "1916" now appears in the windows.

RULE 2 - When arrows appear in the windows during a calculation, simply insert the pen in "0" in the corresponding column and move away from the window and around the bend.

Example: 476+228=704

Clear and set first figure. Insert pen in "2" in third column and move toward window. Insert pen in "2" on second and move toward window. Insert pen in "8" on first and move away from window and around bend. "644" now appears in the win-Insert pen in "o" on second and move away from window and around. The correct answer "704" now appears in the windows.