

# FAHRENHEIT 451<sup>TM</sup>

BASED ON THE NOVEL BY

RAY BRADBURY

**ADVENTURE GAME  
SOFTWARE**

For the Commodore 64<sup>™</sup>  
hint book & word list included  
451

ISBN 0-917649-05-2

 **TRILLIUM<sup>TM</sup>**





**MONTAG, GUY**

**HEIGHT: 191 CM**

**WEIGHT: 83 KG**

**AGE: 31**

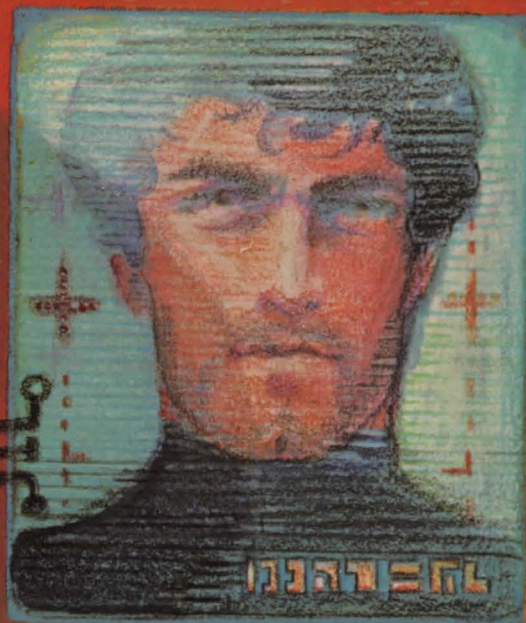
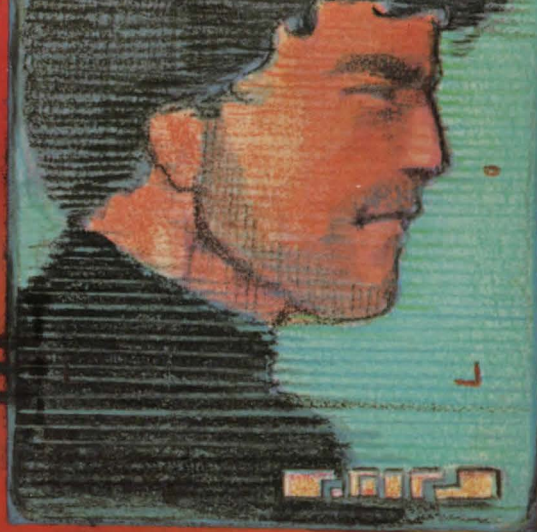
**IDENTIFYING**

