

# FAHRENHEIT 451<sup>TM</sup>

BASED ON THE NOVEL BY

# RAY BRADBURY

*The Family Software Spectacular*  
★ **FREE** ★  
**SOFTWARE OFFER**  
Offer good on all participating  
brands!  
Details inside

**ADVENTURE GAME  
SOFTWARE**

For Atari® 260 and 520 ST  
Color monitor required  
for graphics  
451  
ISBN 1-55541-003-0

 **TELARIUM<sup>TM</sup>**

*Science Fiction*



**MONTAG, GUY**

**HEIGHT: 191 CM**

**WEIGHT: 83 KG**

**AGE: 31**

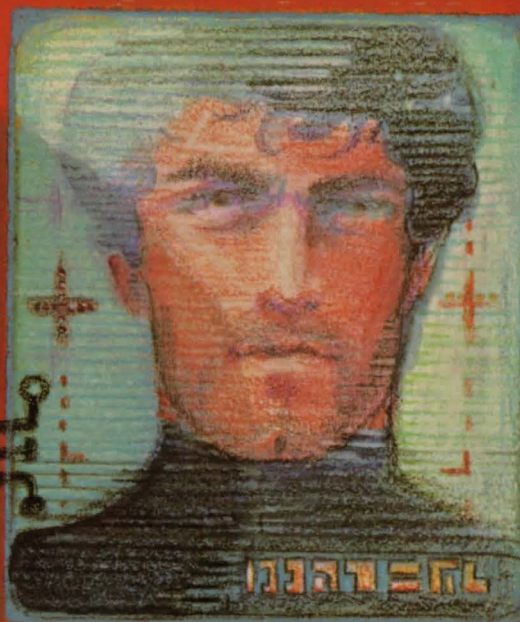
**IDENTIFYING**

**MARKS:**

**MECHANICAL**

**HOUND NEEDLE**

**SCAR ON LEFT LEG**

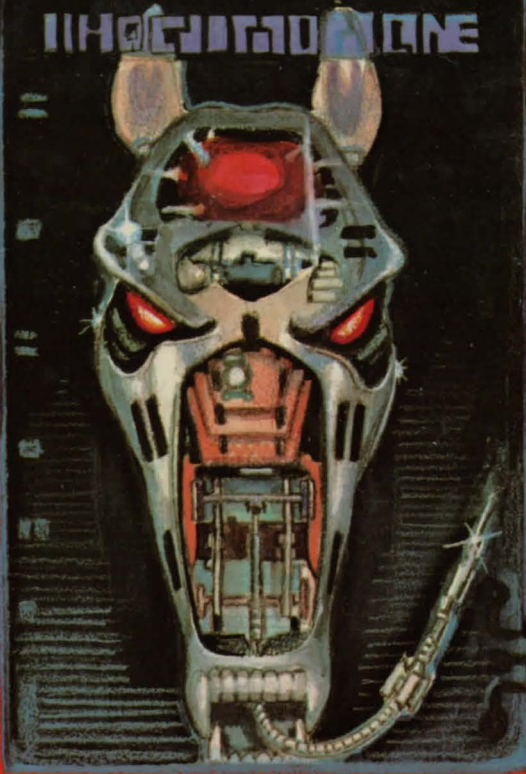


# WANTED

**WARNING: ARMED AND DANGEROUS/SUBVERSIVE FIREMAN/  
WANTED FOR MURDER AND CRIMES AGAINST THE STATE/  
BELIEVED HEADED FOR NEW YORK CITY/SHOOT ON SIGHT.**



MECHANICAL HOUNDS



**WARNING  
CODE  
TR/451/  
0012256F/J  
8856521/  
BK101**

# WARNING

The National Government is employing Mechanical Hounds in the search for enemies of the state. These Hounds are armed with a steel injection needle and a classified, highly toxic poison. Interfering with their operation may be fatal. Do not approach.

