

# FAHRENHEIT 451

BASED ON THE NOVEL BY

RAY BRADBURY



**MULTI-DISK  
SOFTWARE**  
For the Apple® IIc, IIe or II+  
Requires 64K  
451  
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 **TELARIUM™**

*Science Fiction*

**To all New Members:**

Welcome to the Underground. You have joined a group of people who are dedicated to freedoms—whether the freedom found between the covers of a book, or the freedom that once existed in this country and that must be rekindled.

You will feel alone out there, surrounded by 451 Corps, and uncertain of the loyalties of the people you encounter daily. But you are not alone. Underground members are everywhere, waiting to assist a fellow Undergrounder in his or her mission, waiting to guide their compatriots to safety, waiting for the time when there will be reward for their efforts.

**Some advice:** See the section called “Literary Quotations,” which describes how members of the Underground use literary quotations to communicate with each other.

And, don't forget your lighter, the Flame of Knowledge...

Signed,

*Jonathan Swift*

## Notes From The Underground

Here are some tips on how to make it around in Manhattan.

### Loading 451

See insert for loading instructions.

### New Features

Enter **NEWDATA** to obtain information on features that were changed after your handbook was issued.

### The Picture Option

Choose whether or not you want graphic images of Manhattan during the mission. The program will automatically provide pictures if no selection is made. Enter **PICTURESOFF** if only text is desired. This feature may be changed at any time by entering **PICTURESON**.

### Starting Out

Now read the section "Underground Communication Notes." Also, the following five quick commands will be useful often.

**CREATE** Use the **CREATE** command to create a Save Disk. If a danger appears imminent, the Save Disk will let you "restore" to that point in your mission **if** you have previously saved it onto the Save Disk (see "Save").

#### To create your Save Disk

1. Enter **CREATE** and press **RETURN**. Follow all instructions on the screen.

**Beware:** The program will erase any contents of a disk being formatted as a Save Disk.

2. When the disk drive light goes off, the Save Disk should be removed, and the game disk re-inserted. The mission can continue.

**SAVE** Use this command to "save" points in the mission when you think you might want to return to them later. Do this when danger levels are high and when you doubt that it's likely you'll survive. Other members of the Underground can learn from your experiences.

### **To save a point in the mission**

1. Enter **SAVE**. Follow all instructions on the screen.
2. Select the number of the next available position, or rename a position that was used earlier. Name the present point in the mission (up to ten characters). Finally, remove the Save Disk, insert the game disk, and resume the mission.

**RESTORE** You'll need this command to return to a point in the mission that you saved on the Save Disk. You might want to restore in two instances:

#### **In the event of a fatality**

- a. The computer will state: YOU ARE DEAD. PRESS ANY KEY TO RESTART.
- b. Enter **RESTORE** when you get a cursor.
- c. Follow the instructions. Select a point from the list, then reinsert the game disk. The mission will resume from the point you selected.

#### **If you wish to resume an unfinished mission**

- a. Load the program as usual by inserting Side A into the disk drive.
- b. Enter **RESTORE** when you get a cursor.
- c. Follow the instructions. Select a point from the list, then reinsert the game disk. The program will move to that point, and you can resume from there.

**QUIT** Enter **QUIT** if you want to end the mission before you've completed it. Also, use this command in the event of a fatality, if you don't intend to restore a saved mission. (We hope few New Members will need this, though—the Movement is too important to abandon.)

**RESTART** Enter **RESTART** to return to the beginning of the mission and start again.

## **Underground Communication Notes**

### **In general...**

The 451 Corps pervades the city. To avoid being overheard, always use the Underground Communication System (see attached word list).

Communications should consist of succinct, precise sentences. A verb (**TAKE, GIVE, ENTER**) should always start the command; and a noun, whether a person, a place, or a thing (**CLARISSE, PHONE BOOTH, KNIFE**), should follow the verb. You may use **THE** before a noun (**USE THE LIGHTER**).