**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.**







**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.







CUT  
CAPREFOULY

CUT  
CAPREFOULY

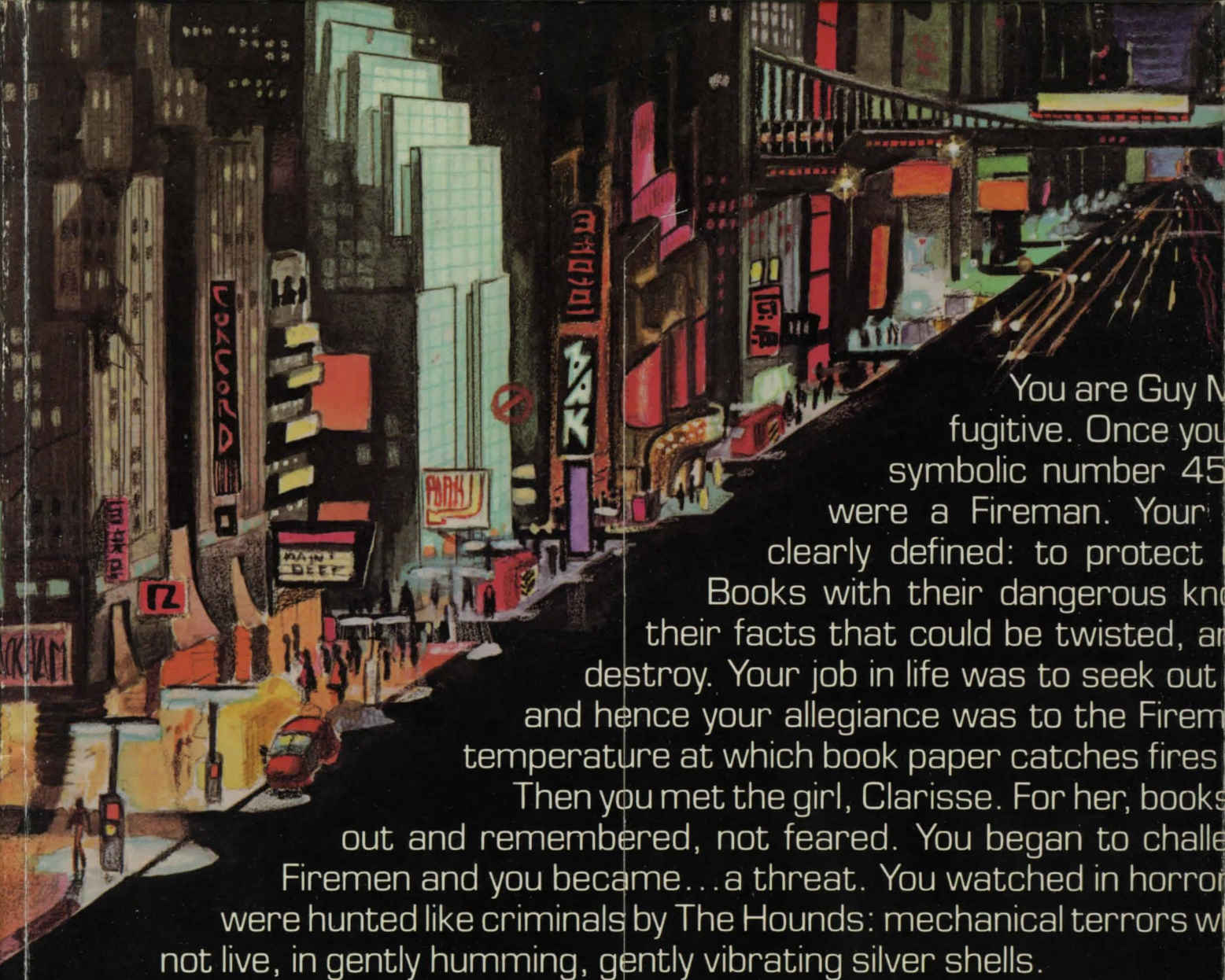
CUT

B. H. H. H. H.









You are Guy Montag, a fireman, a fugitive. Once you were a Fireman. Your symbolic number 45 was clearly defined: to protect Books with their dangerous knowledge, their facts that could be twisted, and their secrets that could destroy. Your job in life was to seek out and destroy books and hence your allegiance was to the Firemen, to maintain the temperature at which book paper catches fires. Then you met the girl, Clarisse. For her, books were not feared, but 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 did not live, in gently humming, gently vibrating silver shells.

