

FAHRENHEIT 451™

BASED ON THE NOVEL BY

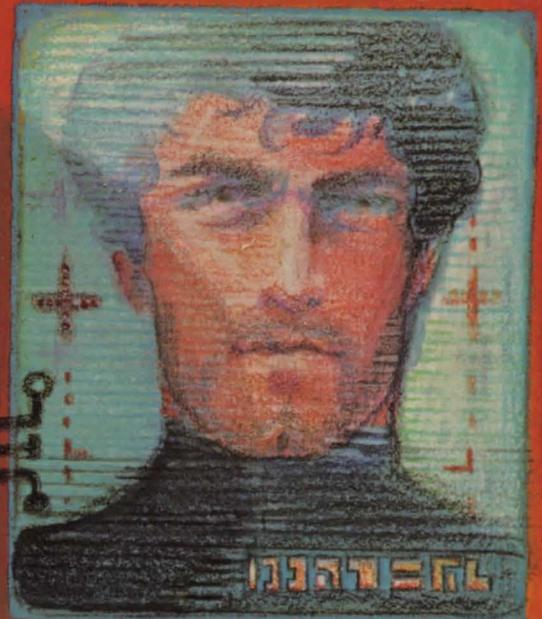
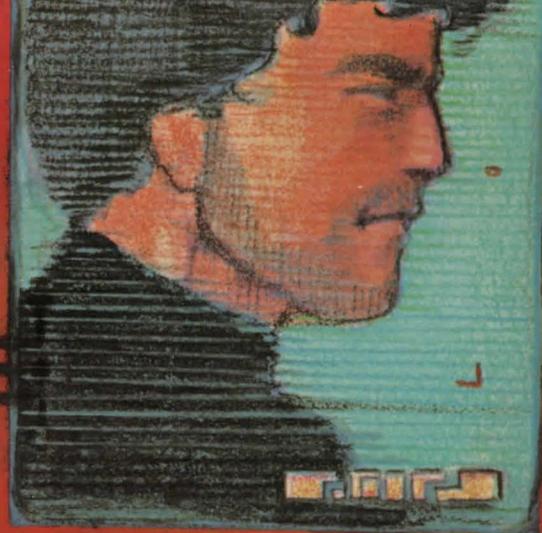
RAY BRADBURY

**ADVENTURE GAME
SOFTWARE**

For the Commodore 64™
hint book & word list included
451

ISBN 0-917649-05-2

 **TRILLIUM™**



MONTAG, GUY

HEIGHT: 191 CM

WEIGHT: 83 KG

AGE: 31

IDENTIFYING

MARKS:

MECHANICAL

HOUND NEEDLE

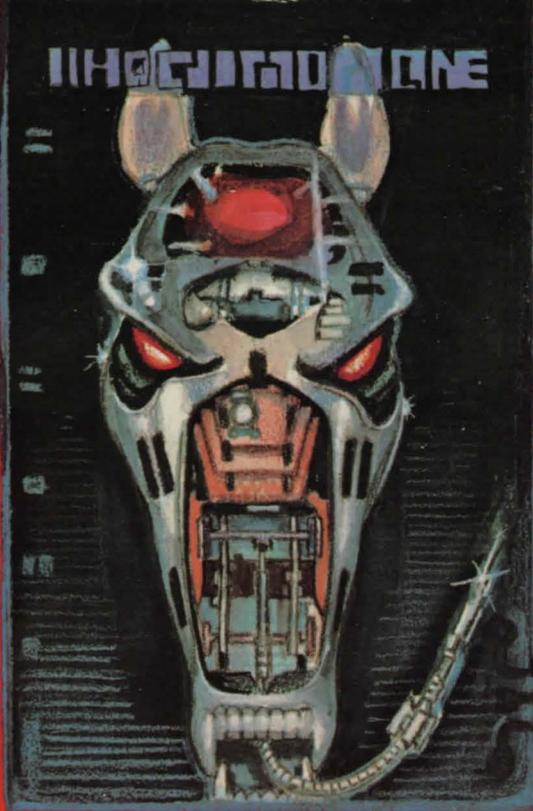
SCAR ON LEFT LEG

WANTED

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



CAREFULLY



**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 CAREFULLY

CUT

CUT

Blaylock





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

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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.

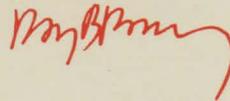
There are still a few people who can help you—your fellow members of the Underground. They can tell you how to fool the deadly Mechanical Hounds, how to steal a Fireman's uniform, how to avoid the military ID checkpoints.

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.

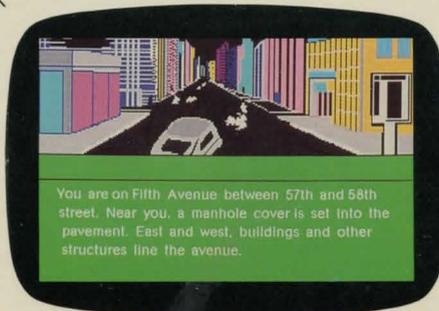
"I'm thrilled to be participating in the evolution of my **Fahrenheit 451** into a computer adventure. For anybody curious about what happens to Montag after the book ends, or about what science fiction software might be, here is an exciting place to start."



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.



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451



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