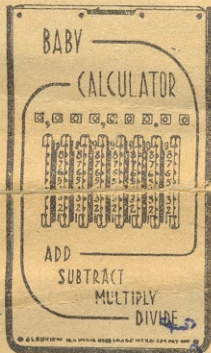


# BABY CALCULATOR

Reg. U. S. Patent Office



# IMPORTANT

Do Not Try To Operate This  
Machine Without First

## *Reading Instructions*

### Please Note

Most people are not familiar with the operation of adding machines and your attention is called to the fact that if you paid \$100 or \$500 for an adding machine, you would have to study its instruction sheet and practice the various operations before being able to add in an efficient manner. Remember you are paying only \$2.95 for the 'BABY CALCULATOR' as compared with a great many times this amount for the larger machines. Therefore, do not expect more of the 'BABY CALCULATOR' than the expensive machines. It will give you complete satisfaction if you cooperate to the extent of reading instructions on operation and the necessary practice.

## DIRECTIONS INSIDE

## ADDITION

Main operation for which the machine was designed and the operation for which you will use it most often. In order to Subtract, Multiply and Divide you must first master Addition.

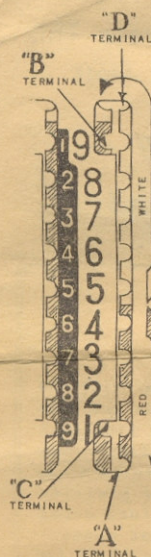


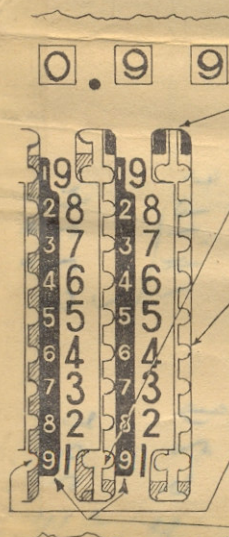
FIGURE I

- (1) This machine is operated with the metal stylus or pointer furnished with each machine.
- (2) To ADD use large figures only. Insert stylus in hole on right side of each figure to be added and move slide (divided into colored sections WHITE and RED) either upward or downward.
- (3) If pointer is in 'RED' of column move downward to terminal 'A'. DO NOT follow around bend. When you place pointer in hole right of figure to be added and column is 'WHITE'—move pointer upwards and around the bend, keeping to outside edge at the head of figure column to a stop at terminal 'B'.

**IMPORTANT**—Remember that in each operation **ADDING**, the pointer must go all the way down to terminal 'A' when number to be added is opposite RED of column and all the way up and over to the left and down to a stop at terminal 'B' when adding figure opposite WHITE of column.

The results or answer will be indicated in the answer spaces at top of machine. **REDUCTION TO ZERO** is brought about by pulling out the ZERO slide or lever found at the upper top edge of machine.

**NOTE:** If when adding a number with stylus or pointer in WHITE of column, you find on reaching bend at top of column that you are blocked and cannot go around bend and down to stop at terminal 'B', do not force the operation—simply take the pointer out of this hole at point of blockade in the column you are adding and place it in the hole opposite NUMBER ONE in the next column to your left and push up and around bend down to stop at terminal 'B'. (Example: Adding 1 to 99). Should you also be blocked the second time repeat directions as outlined above by moving over to the next column to your left and continuing this operation until you can come to stop at terminal 'B'. (Example: Add 1 to 999). SEE ILLUSTRATION BELOW.



If you can't go around here — and are blocked, take pointer out from where you are, place opposite figure 1 next column left and go up and around at top. Example: Add 1 to 99.

Adding number in White, push up with pointer keeping to outside edge and down to little stop.

Adding a number in Red of column push down with pointer.

SMALL NUMBERS FOR SUBTRACTION

### SUBTRACTION

First, place the number from which you are to subtract in machine using the large figures as in adding. Your attention is called to the small figures alongside the large numbers on face of machine. (See illustration bottom page on left). Use the small figures instead of the large figures when subtracting. If you SUBTRACT a number which is opposite WHITE column, push up with pointer but NOT AROUND bend at top. SUBTRACTING a number opposite RED of column, push down and around bend and up to stop at terminal 'C'. NOTE: If when subtracting a number with pointer in RED of column, you find on reaching bend at bottom of column that you are blocked and cannot go around bend and up to stop at terminal 'C'--simply take the pointer out of the hole at point of blockade and place it in the hole opposite the small number one in the next column to your left and push down and around bend to stop at terminal 'C'. Should you also be blocked in this column repeat the directions as outlined above by moving over to the next column to your left and continuing this operation until you can come to stop at terminal 'C'.

### MULTIPLICATION

In this operation the fundamentals of simple multiplication must be kept in mind. For example--in multiplying  $12 \times 12$  you first multiply  $12 \times 2$  and then  $12 \times 1$ . Example:

$$\begin{array}{r} 2 \times 2 = 4 \\ 2 \times 1 = 2 \\ 1 \times 2 = 2 \\ 1 \times 1 = 1 \\ \hline \text{Answer} \quad 144 \end{array}$$

NOTE--This is done the same with the Calculator as on paper, always moving over one space to the left with every figure you multiply

In multiplying you must apply the same principles as you do in addition.

### DIVISION

Division is different from the other operations inasmuch as the quotient, or answer, does not appear in the answer column, but is determined by the number of operations necessary to reduce the dividend to a smaller figure than the divisor.

Example: 672 divided by 32 - 21

First, place 672 in machine, using the large figures as in adding, then in order to DIVIDE by 32 follow the principle outlined in Subtraction, that is, use the small figures on face of machine, placing pointer or stylus opposite small figure No. 3 in the third column from the left and push up, then place pointer opposite small figure No. 2 in second column from left and push up. Continue to repeat this operation until the first two numbers are smaller than the divisor;--being careful to count the operations, then move over to the right and subtract 32 from the remaining two columns. It only takes one operation to make this number smaller than the divisor. The correct answer should be 21. If at any time you are dividing and the answer does not come out even but has an amount left over that is the fraction. (Example: 673 divided by 32 -  $21\frac{1}{32}$ )

NOTE--When dividing numbers be sure to move the pointer in the right direction as outlined below in (a) and (b):

(a) When the small figure is opposite WHITE of column you push up with pointer but not over, stopping at Terminal 'D'.

(SEE FIGURE 1)

(b) When the small figure is opposite RED of column you push down and around bend to stop at terminal 'C'.

12897