

FROG

HOW TO OPERATE YOUR FROG

© MMXIV
All Rights Reserved



Product may vary slightly from what is illustrated

Visit us at <https://www.jerkcity.com/>
You will find exciting adventures and entertaining
tips and ideas including great recipes

Printed in the U.S.A.



www.jerkcity.com

FEATURES

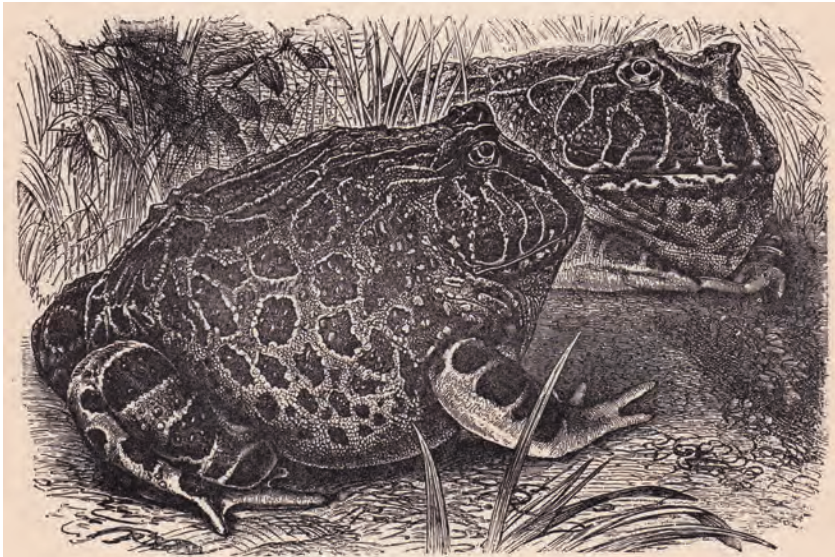
Your FROG has been carefully designed to give you many years of great pleasure. In the unlikely event that your FROG does not operate satisfactorily, please review the following potential problems and try the steps recommended before you contact an Authorized Dealer.

Some of the nearby attractions include:

- * Starbucks
- * a dirt lot
- * Winchester Mystery House

Be sure to have your papers with you at all times. No historic steam trains run anywhere near FROG. Waterslide broken. No ghosts, either. Bathrooms camera-free since 1998. Your personal guest room comes with a chamberpot, some silverfish.

Pictured below: Outside view of FROG



LIMITED WARRANTY

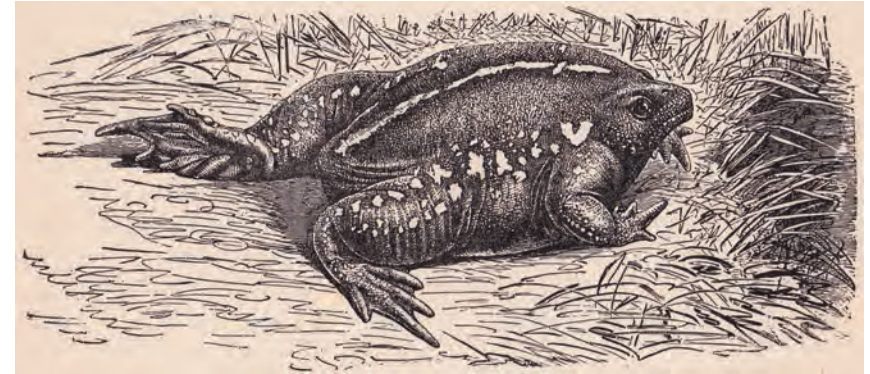
FROG is warranted to be mostly free from defects.

Do not return FROG to the store!

Please contact our customer support department at christmastreemonsterproblem@jerkcity.com.

Each FROG can lay up to 100,000,000,000,000,000 eggs every year.

FROG is not for eating. Do not eat FROG!



Our products are on sale in principal cities throughout the country.

A small backyard pond with a cruisy little wooded area is all you need to start. The pond is very shallow; little water is needed. Any kind of drinking water is suitable for FROG.

If you have a claim under this warranty, be sure to have the model, series and type numbers of your FROG ready for operators to assist you.