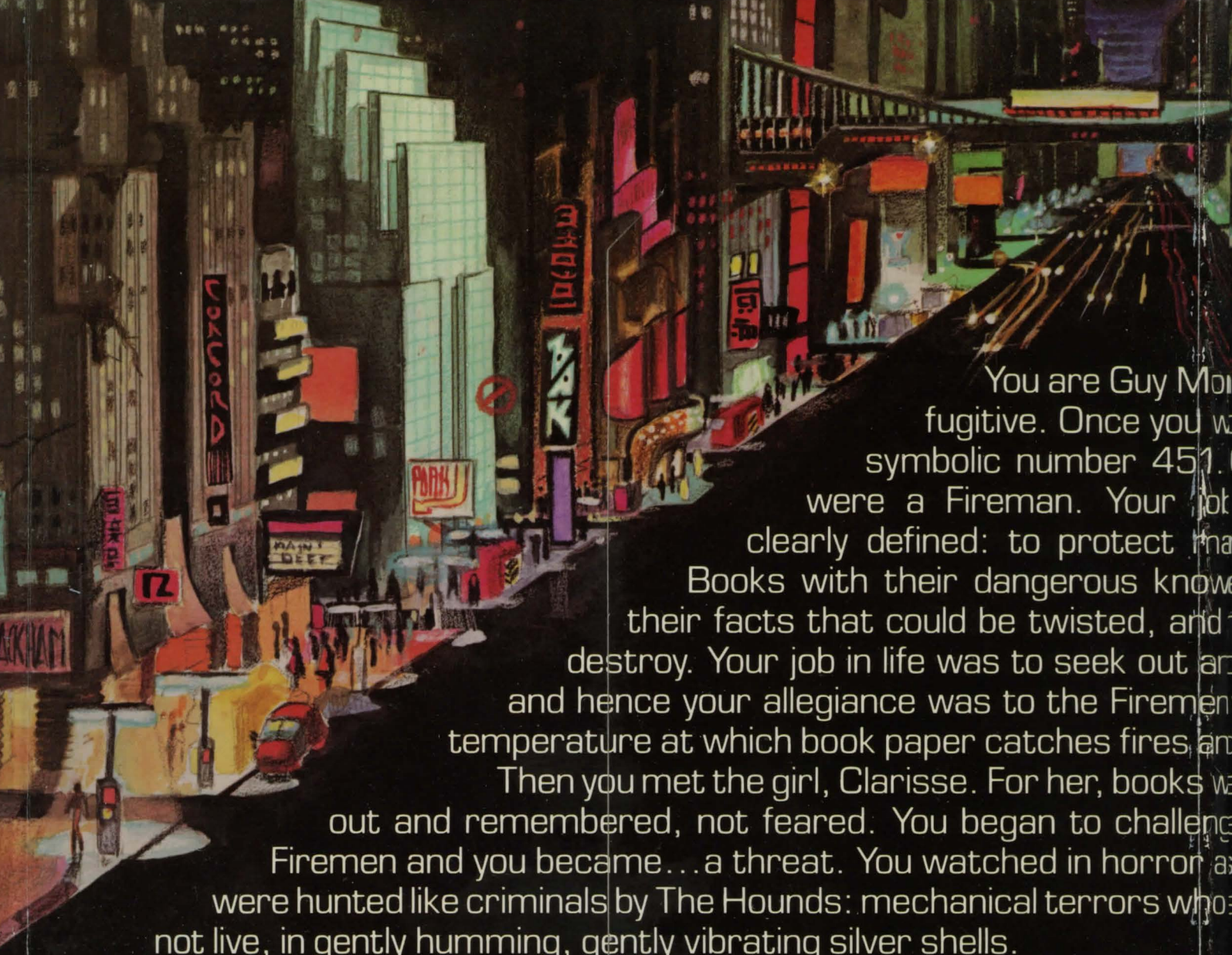




NEW YORK PUBLIC LIBRARY

*Blondine*





You are Guy Montag, a  
fugitive. Once you were  
symbolic number 451.  
You were a Fireman. Your job  
was clearly defined: to protect  
the Firemen's Books with their dangerous knowl-  
edge and their facts that could be twisted, and  
destroy. Your job in life was to seek out  
and hence your allegiance was to the Firemen.  
You knew the temperature at which book paper catches fire, and  
how to light it. Then you met the girl, Clarisse. For her, books were  
not out and remembered, not feared. You began to challenge  
the Firemen and you became... a threat. You watched in horror as  
books were hunted like criminals by The Hounds: mechanical terrors who  
do not live, in gently humming, gently vibrating silver shells.