Multiple nouns should be separated from each other by a **comma** or **AND**, such as:

**TAKE THE LIGHTER AND THE KNIFE**  
**TAKE THE LIGHTER, THE KNIFE,**  
**AND THE GLASSES**  
**TAKE LIGHTER, KNIFE, AND GLASSES**  
**TAKE LIGHTER, KNIFE, GLASSES**

It's not necessary to end a command with a period.

Several separate actions may be included in one command, but actions must be separated by a comma or the word **THEN**. If, in a string of actions, a noun is repeated, the noun may be replaced with **IT**. For example:

**ENTER THE STORE, TAKE THE CARD, READ IT**  
**EXAMINE THE MAGAZINE, THEN BUY IT**  
**EXAMINE THE BUTTERCUP, TAKE IT,**  
**THEN GO SOUTH.**  
**TAKE ALL, THEN GO SOUTH.**

**Note:** Communications should not be over two lines of type in length. If longer communications are required, separate the commands into logical sequence, and press **RETURN** between them.

### **Literary quotations...**

Underground members use quotations from literature to convey messages to each other. Be prepared to learn to do the same, and to remember the quotations you hear. To avoid the risk of forgetting a crucial message which you, in turn, might need to use later, commit the quotations you hear to memory (or record them in a hidden place).

### **Commands that aren't understood...**

Commands won't be understood if they appear impossible to carry out, if they mention objects that aren't available, or if the words you use are not on the attached Word List. If your command is incorrect, you'll receive a message indicating that, and you'll have an opportunity to correct the command.

## Speaking to others...

Obtain information by using the commands **TALK** or **ASK**, as in

**TALK WOMAN**  
**ASK WORKER**

If a person speaks, respond to him or her (if you think it's wise) by entering **SAY**, and the remark surrounded by quotation marks:

**SAY "NO"**  
**SAY "EVERY GOOD BOY DESERVES FAVOR"**

## Exploring the territory...

Move about in Manhattan by entering directions as full sentences (**GO NORTH**, **GO DOWN**), specific directions (**SOUTH**), or abbreviations (**SW**, **NE**, **W**, **E**, and so forth). **UP** and **DOWN** may be abbreviated **U** and **D**.

Enter **LOCATION** to learn your position on Fifth Avenue. Your position will be stated in terms of east or west side of the avenue, and the nearby cross streets. **E48-49** would indicate that your position is on the east side of Fifth Avenue between 48th and 49th Streets.

Get a full description of the area around you by entering **SURROUNDINGS** (**SURR.**) or **LOOK**. For further details about anything you see, enter **EXAMINE** (**name of item**) or **INSPECT** (**name of item**). Check for 451 Patrols or Hounds by entering **EXAMINE STREET**. Finally, the command **REPEAT** will give you the room description you received when you first walked in.

## Your possessions...

Enter **INVENTORY** (**INV**) at any time to see a complete list of your possessions. For a detailed description of any item you have, enter **INSPECT** (**item**) or **EXAMINE** (**item**) as above. Keep track of your cash by entering **COUNT MONEY**.

## Your identity...

If you need a new ID, try and track down an engraver. Don't forget which ID you're using. Try **CHECK ID** when you're not sure.

## Time...

Keep track of it! Except for the Hound, time is your worst enemy. Enter **TIME** to learn the day and time. And, if it's night and you're tired, enter **SLEEP**. The eight hours will do you good. Be sure to sleep in a place controlled by the Underground.

