

NOTES

FROM

THE UNDERGROUND



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...

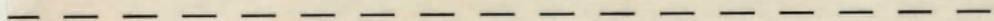
Underground members use quotations from literature to convey messages to each other. Be prepared to learn to do the same, and to remember the quotations you hear. To avoid the risk of forgetting a crucial message which you, in turn, might need to use later, commit the quotations you hear to memory (or 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.

FAHRENHEIT 451™

Proof of Purchase



FAHRENHEIT 451™

Proof of Purchase

To help us provide you with better service in the future, please mail this card to TELARIUM within 10 days of the date of the original purchase.



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY CARD

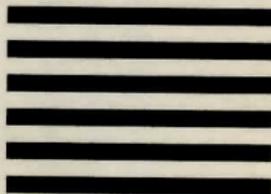
FIRST CLASS

PERMIT NO. 1712

CAMBRIDGE, MA

POSTAGE WILL BE PAID BY ADDRESSEE

TELARIUM CORP.
1 Kendall Square
Cambridge, MA 02139



Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone () _____

Brand of computer _____ Type _____

When did you buy your computer? _____
month year

Is this your first computer? _____

How many disk drives do you use? _____

Do you have a Joystick Mouse Tablet

What store did you buy FAHRENHEIT 451™ in? _____

What other Telarium™ games do you own? _____

What are your three favorite computer games?

1 _____

2 _____

3 _____

We welcome your comments.

Please send them to us c/o Customer Service, Telarium Corp.,
1 Kendall Square, Cambridge, MA 02139

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
APARTMENT
AREA
ARTISAN
BANKCARD
BIBLE
BOOK
BOOTH
BOX
BUILDING
BUTTERCUP
BUTTON(S)
CABLE
CALC WATCH
CARD
CASH
CASSETTE(S)
CENTER
CHEMINDEXER
CHIP
CIGARETTE
CLARISSE
CLERK
CLIP
CONDUIT
CONTROLS
COUNTER
CRYSTAL
CRYSTART
DESIGN
DISPLAY
DOOR
DOORWAY
DOT
DRAINPIPE
ELEVATOR
EXHIBIT
FACE
FLAME
FLOWER
FINGERPRINTER
FOOD
FORK
FORM
FOUNTAIN
GLASS
GLASSES
GLASSWORK
GRATE
GRATING
GUARD
HAND
HAT
HOLE
HOTEL(S)
HOUND
ID
JACKET
KIOSK
KNIFE
LABEL(S)
LASERGUN
LEAVES
LIBRARY
LIGHTER(S)
LOBBY
MACHIPELLI
MACHINE
MAGAZINE(S)
MAN
MANHOLE TOOL
MASK(S)
MICROCASSETTE(S)
MICROFICHE
MONEY
NO
NURSE
OFFICE
PADLOCK
PAINTINGS
PANEL(S)
PAPERCLIP

VERBS

PERMIT
PHONE
PILE
PLATO
PLAZA
POCKETS
POND
RACK(S)
RAMP
RECEIVER
RIFLE
RING
ROBOT
ROOM
SCREEN(S)
SHAKESPEARE
SHOP
SIGN
SPARK
SPIRAL
SPOON
SPYGLASS
STAIRS
STEPS
STICKPIN
SUBWAY
TAPE(S)
TERMINAL
THOREAU
TIMELOCK
TRANSMITTER
TRAP
UNGAR
WAFER
WALL(S)
WATER
WINDOW(S)
WOMAN
WORKSHOP
WORLD
YES
APPROACH
ASK
BURN
BUY
CLIMB
CREATE
DESCEND
DIAL
DRINK
EAT
EMPTY
ENTER
EXAMINE
EXIT
FEEL
FIGHT
FOLLOW
GET
GIVE
GO
HANG
HEAT
HOLD
INSERT
INVENTORY (INV)
JUMP
KICK
KILL
KISS
KNOCK
LEAP
LEAVE
LIFT
LOCATION (LOC)
LOOK
LOVE
MAKE
OBSERVE

OPEN
ORDER
PAY
PICK
PRESS
PUSH
PUT
RAISE
REACH
READ
REMEMBER
REMOVE
RIDE
RUN
SAY
SHOOT
SHOW
SIT
SLEEP
SURROUNDING (SURR)
SWIM
TALK
TAKE
THROW
TOUCH

UNLOCK
USE
WAIT
WARM
WASH
WATCH
WEAR

**FUNCTIONAL
COMMANDS**

CREATE
JOYSTICK
KEYBOARD
NEWDATA
PICTURESOFF
PICTURESON
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	SFTUBVBSOU
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	CBTFNFUO
PHONE	UIJOLUBOL BU F59
UNGAR	UPXFS FMFWBUPS
LIBRARY STEPS	IPVOET CVJMEJQH UIFO SJEJ IPVOE

Other Spots:

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

BCDEFGHIJKLMNPOQRSTUVWXYZ 1 1 2 3 4 5 6 ,
ABCDEFGHIJKLMNPOQRSTUVWXYZ 0 1 2 3 4 5 ,

Produced and Developed by Byron Preiss Video Productions, Inc., leading designers of entertainment and educational software.

Technical Design and Direction: Lee Jacknow

Developed by: Ray Bradbury and Byron Preiss

Writer: Len Neufeld

Design Director: Robert Strong

Illustrators: Brian Humphrey and Robert Strong

Senior Systems Programmer: Michael P. Meyer

Technical Editor: Andre Garneau

Opening Sequence: Alex Jay

Opening Sequence Programming: Jeffrey Schneider

Based on the book, *Fahrenheit 451*, by Ray Bradbury,
© 1953 Ray Bradbury. A Ballantine Book.

Packaging Art: Brian Humphrey

This software product is copyrighted and all rights are reserved by Telarium Corp. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, selling or otherwise distributing this product is hereby expressly forbidden.

FAHRENHEIT 451 computer program is a trademark of Telarium Corp.

© 1984 Telarium Corp., One Kendall Sq., Cambridge, MA 02139
(617) 494-1224

Warranty

If this product should fail to work for any reason during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. If it should fail to work after the first 30 days, mail it to us at the address below. If it has been physically damaged, you will be charged five dollars for replacement.

Warranty
c/o Customer Service
Telarium Corp.
1 Kendall Square
Cambridge, MA 02139
(617) 494-1224

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.