

FAHRENHEIT 451

Game Manual

Notes From The Underground (For New Members)

Criminal Alert Notice

Guy,

Lifted this from the Firehouse; thought you'd be curious.

By the way, welcome! Everyone in the Underground feels this could be a turning point, having someone with your experience. We'll try and help you through, as much as we can – I know it'll be dangerous out there, but we are hovering in the background...

Be careful!

J. Swift

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Name of Suspect: Guy Montag

To all members of the 451 Corps, New York Division:

We are all aware that the Underground continues to permeate unsavory sectors of our City. Despite the valiant efforts of Corps members to snuff out insurgents, the renegades have succeeded in maintaining subversive activities and recruiting others to their cause. The 451 Corps, rightful custodians of the peace of our society, must revitalize their mission: keeping the world free of books, the instruments of unrest.

One particular fugitive has been spotted in various sectors of the City. Guy Montag, once a stellar member of the 451 Corps, has clearly been tempted by the rhetoric of the Underground and is now connected with their reprehensible cause. This deserter and deviant must be brought to task for his crimes against the state.

Among his distinctive characteristics is the aroma of kerosene, which persists as a permanent talisman to his true but suppressed loyalties.

Additionally, there is a belief that Montag has obtained identification badges which falsify his identity and effectively confuse our efforts to track him. Please be on the alert.

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	DOOR	LEAVES	RING
APARTMENT	DOORWAY	LIBRARY	ROBOT
AREA	DOT	LIGHTER(S)	ROOM
ARTISAN	DRAINPIPE	LOBBY	SCREEN(S)
BANKCARD	ELEVATOR	MACHIAVELLI	SHAKESPEARE
BIBLE	EXHIBIT	MACHINE	SHOP
BOOK	FACE	MAGAZINE(S)	SIGN
BOOTH	FLAME	MAN	SPARK
BOX	FLOWER	MANHOLE TOOL	SPIRAL
BUILDING	FINGERPRINTER	MASK(S)	SPOON
BUTTERCUP	FOOD	MICROCASSETTE(S)	SPYGLASS
BUTTON(S)	FORK	MICROFICHE	STAIRS
CABLE	FORM	MONEY	STEPS
CALC WATCH	FOUNTAIN	NO	STICKPIN
CARD	GLASS	NURSE	SUBWAY
CASH	GLASSES	OFFICE	TAPE(S)
CASSETTE(S)	GLASSWORK	PADLOCK	TERMINAL
CENTER	GRATE	PAINTINGS	THOREAU
CHEMINDEXER	GRATING	PANEL(S)	TIMELOCK
CHIP	GUARD	PAPERCLIP	TRANSMITTER
CIGARETTE	HAND	PERMIT	TRAP
CLARISSE	HAT	PHONE	UNGAR
CLERK	HOLE	PILE	WAFER
CLIP	HOTEL(S)	PLATO	WALL(S)
CONDUIT	HOUND	PLAZA	WATER
CONTROLS	ID	POCKETS	WINDOW(S)
COUNTER	JACKET	POND	WOMAN
CRYSTAL	KIOSK	RACK(S)	WORKSHOP
CRYSTART	KNIFE	RAMP	WORLD
DESIGN	LABEL(S)	RECEIVER	YES
DISPLAY	LASERGUN	RIFLE	

Verbs

APPROACH	GIVE	MAKE	SHOOT
ASK	GO	OBSERVE	SHOW
BURN	HANG	OPEN	SIT
BUY	HEAT	ORDER	SLEEP
CLIMB	HOLD	PAY	SURROUNDING (SURRE)
CREATE	INSERT	PICK	SWIM
DESCEND	INVENTORY (INV)	PRESS	TALK
DIAL	JUMP	PUSH	TAKE
DRINK	KICK	PUT	THROW
EAT	KILL	RAISE	TOUCH
EMPTY	KISS	REACH	UNLOCK
ENTER	KNOCK	READ	USE
EXAMINE	LEAP	REMEMBER	WAIT
EXIT	LEAVE	REMOVE	WARM
FEEL	LIFT	RIDE	WASH
FIGHT	LOCATION (LOC)	RUN	WATCH
FOLLOW	LOOK	SAY	WEAR
GET	LOVE		

Functional Commands

CREATE
JOYSTICK
KEYBOARD

NEWDATA
PICTURESON
PICTURESOFF

QUIT
RESTART

RESTORE
SAVE

Directions

DOWN, D
EAST, E
NORTH, N

NORTHEAST, NE
NORTHWEST, NW
SOUTH, S

SOUTHEAST, SE
SOUTHWEST, SW

UP, U
WEST, W

Miscellaneous

A
AN
AND
BIG
BUT
FIVE
FOR
FOUR
HER

HIM
HIS
IN / INTO
IT
ITS
MY
NEAR
ON

ONE
OUT
SOME
THE
THEIR
THEN
THESE
THOSE

THREE
TO
TOWARDS
TWO
UNDER
WAITING
WHILE
WITH

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
HOSPITAL	SFTUBVSBOU
SUBWAY	NBHB1JOF TUPSF
ENGRAVER'S	GPPE DFOUFS
ENGRAVER'S	UJGGBOZT
TOWER	IPTQJUBM
TREATMENT ROOM	DBUIFESBM
TIFFANY'S	TVCXBZ
CATHEDRAL	NBHB1JOF TUPSF
MAGIC SHOP	FOHSBWFS
BANK	NBHB1JOF TUPSF
POWER CENTER	CBTFNFOU
PHONE	UIJOLUBOL BU F59
UNGAR	UPXFS FMFWBUPS
LIBRARY STEPS	IPVOET CVJMEJOH
	UIFO SJEF IPVOE

Other Spots:

THIEVES	VTF MJHIUFS
	GJOHFSQSJOUFS
BASEMENT	NJDSPGJDIF UPVDI
	DBCMF
LOCKERS	FOUFS 562
FOOD CENTER	XBUDI UJNF
OUTSIDE MAGIC SHOP	IFBU QBEMPD
GLASS WORLD	HFU HMBTTFT
WALLS PARLOR	XFBS HMBTTFT
POST 451	OP GMBNF
LIBRARY 2ND FLOOR	SPPN 321
LIBRARY 1ST FLOOR	QPXFS DFOUFS

B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	1	2	3	4	5	6	
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	0	1	2	3	4	5

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KNOW YOUR ENEMIES!

The 451 Corps

Slogan:

“Monday burn Millay
Wednesday Whitman
Friday Faulkner
Burn 'em to ashes then burn the ashes.”

Rules:

1. Answer the alarm swiftly.
2. Start the fire swiftly.
3. Burn everything.
4. Report back to the firehouse immediately.
5. Stand alert for other alarms.

Outfit:

Black shirt. Badge stitched with image of orange salamander. Platinum lighter.

History:

Established in the late 1700s in the American Colonies to burn English-influenced books. The first fireman was Benjamin Franklin, who invented libraries to hold outlawed books awaiting the torch.

The Hound:

One Mechanical Hound is assigned to each precinct, where it is housed in the Firehouse kennel. Hounds are made with an armored shell, and their circuitry is state-of-the-art. The legs are padded with rubber paws, and a needle-tongue injects the Hound's victim with a lethal dose of procaine or morphine. Its electronic olfactory system can be programmed to hunt and destroy any living creature, including any individual for whom the Master File maintains an outlawed Chemindex.