

FAHRENHEIT 451

BASED ON THE NOVEL BY

RAY BRADBURY



ADVENTURE GAME SOFTWARE

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



MONTAG, GUY

HEIGHT: 191 CM

WEIGHT: 83 KG

AGE: 31

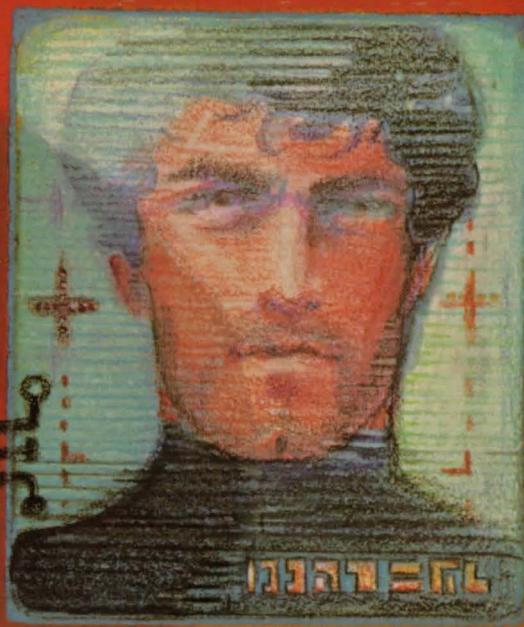
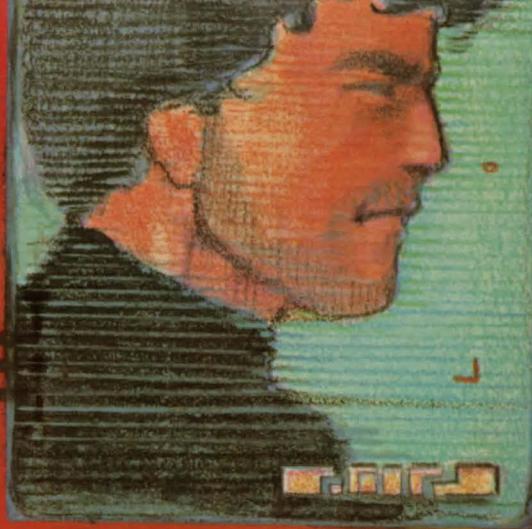
IDENTIFYING

MARKS:

