

Instruction for use of **STERLING** Type

## **ACCURATOR** **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 row above it and pull toward window to bring out "0".

**RULE 1** - When the hole in the figure row is white move pen toward the answer window and when the hole is red move pen away from the window AND AROUND THE BEND UNTIL IT STOPS AT THE TERMINAL.

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

**EXAMPLE** — To set £23. 15. 6d.

Insert pen in hole opposite "2" in second row of '£' column and move toward window to as far as it will go. "2" will appear in the window. Then do likewise with the "3" in \*first row of '£' column. Proceed similarly with "1" in left row of 's' column and "5" in right row, and "6" in the 'd' column, all moving toward the window. The complete figure £23. 15. 6d. will now appear in the answer windows.

\* When referring to 'first row' of '£' column, always count from right to left.

Actually, you have just done a multiple addition as follows:

$$£20 + £3 + 10s + 5s + 6d.$$

**RULE 2** - When arrows appear in the windows during a calculation, simply insert the pen in "0" in the corresponding row and move away from the window and around the bend until it stops at the terminal.

**TO ADD** - Example: £26. 18. 8d. + £9. 5. 2d.

(See Overleaf)

First clear calculator. Next set £26. 18. 8d. on calculator. Then, still using the addition side, insert pen in hole opposite "9" in the first row of '£' column. Since this hole is now in the red zone, move pen away from the answer window and around the bend until it stops at the terminal. Next insert pen in the hole opposite "5" in right row of the 's' column. As this hole is also in the red zone, move pen away from the answer window and around the bend. Finally, insert pen in the hole opposite "2" in the 'd' column and move toward the window. The answer £35. 23. 10d. will appear in the windows. Since when the figure appearing in the 's' column is up to 20, it should be converted into £1 by means of inserting pen in the red hole "0" in left row of 's' column and moving away from answer window and around the bend. Now the actual answer appearing in the windows is £36. 3. 10d.

**TO SUBTRACT** - First clear calculator and set the first figure using the addition side (upper half). Then use the subtraction side (lower half) for the rest of the calculation.

Example: £3. 15. 6d. — £1. 18. 4d.

After clearing calculator and setting £3. 15. 6d., insert pen in hole "1" in first row of '£' column on subtraction side (lower half) and move upwards toward window. Next insert pen in hole "1" in left side, upper row of 's' column and move upwards toward window. Again, insert pen in the red hole "8" in the right row of 's' column, and move downwards and around the bend. (At this stage, an arrow is shown in the answer window, and as a rule, an arrow must be disposed of in any calculation, and to do this, insert pen in the red hole opposite "0" in the lower left row of the 's' column and move around the bend. This will set off the red arrow and straighten the subtraction in the 's' column.) Finally, insert pen in the hole "4" in the 'd' column and move toward window. Then the answer £1. 17. 2d. will appear in the windows.