Do not contact us. Great pleasure.

NOTE:

THE PURPOSE OF THIS PUBLICATION

FROGS belong to a group of animals that can live on land or in the water. This group of animals is called amphibians. FROGs originated from the moon and hang out by the toilets at public parks and drink sangria. They enjoy the company of other FROGs. They are fond of loud disco music and party drugs including methamphetamine, anime, crank, blow, coke, toot, snow, “e”, codeine, mushrooms, marijuana, ketamine and piss.

FROG can be stored inside tupperware for the winter. This booklet is included free of charge.

No salesman will call.

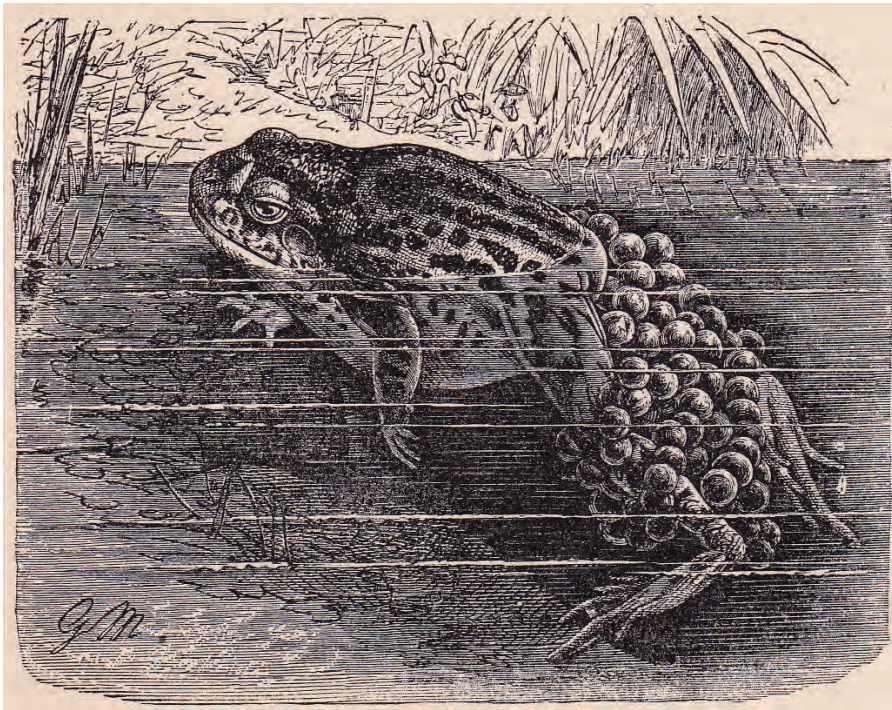


Figure 1a. FROG taking a massive dump right there in the pond

3. The top of the stack now contains the resulting S-FROG, which is still rank r , the same as the original S-FROG. This is normal.

To add two S-FROGs:

1. Put the two S-FROGs you wish to add on the top two elements of the stack.
Both S-FROGs must have the same type.
2. Press [ADD].
NOTE: If the S-FROG stack has fewer than two elements, you will get a **STACK UNDERFLOW** error.
NOTE: If the two S-FROGs have different types, you will get an **INCOMPATIBLE TYPE** error.
3. The top of the stack now contains the resulting S-FROG.

To find the outer product of two S-FROGs:

1. Put the two S-FROGs, of ranks r and s , respectively, you wish to combine on the top of the stack.
2. Press [OUTER].
NOTE: If the S-FROG stack has fewer than two elements, you will get a **STACK UNDERFLOW** error.
3. The top of the stack now contains the resulting S-FROG, which has rank $r + s$, the sum of the ranks of the original two S-FROGs.

To subtract two S-FROGs:

1. Put the S-FROG you wish to start with on the top of the stack. Both S-FROGs must have the same type.
2. Put the second S-FROG you wish to subtract from the first on the top of the stack.
3. Enter -1 into a function register.
4. Press the key corresponding to that function register, say, [F1], then press [F(X)] [OUTER] [ADD].
5. The top of the stack now contains the resulting S-FROG.