# Underground Communication System Word List

## NOUNS

ALLEY  
APARTMENT  
AREA  
ARTISAN  
BANKCARD  
BIBLE  
BOOK  
BOOTH  
BOX  
BUILDING  
BUTTERCUP  
BUTTON(S)  
CABLE  
CALC WATCH  
CARD  
CASH  
CASSETTE(S)  
CENTER  
CHEMINDEXER  
CHIP  
CIGARETTE  
CLARISSE  
CLERK  
CLIP  
CONDUIT  
CONTROLS  
COUNTER  
CRYSTAL  
CRYSTART  
DESIGN  
DISPLAY  
DOOR  
DOORWAY  
DOT  
DRAINPIPE  
ELEVATOR  
EXHIBIT  
FACE  
FLAME  
FLOWER  
FINGERPRINTER  
FOOD  
FORK  
FORM  
FOUNTAIN  
GLASS  
GLASSES  
GLASSWORK  
GRATE  
GRATING  
GUARD  
HAND  
HAT  
HOLE  
HOTEL(S)  
HOUND  
ID  
JACKET  
KIOSK  
KNIFE  
LABEL(S)  
LASERGUN  
LEAVES  
LIBRARY  
LIGHTER(S)  
LOBBY  
MACHIAVELLI  
MACHINE  
MAGAZINE(S)  
MAN  
MANHOLE TOOL  
MASK(S)  
MICROCASSETTE(S)  
MICROFICHE  
MONEY  
NO  
NURSE  
OFFICE  
PADLOCK  
PAINTINGS  
PANEL(S)  
PAPERCLIP

PERMIT  
PHONE  
PILE  
PLATO  
PLAZA  
POCKETS  
POND  
RACK(S)  
RAMP  
RECEIVER  
RIFLE  
RING  
ROBOT  
ROOM  
SCREEN(S)  
SHAKESPEARE  
SHOP  
SIGN  
SPARK  
SPIRAL  
SPOON  
SPYGLASS  
STAIRS  
STEPS  
STICKPIN  
SUBWAY  
TAPE(S)  
TERMINAL  
THOREAU  
TIMELOCK  
TRANSMITTER  
TRAP  
UNCAR  
WAFER  
WALL(S)  
WATER  
WINDOW(S)  
WOMAN  
WORKSHOP  
WORLD  
YES

## VERBS

APPROACH  
ASK  
BURN  
BUY  
CLIMB  
CREATE  
DESCEND  
DIAL  
DRINK  
EAT  
EMPTY  
ENTER  
EXAMINE  
EXIT  
FEEL  
FIGHT  
FOLLOW  
GET  
GIVE  
GO  
HANG  
HEAT  
HOLD  
INSERT  
INVENTORY (INV)  
JUMP  
KICK  
KILL  
KISS  
KNOCK  
LEAP  
LEAVE  
LIFT  
LOCATION (LOC)  
LOOK  
LOVE  
MAKE  
OBSERVE

OPEN	UNLOCK	NORTHWEST, NW	ONE
ORDER	USE	SOUTH, S	OUT
PAY	WAIT	SOUTHEAST, SE	SOME
PICK	WARM	SOUTHWEST, SW	THE
PRESS	WASH	UP, U	THEIR
PUSH	WATCH	WEST, W	THEN
PUT	WEAR		THESE
RAISE		<b>MISCELLANEOUS</b>	THOSE
REACH	<b>FUNCTIONAL</b>	A	THREE
READ	<b>COMMANDS</b>	AN	TO
REMEMBER	CREATE	AND	TOWARDS
REMOVE	JOYSTICK	BIG	TWO
RIDE	KEYBOARD	BUT	UNDER
RUN	NEWDATA	FIVE	WAITING
SAY	PICTURESOFF	FOR	WHILE
SHOOT	PICTURESON	FOUR	WITH
SHOW	QUIT	HER	
SIT	RESTART	HIM	
SLEEP	RESTORE	HIS	
SURROUNDING (SURR)	SAVE	IN / INTO	
SWIM	<b>DIRECTIONS</b>	IT	
TALK	DOWN, D	ITS	
TAKE	EAST, E	MY	
THROW	NORTH, N	NEAR	
TOUCH	NORTHEAST, NE	ON	

## 451 Hints

In order to maintain security, members from the Underground will communicate with each other using literary quotations. If you are unable to get the information you need from a fellow member, it is often because you either do not have the proper quote, or are saying it incorrectly (words and punctuation must be exact). In the case of a dire emergency, use this list to aid you. Find the room you are unable to advance in, and decode the accompanying encryption to find where to discover the relevant quote.