MECHANICAL

HOUND NEEDLE

SCAR ON LEFT LEG

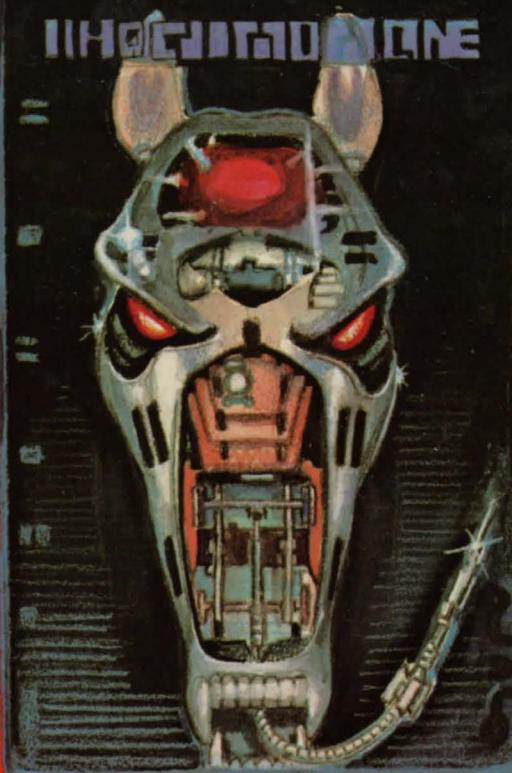


WANTED

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



THE HOUND ONE

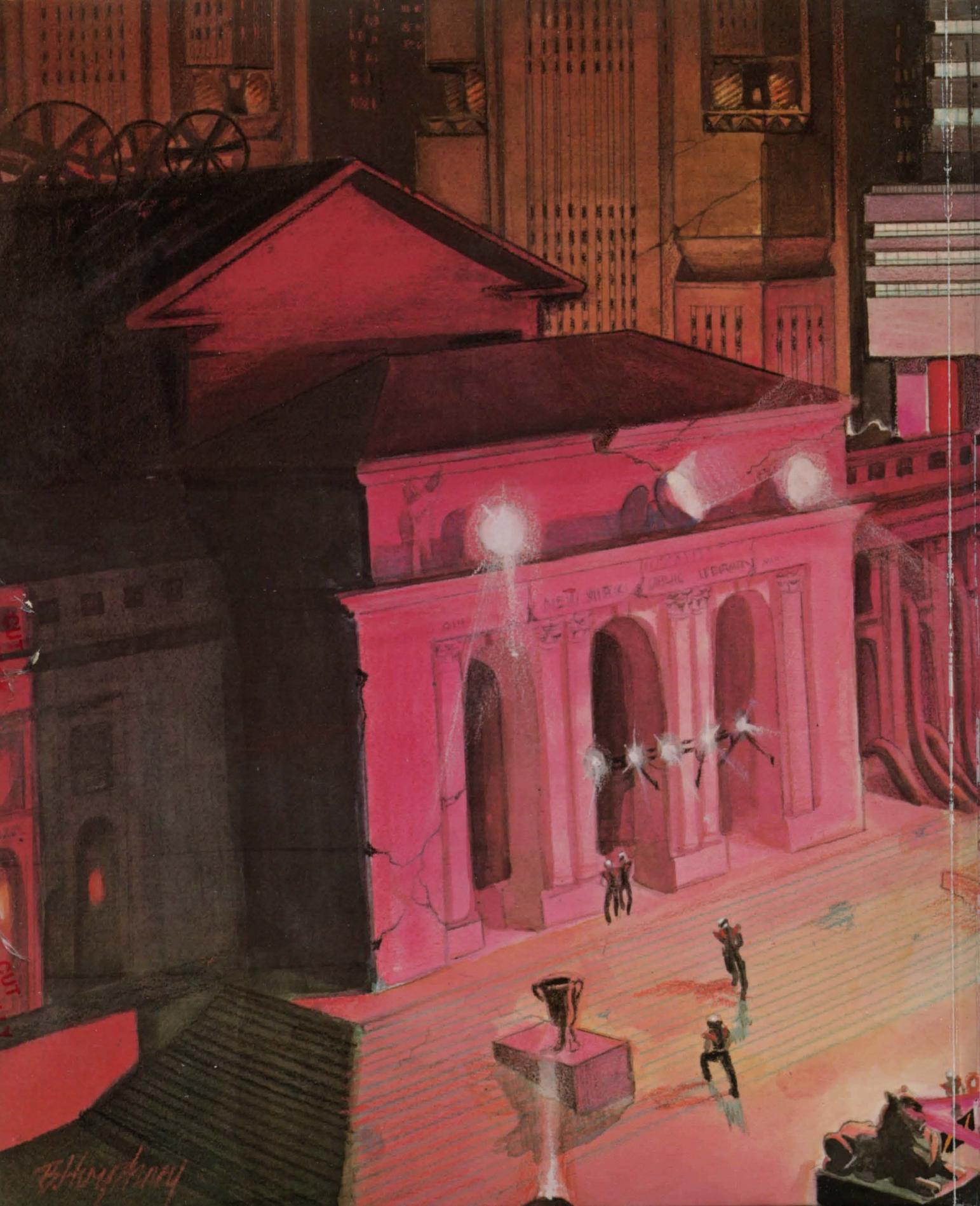


**WARNING
CODE
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WARNING

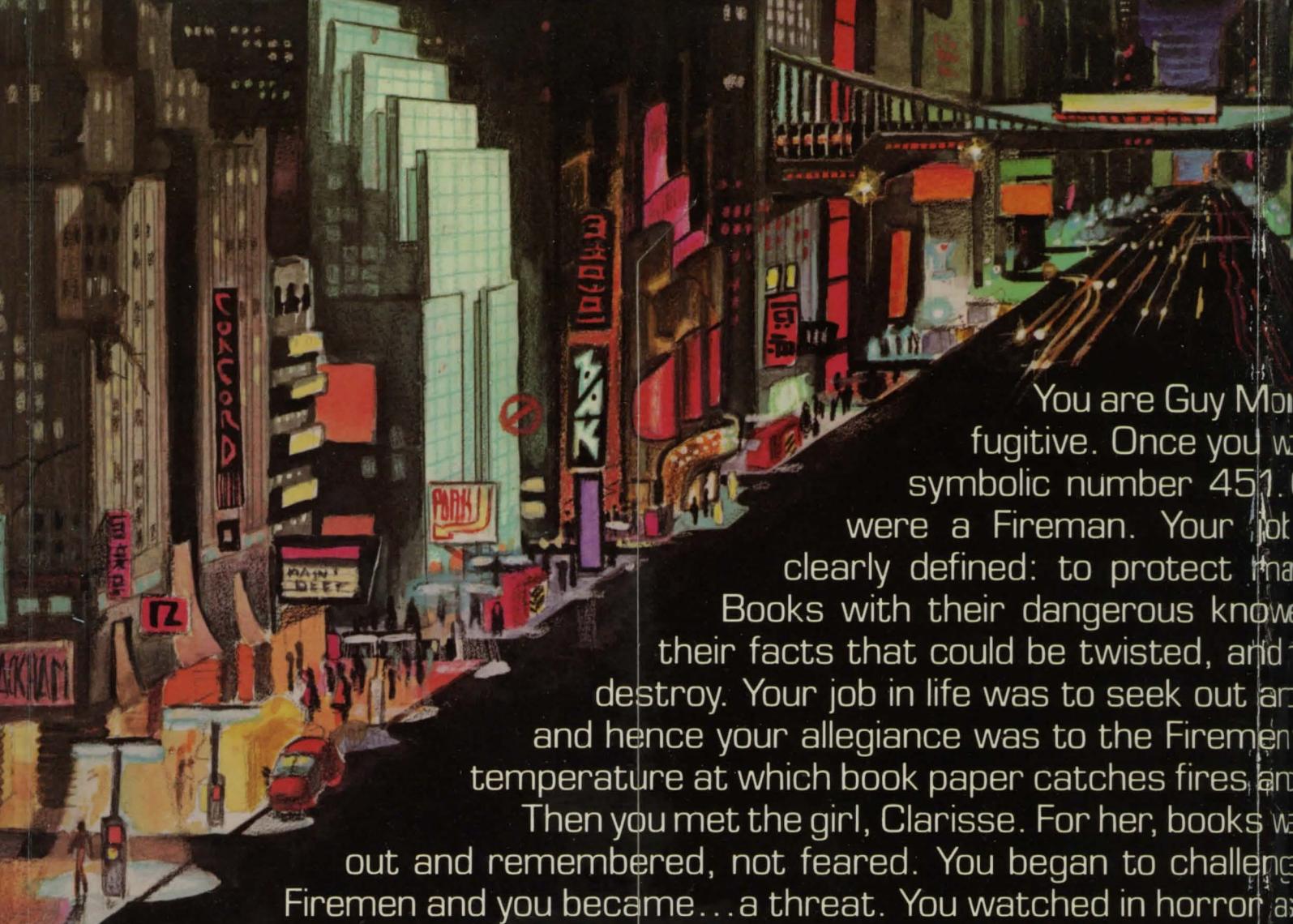
The National Government is employing Mechanical Hounds in the search for enemies of the state. These Hounds are armed with a steel injection needle and a classified, highly toxic poison. Interfering with their operation may be fatal. Do not approach.

B. Humphrey



B. H. Hargrave





You are Guy Montag, fugitive. Once you were a Fireman. Your job clearly defined: to protect man. Books with their dangerous knowledge, their facts that could be twisted, and destroyed. Your job in life was to seek out and hence your allegiance was to the Firemen, the temperature at which book paper catches fire and burns. Then you met the girl, Clarisse. For her, books were not remembered, not feared. You began to challenge the Firemen and you became...a threat. You watched in horror as they 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 still 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 the 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 to help in the most daring plan to rescue humankind from its own ignorance and greed.

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 greatest cities.

You are an instrument of freedom. You must prepare yourself for the final confrontation.

Montag,
more the
Once you
in life was
n from books.
ledge, books with
molded, and used to
d destroy these books,
who wore the sign of the
d burns: 451.
ere magical things, to be sought
e what you had learned from the
s the girl and others who loved books
slept, but did not sleep; who lived, but did

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

new face, a new identity. You were still Montag, but no

ned of the girl's survival. She is in New York, awaiting your
and fear.

the streets of post-war Fifth Avenue. You are about to
d's most famous streets.

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.

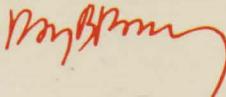
For this is a world where simply owning a book is dangerously illegal. Where Firemen come not to save houses, but to burn them for the books inside. And where you, once a dedicated Fireman, are now a rebel with a passion for books—and the most wanted fugitive in the country.

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...

"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.