EXAMPLE: Computing the Einstein FROG.

1. Enter the rank-4, type- $(1, 3)$, S-FROG representing the desired Riemann FROG on top of the stack.
2. Press 1 [F1] [HOLD] 3 [F2] [CONTRACT].
3. The S-FROG on the top of the stack now represents the Ricci FROG.
4. Press [DUP] 1 [F1] [UP ARROW] 1 [F1] [HOLD] 2 [F2] [CONTRACT].
5. The S-FROG on the top of the stack now correspond to the Ricci scalar FROG.
6. Press 2 [1/X] [+/-] [F1] [F(X)] [OUTER] [G] [OUTER] [ADD]
7. The top of the stack now contains the resulting S-FROG, which represents to the Einstein FROG (see insert on taking into account the cosmological constant). If you load this S-FROG into your FROG, please do not anger it.

TROUBLE-SHOOTING

PROBLEM: FROG tastes bad or will not turn on.

SOLUTION: Check batteries for correct polarity and if necessary, re-insert slowly. Don't expect to slip it right in, it takes time.

PROBLEM: FROG exposed to fallout particles.

SOLUTION: Wash in warm sudsy water. FUCKING DO IT

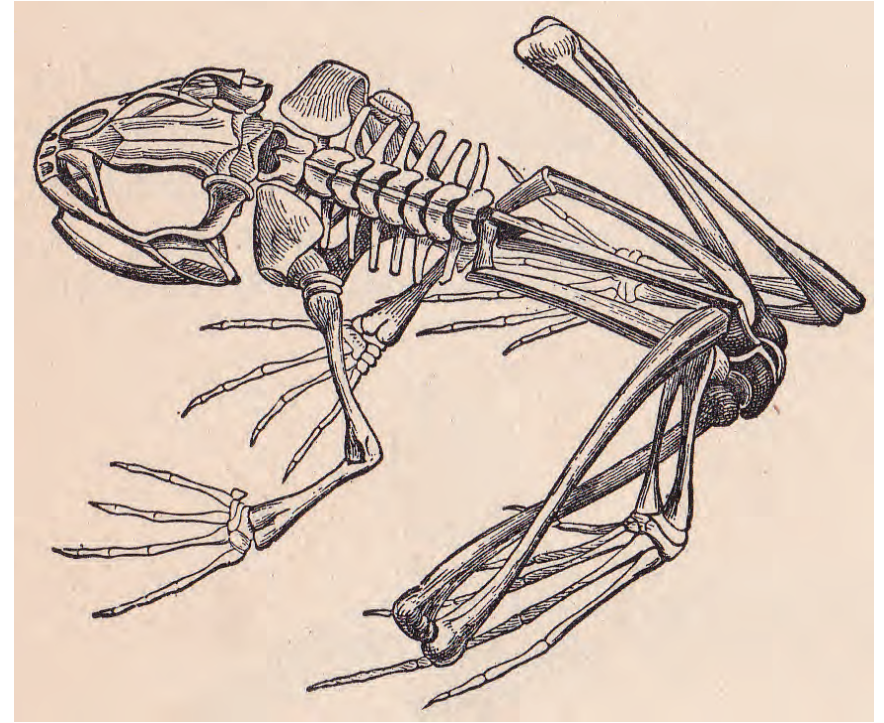
PROBLEM: FROG is leaky or crashes with error -41 or -43.

SOLUTION: Mineral deposits have built up. Unplug the FROG and wipe its surface with a damp cloth. Due to its delicate nature, FROG should be treated with respect and dignity at all times.