EIGHTH FLOOR	MPVOHF	<b>Other Spots:</b>	VTF MJHIUFS
HOSPITAL	SFTUBVBSOU	THIEVES	GJOHFSQSJOUFS
SUBWAY	NBHBJOF TUPSF	BASEMENT	NJDSPGJDIF UPVDI
ENGRAVER'S	GPPE DFOUFS	LOCKERS	DFCMF
ENGRAVER'S	UJGGBOZT	FOOD CENTER	FOUFS 562
TOWER	IPTQJUBM	OUTSIDE MAGIC SHOP	XBUDI UJNF
TREATMENT ROOM	DBUIFESBM	GLASS WORLD	IFBU QBEMPD.I
TIFFANY'S	TVCXBZ	WALLS PARLOR	HFU HMBTTF.T
CATHEDRAL	NBHBJOF TUPSF	POST 451	XFBS HMBTTF.T
MAGIC SHOP	FOHSBWF	LIBRARY 2ND FLOOR	OP GMBNF
BANK	NBHBJOF TUPSF	LIBRARY 1ST FLOOR	SPPN 321
POWER CENTER	CBTFNFOU		QPXFBS DFOUFS
PHONE	UIJOLUBOL BU F59		
UNGAR	UPXFBS FMFWBUPS		
LIBRARY STEPS	IPVOET CVJMEJOH		
	UIFO SJEF IPVOE		

BCDEFGHIJKLMNOPQRSTUVWXYZ 1 1 2 3 4 5 6 ,  
 ABCDEFGHIJKLMNOPQRSTUVWXYZ 0 1 2 3 4 5 ,



**Produced and Developed by Byron Preiss Video Productions, Inc.**, leading designers of entertainment and educational software.  
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Based on the book, *Fahrenheit 451*, by Ray Bradbury,  
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# FAHRENHEIT 451™

## *Loading on the APPLE® II series*

**Note:** This game uses one disk drive.

1. Make sure the computer is turned off.
2. Insert game disk Side A into the disk drive. For Apple IIe and IIc, depress the CAPS LOCK key.
3. Turn on the computer.

# FAHRENHEIT 451

BASED ON THE NOVEL BY

## RAY BRADBURY

The time is not too long from now. The place is New York City. Yet it is a setting few of us would ever recognize.

For this is a world where simply owning a book is dangerously illegal. Where Firemen come not to save houses, but to burn them for the books inside. And where you, once a dedicated Fireman, are now a rebel with a passion for books—and the most wanted fugitive in the country.

There are still a few people who can help you—your fellow members of the Underground. They can tell you how to fool the deadly Mechanical Hounds, how to steal a Fireman's uniform, how to avoid the military ID checkpoints.

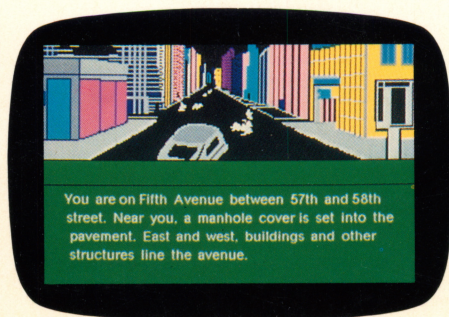
Yet escape is not your main concern. You are possessed, driven onward by your own unflinching ideals. You feel a desperate need to fight, to push back ignorance, to vindicate every page a Fireman has ever burned.

But how? How can a hunted criminal bring the books of the world back from the edge of extinction? The chances seem pitifully small and yet, with a little cunning, a little stealth, a little careful planning . . .

**Fahrenheit 451** is the first computer adventure game to be produced in collaboration with Ray Bradbury. It offers an advanced parser, multiple disk sides for extended play, and the ability to be played with or without graphics.

RAY BRADBURY, world-renowned author of such science fiction classics as **The Martian Chronicles** and **The Illustrated Man**, has written for television, theatre, radio, and film, and has been published by virtually every major American magazine. Written over thirty years ago, **Fahrenheit 451** remains his best-known work, and is an acknowledged classic as well as one of the world's finest science fiction novels.

The adventure game **Fahrenheit 451** was produced and developed by Byron Preiss Video Productions, Inc., leading designers of entertainment and educational software. Their technical director is Lee Jacknow.



BX-451