

## AUTOMATIC SAFEGUARD.

When the slide is moved in the wrong direction, red slot to zero end, for instance, the respective limit can never be reached short of breaking the slide. When the movement in the wrong direction is thus checked, the red arrow signal appearing in the answer window points the correct direction to follow. Just LEAVE the stylo's point in the original slot and move it in the direction of arrow to the opposite limit. Correct answer will appear.

## CHECKING YOUR ANSWERS.

In order to check the result of your addition, subtract the individual amounts from the total. If, before subtracting the last amount, you see it shown in the answer windows, you are sure that your total is correct. Naturally, a subtraction should be checked by addition in the same manner.

## AUF WIEDERSEHEN (So long!) . . .

*Your Addfeet has been built to last a lifetime. We do not plan to induce you to buy another model in a year or two, but we hope that you might wish to recommend the Addfeet to your friends and associates. Thank you.*

~~~~~ SOLD BY: ~~~~~

Complete instructions on  
**HOW TO USE AND GET  
MOST OUT OF YOUR**

precision adding and  
subtracting machine

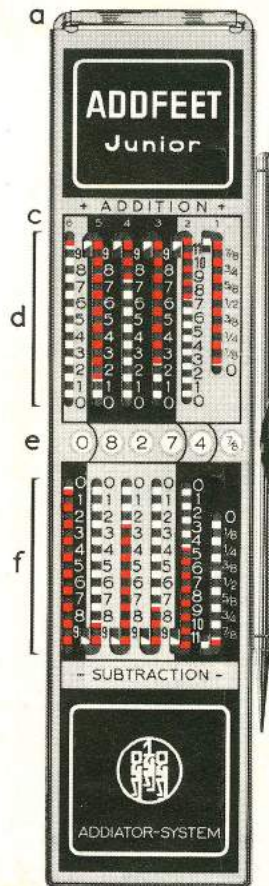


**A  
D  
D  
F  
E  
E  
T**

- Addfeet adds and subtracts feet, inches and fractions.
- Addfeet converts fractions into inches, inches into feet automatically.
- Addfeet operates with decimal amounts, dollars and cents.

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## GETTING ACQUAINTED WITH THE ADDFEET.

- Clearing handle to set the answer windows at zero.
- Brass stylo for operating the Addfeet.
- Column numbers for better orientation.
- Addition half of the Addfeet.
- Answer windows.
- Subtraction half of the Addfeet.

## THINGS TO NOTE.

The column 1 is reserved for fractions, the column 2 for inches, while the columns 3 to 6 are reserved for feet. Use columns 3 to 6 for all ordinary additions: money, market purchases, car mileage, etc.

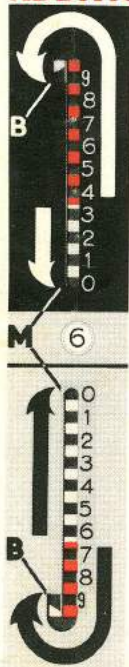
In all columns (except 6) the end, next to zero, is different from the other end. The latter is larger and is provided with a bend.

Zero ends are located next to the middle of machine, ends with a bend, away from it.

## CLEARING THE MACHINE.

To clear the machine, in other words to set all answer windows at zero, just PULL out the clearing handle as far as it will go, then push it in again. Should a red arrow remain in one of the windows, merely insert the stylo in slot next to 1, just above the arrow, and pull it down. The Addfeet is ready for use only when all answer windows are set at zero.

## ADDITION & SUBTRACTION.



The Addfeet is operated with a stylo which moves the slides up or down. Keep the stylo at right angle to the face of the machine. When going round the bend "keep to the right"—this will bring the figures of the answer in the center of the answer windows. Never use a pencil to operate the Addfeet. If the stylo gets lost, order a spare one without delay.

### BASIC RULE.

If the slot, to the left of the number you are about to insert, is in the WHITE portion of the slide, move the stylo toward the zero end (limit M).

But, if the slot is in the RED portion of the slide, move the stylo toward the BEND and AROUND it to limit "B". In short:

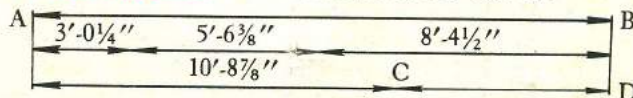
WHITE SLOTS — TOWARDS MIDDLE "M"

RED SLOTS — AWAY FROM MIDDLE AND AROUND THE BEND TO LIMIT "B"

## EXERCISE 1.

To master the basic rule, add the same figure, say 6 a number of times. Start at column 3. The slot at left of 6 is white, move the stylo to zero end "M". To add a 6 once more, note that the slot is now RED. Move the stylo toward the bend and around it, to limit "B". Your total is 12. Next 6 is white, it goes to "M", while the next two are red, they go to "B". Your total is 30. Subtract the 6 five times using the lower half of the Addfeet and observing the same rule: the balance is zero.