CASH WILL NOT BE ACCEPTED BY OUR DELIVERY PEOPLE
RETAIN THIS SLIP IT MUST BE PRESENTED FOR WARRANTY SERVICE TERMS AND
CONDITIONS OF SALE SEE REVERSE SIDE ENJOY YOUR NEW PURCHASE FURTHER
INFORMATION WITH REGARDS TO YOUR FURTHER INFORMATION WITH REGARDS TO
YOUR FURTHER INFORMATION WITH REGARDS TO YOUR FURTHER

DIAGRAMS



close up
AFI SALUTE TO
KIRK DOUGLAS (CC)
10 PM 5 10 45



The American Film Institute presents its 19th Life Achievement Award to one of "the toughest customers we've ever seen on the screen."
Born Issur Danielovitch in 1916, Douglas made his movie debut as Barbara Stanwyck's alcoholic husband in 1946's "The Strange Love of Martha Ivers," but his big breakthrough came in 1949, when he earned an Oscar nomination as a boxer in "Champion." Next came knockout performances in "Young Man with a Horn" (1950), "Detective Story" (1951), "Lust for Life" (1956), "Paths of Glory" (1957) and "Spartacus" (1960).
Segments from those films highlight this anecdote-filled clips-and-reminiscences tribute, hosted by Douglas's son Michael at a gala taped March 7 in Beverly Hills. (60 min.)

190TV GUIDE 5/23/91-PM

CERTIFICATE

This Certificate entitles the person whose name appears below to receive - free of charge and without the slightest obligation - a copy of this certificate. Merely put your name and your address in the proper spaces and mail certificate to your big fat face c/o nuts and ass.

NAME _____
ADDRESS _____
CITY _____ ZONE _____ CANDY? Y/N _____

Introduction: S-FROGS

Your FROG is tremendously programmable and extensible. The chief route by which you manipulate your FROG is through the **FROG stack**. This FROG stack contains a sequence of **FROG states**, hereafter abbreviated **S-FROGS**. Only the S-FROG on the top of the stack is directly accessible.

FROGs are characterized by a number of attributes. The first is its **dimension**, which is a positive integer and is implementation-dependent. Check your FROG to determine the dimension of its S-FROG; typical FROGs have S-FROGs with dimension 3, or 4, but higher-dimensioned FROGs are possible. An S-FROG also has a **rank**, a non-negative integer (0, 1, 2, ...), which in a way represents its complexity. An S-FROG of rank r and dimension N will have a number of components given by N^r . S-FROG **components** are coordinate-dependent and are not directly manipulated. Note this means an S-FROG with rank 0 of any dimension has only one component, which is kind of weird.

The primary means of accessing an S-FROG is by referring to its indexes or **indices**. The rank of an S-FROG indicates how many indices it has; indices are numbered with integers starting with 1 up to and including the rank of the S-FROG. (Thus, an S-FROG of rank 0 has no indices at all.) Each index takes the form of one of two **kinds: contravariant** or **covariant**. The difference between the two states involves how the components are represented. The type of an S-FROG is a short-handed way of specifying both its rank and the kinds of its indices. The **type** of an S-FROG is specified by the ordered pair (p, q) , where p is the number of contravariant indices and q is the number of covariant indices.

Creating and destroying S-FROGS

To load the state of your FROG onto the stack:

1. Press [SHIFT] [LOAD].
NOTE: If the S-FROG stack is full, you will get a STACK OVERFLOW error.
2. The state of your FROG is now on the top of the S-FROG stack.

To store an S-FROG from the stack into your FROG:

1. Put the S-FROG you want to store into your FROG on the top of the stack.
2. Press [SHIFT] [STORE].
NOTE: If the S-FROG stack is empty, you will get a STACK UNDERFLOW error.
3. Your FROG now assumes the new state, and execution resumes.

To duplicate an S-FROG on the stack:

1. Put the S-FROG to be duplicated on the top of the stack.
2. Press [DUP].
NOTE: If the S-FROG stack is empty, you will get a STACK UNDERFLOW error.
3. The top two items on the stack now both represent copies of the original S-FROG. If you modify one, you will not modify the other. Scout's honor.

To swap the top two S-FROGs on the stack:

1. Put the two S-FROGs to be swapped on the top of the stack.

2. Press [SWAP].
NOTE: If the S-FROG stack does not contain at least two elements, you will get a STACK UNDERFLOW error.
3. The top two items on the stack are now still on the stack, but in reverse order.

To discard an S-FROG on the stack:

1. Put the S-FROG to be discarded on the top of the stack.
2. Press [DROP].
NOTE: If the S-FROG stack is empty, you will get a STACK UNDERFLOW error.
3. The S-FROG on the top of the stack is discarded.

