

Brief Instruction Manual for Petersson Calculating Machine



Structure of the Petersson calculating machine:

Input, driving key, Result(Addition), Result (Subtraction), Counter

For Calculation the **Input** is put on a number by moving the sliders carefully up and down from 0 to 9. Turning the **driving key** clockwise brings the number into the **result** mechanism. The **counter** should count how often the **driving key** has been turned (but spring inside has not enough force to keep it, so it

doesn't move steady). By lifting the upper part the counter should be put to 0 automatically by a spring inside but this doesn't work properly because spring is too weak.

The whole **result mechanism** might be moved to another place of the number to multiply by 10, 100 etc. for example by lifting the knob on top, turning and dropping again.

The reset of the result should be done by lifting the upper part a bit, turning every **little knob** by hand until 0 is visible and setting the upper part down again.



Don't use the **reset mechanism** at the side of the upper part, because it doesn't work anymore and machine blocks.

Always handle carefully and never use force!