## EXERCISE 2. Find distances AB and CD



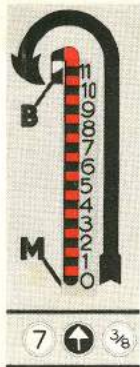
Clear the Addfeet. Insert the figures the same way you write them—from left to right starting with a 3 of 3'-0 1/4". The units of feet are in column 3, therefore, move the white 3 to "M". Zero need not be inserted, the corresponding column 2 is just left out. 1/4" in column 1, being white is moved to limit "M".

Inserting the next amount 5'-6 3/8" we discover that all the slots are white—all are moved to limit "M" and your sub-total is 8'-6 5/8".

Adding the third amount, we note that 8' is red. It must be moved to limit "B". 4 is white, goes to "M" and 1/2 is red and goes to "B" again. Our first answer: AB=16'-11 1/8".

In order to find CD, subtract 10'-8 7/8" from the total. Using the subtraction half, 1 in the 4th column is white and is moved to zero end "M"; zero is left out as before, 8" in 2d column is also white, goes to zero end "M" while the 7/8 being red is moved to the bend and around to "B". The answer CD=6'-2 1/4".

## RED ARROW SIGNALS.



In some cases, as in the examples below, the RED ARROW will appear in the answer window where total is shown.

Example: A RED ARROW (▲) appears in answer window 2 when these amounts are added. Look at the slot next to zero, above the arrow. It is now RED.

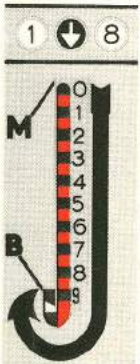
The basic rule applies to zero as well as to any other figure. Since a zero can be added without changing the result, insert the stylo in the red slot next to zero and move it to the bend and around it. The picture shows how the red arrow is cleared.

Similar case when subtracting: A RED ARROW (▼) in column 3 tells you that zero, below it, is red.

Clear the arrow as shown on the picture, i.e. applying the basic rule. (Subtracting a zero does not change the result). While learning to operate the Addfeet, it is easier to clear every red arrow as soon as it appears.

$$\begin{array}{r} 3'-8\frac{1}{2}'' \\ + 4'-3\frac{3}{8}'' \\ \hline 8'-0\frac{3}{8}'' \end{array}$$

$$\begin{array}{r} 22'-4\frac{3}{8}'' \\ - 12'-8\frac{1}{4}'' \\ \hline 9'-8\frac{1}{8}'' \end{array}$$



However, it is not necessary to do so. The machine continues to operate correctly even when the red arrow signal is not cleared. When more experience is gained in operating the Addfeet, one should abstain from clearing the red arrow signals, except in the final answer.

Example:  $3'-8\frac{1}{2}'' + 4'-3\frac{3}{8}'' + 1'-6\frac{3}{4}'' = 9'-7\frac{1}{8}''$

Adding the second amount, we get a red arrow signal in column 2. Add the third amount WITHOUT clearing the arrow. Note that the arrow signal disappears automatically and the correct result is shown.

In rare cases, however, the presence of the red arrow will prevent us from reaching the limit "B" in the bend. You might notice, that the last half of the stroke in the bend carries over "1" to the next column to the left. The presence of the red arrow blocks the left part of the bend and does not allow the stylo to reach the limit "B", that is to carry over "1". We should carry over "1" with the stylo, it will clear the arrow and show the correct total.

Example:  $3'-8\frac{1}{2}'' + 4'-3\frac{3}{8}'' + 0'-\frac{3}{4}'' = 8'-1\frac{1}{8}''$

After adding the first two amounts a red arrow signal appears in column 2. Add  $0'-0\frac{3}{4}''$  WITHOUT clearing the arrow and note that you are blocked at the top of the bend and are unable to reach the limit "B", that is to "carry one" into column 2. Therefore add 1 to the second column with your stylo. This clears the arrow and gives you the correct answer:  $8'-1\frac{1}{8}''$ .

This explanation can be formulated as follows: When the stylo is blocked in the bend, short from reaching the limit "B", CLEAR THE ARROW FROM "1".