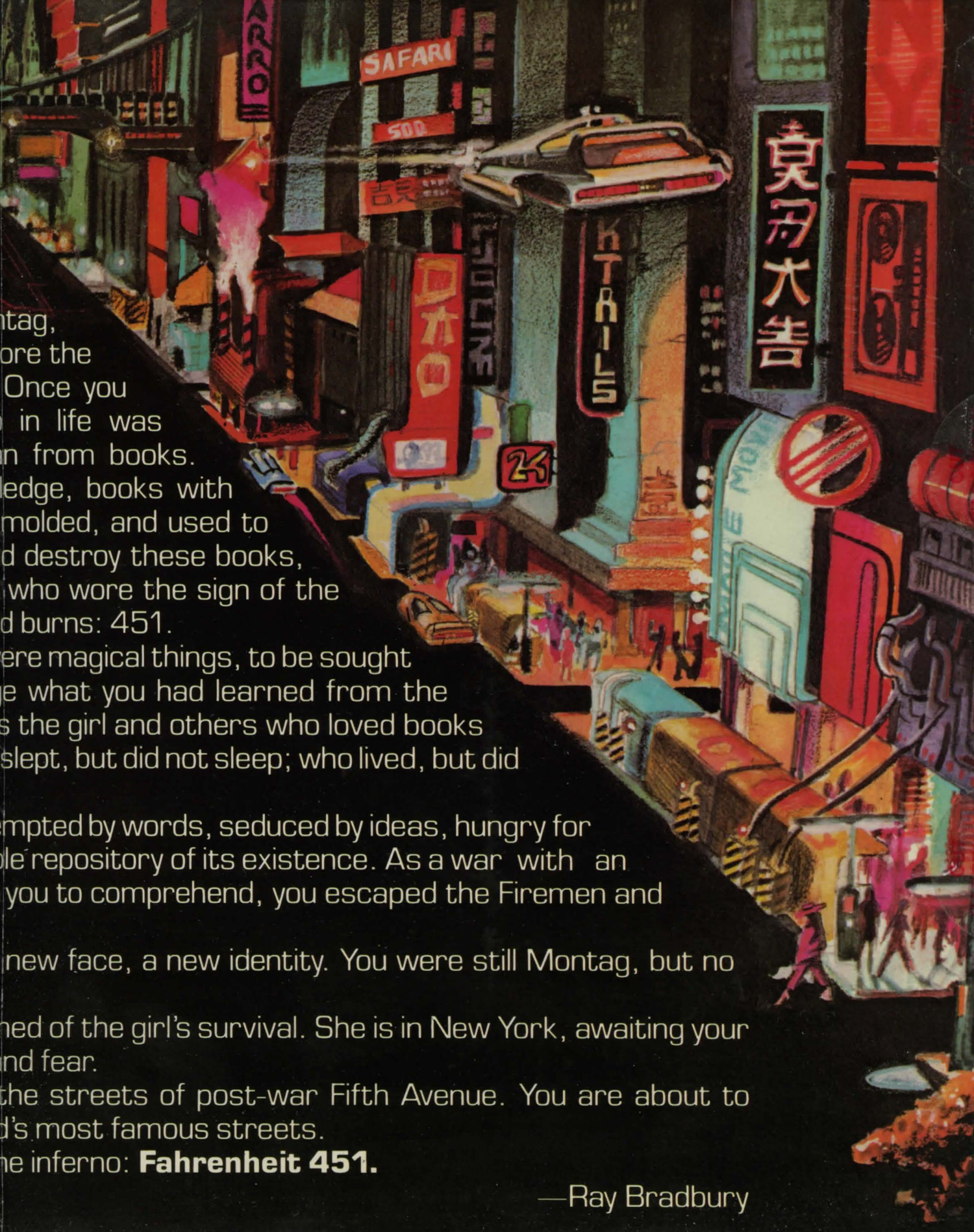
You rebelled and discovered the Underground: individuals who are teaching  
learning. Each of them memorized a single book, and kept it in them, the secret  
unseen enemy raged across America, a war too vague and too violent for  
their Hounds and made your way to... New York.

The war ended. With the help of the Underground, you acquired a  
longer Montag. You remained a wanted man.

Now you wait, poised for escape, inside Central Park. You have learned  
help in the most daring plan to rescue humankind from its own ignorance and  
ignorance.

You are about to challenge the Mechanical Hounds which patrol  
the city to discover the dangers behind the reconstructed facades of one of the world's  
great cities.

You are an instrument of freedom. You must prepare yourself for the  
task ahead.



Montag,  
before the  
Once you  
in life was  
from books.  
edge, books with  
molded, and used to  
and destroy these books,  
who wore the sign of the  
and burns: 451.

There were magical things, to be sought  
to see what you had learned from the  
as the girl and others who loved books  
slept, but did not sleep; who lived, but did

tempted by words, seduced by ideas, hungry for  
the repository of its existence. As a war with an  
you to comprehend, you escaped the Firemen and

a new face, a new identity. You were still Montag, but no  
longer remembered of the girl's survival. She is in New York, awaiting your  
return with dread and fear.

Montag walks the streets of post-war Fifth Avenue. You are about to  
walk the city's most famous streets.

Montag enters the inferno: **Fahrenheit 451.**

—Ray Bradbury

# 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.

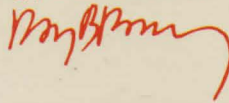
There are still a few people who can help you—your fellow members of the Underground. They can tell you how to fool the deadly Mechanical Hounds, how to steal a Fireman's uniform, how to avoid the military ID checkpoints.

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. Also included with this package is a specially written prologue by Mr. Bradbury that establishes the background for the game.

"I'm thrilled to be participating in the evolution of my **Fahrenheit 451** into a computer adventure. For anybody curious about what happens to Montag after the book ends, or about what science fiction software might be, here is an exciting place to start."



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.