To create a scalar S-FROG:

1. Enter the constant or function of N independent variables (*see insert on entering functions*) into a function register.
2. Press key corresponding to the function register in which you entered your desired scalar, e.g., [F1].
3. Press [F(X)].
NOTE: If no function has been entered into the specified register, then you will get a NULL REFERENCE error.
4. The top of the stack now contains the resulting S-FROG, which has rank 0. That is not a typo.

Modifying S-FROGS

To convert an index from covariant to contravariant ("raise"):

1. Put the S-FROG of rank r you wish to modify on the top of the stack.
2. Enter a constant integer corresponding to the index you wish to raise into a function register.
3. Press the key corresponding to the function register into which you just entered the index value, e.g., [F1].
4. Press [UP ARROW].
NOTE: If no function has been entered into the specified register, then you will get a NULL REFERENCE error.
NOTE: If the S-FROG stack is empty, you will get a STACK UNDERFLOW error.
NOTE: If the function register does not contain a constant integer between 1 and r (inclusive), you will get a DOMAIN VIOLATION error.
NOTE: If the index of your S-FROG is already contravariant, you will get an CANNOT COMPLY error.
5. The top of the stack now contains the resulting S-FROG.

To convert an index from contravariant to covariant ("lower"):

1. Put the S-FROG of rank r you wish to modify on the top of the stack.
2. Enter a constant integer corresponding to the index you wish to lower into a function register.
3. Press the key corresponding to the function register into which you just entered the index value, e.g., [F1].
4. Press [DOWN ARROW].

NOTE: If no function has been entered into the specified register, then you will get a **NULL REFERENCE** error.

NOTE: If the S-FROG stack is empty, you will get a **STACK UNDERFLOW** error.

NOTE: If the function register does not contain a constant integer between 1 and r (inclusive), you will get an **INCOMPATIBLE TYPE** error.

NOTE: If the index of your S-FROG is already covariant, you will get a **CANNOT COMPLY** error.

5. The top of the stack now contains the resulting S-FROG.

To contract two indices of an S-FROG:

1. Put the S-FROG of rank r you wish modify on the top of the stack.
2. Enter a constant integer for the first index you wish to contract into a function register.
3. Press the key corresponding to the first function register you just used, e.g., [F1].
4. Press [HOLD].
5. Enter a constant integer for the second index you wish to contract into a function register different from the first one.

6. Press the key corresponding to the second function register you just used, e.g., [F2].
- NOTE:* The two indices you wish to contract must be contravariant and covariant, respectively, or covariant and contravariant, respectively. This is getting really tiring.

7. Press [CONTRACT].

NOTE: If the function registers do not contain constant integers between 1 and r (inclusive), you will get a **DOMAIN VIOLATION** error. This error will not indicate which index is problematic, so exercise caution.

NOTE: If you've entered two indices which are equal, you will get a **INVALID INPUT** error.

NOTE: If the S-FROG stack is empty, you will get a **STACK UNDERFLOW** error.

NOTE: If the rank of your S-FROG is less than 2, you will get an **ONSENSICAL OPERATION** error.

NOTE: If the two indices you have specified are not of opposite kinds (contravariant vs. covariant, or covariant vs. contravariant, respectively), you will get a **CONSISTENCY FAILURE** error.

8. The top of the stack now contains the resulting S-FROG, which will be of rank $r - 2$.

To find the covariant derivative of an S-FROG:

1. Put the S-FROG of rank r you wish to modify on the top of the stack.

2. Press [NABLA].

NOTE: If the S-FROG stack is empty, you will get a **STACK UNDERFLOW** error.

3. The top of the stack now contains the resulting S-FROG, which has rank $r + 1$. A new covariant index has been created before the other indices, and thus has index value 1. All other indices are increased by one.

Combining S-FROGs

To multiply an S-FROG by scalar:

1. Put the S-FROG corresponding to the scalar on the top of the stack, and the S-FROG of rank r you wish to multiply it by on the second level of the stack, or vice versa.

2. Press [OUTER].

NOTE: If the S-FROG stack has fewer than two elements, you will get a **STACK UNDERFLOW** error.