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

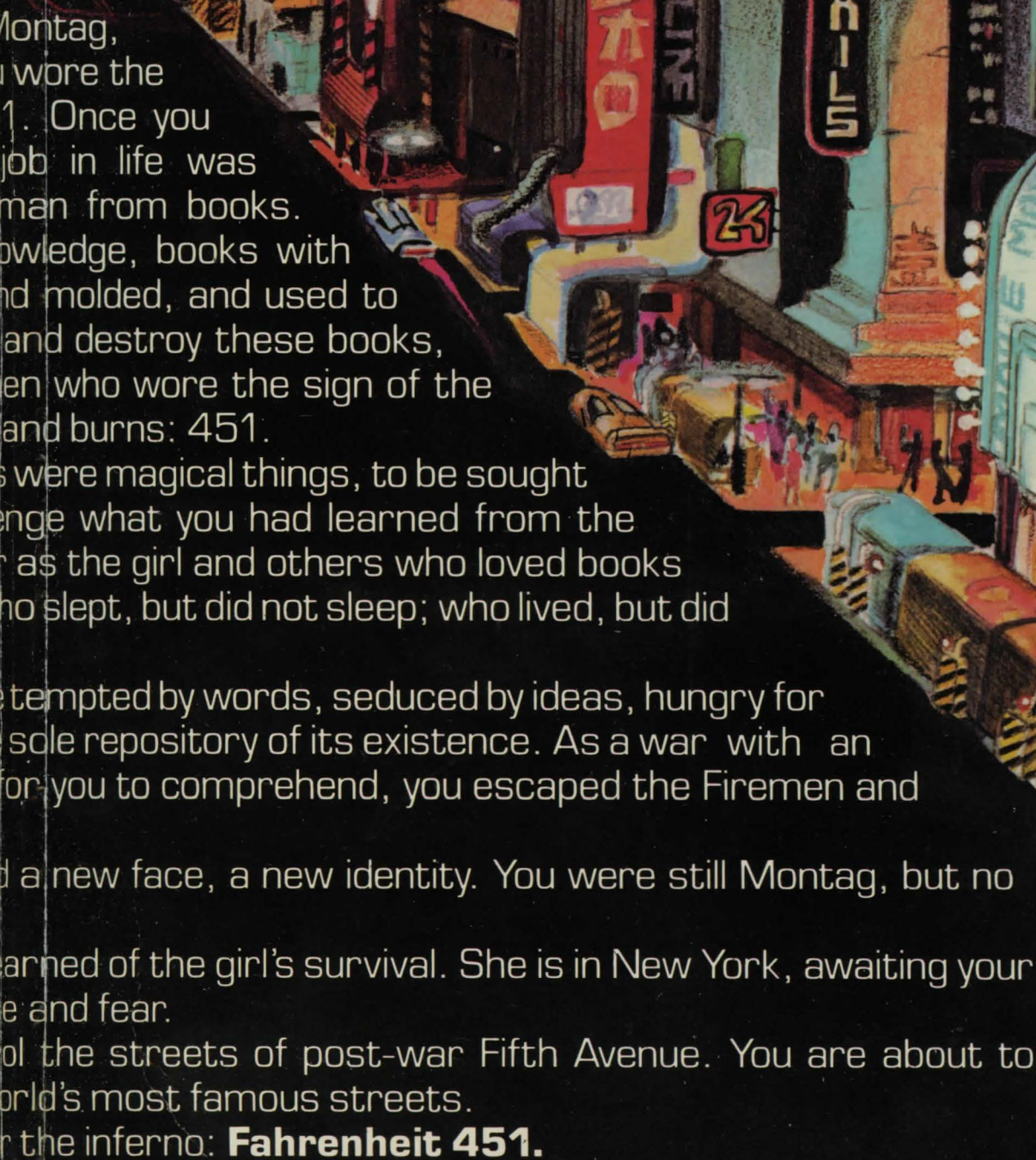
The war ended. With the help of the Underground, you acquired a new identity: Montag. You remained a wanted man.

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

You are about to challenge the Mechanical Hounds which patrol the streets 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 final act.





Montag,  
I wore the  
1. Once you  
job in life was  
man from books.  
nowledge, books with  
nd molded, and used to  
and destroy these books,  
en who wore the sign of the  
and burns: 451.  
s were magical things, to be sought  
enge what you had learned from the  
r as the girl and others who loved books  
ho slept, but did not sleep; who lived, but did  
tempted by words, seduced by ideas, hungry for  
sole repository of its existence. As a war with an  
for you to comprehend, you escaped the Firemen and  
d a new face, a new identity. You were still Montag, but no  
arned of the girl's survival. She is in New York, awaiting your  
e and fear.  
ol the streets of post-war Fifth Avenue. You are about to  
orld's most famous streets.  
r the inferno: **Fahrenheit 451**.

—Ray Bradbury



# FAHRENHEIT 451<sup>TM</sup>

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.

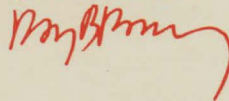
For this is a world where simply owning a book is dangerously illegal. Where Firemen come not to save houses, but to burn them for the books inside. And where you, once a dedicated Fireman, are now a rebel with a passion for books—and the most wanted fugitive in the country.

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...

"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."

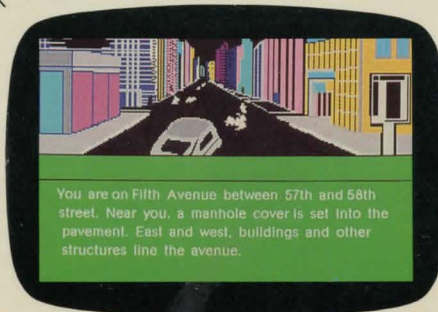


**Fahrenheit 451** is the first computer adventure game to be produced in collaboration with Ray Bradbury. It offers an advanced parser, multiple disk sides for extended play, and the ability to be played with or without graphics. Also included with this package is a specially written prologue by Mr. Bradbury that establishes the background for the game.

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.



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451



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