

NOTES

FROM

THE UNDERGROUND

For
MEMBERS
New

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

VERBS

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	NORTHWEST, NW
USE	SOUTH, S
WAIT	SOUTHEAST, SE
WARM	SOUTHWEST, SW
WASH	UP, U
WATCH	WEST, W
WEAR	

ONE
OUT
SOME
THE
THEIR
THEN
THESE
THOSE
THREE
TO
TOWARDS
TWO
UNDER
WAITING
WHILE
WITH

FUNCTIONAL COMMANDS

CREATE
JOYSTICK
KEYBOARD
NEWDATA
PICTURESOFF
PICTURESON
QUIT
RESTART
RESTORE
SAVE
DIRECTIONS
DOWN, D
EAST, E
NORTH, N
NORTHEAST, NE

MISCELLANEOUS

A
AN
AND
BIG
BUT
FIVE
FOR
FOUR
HER
HIM
HIS
IN / INTO
IT
ITS
MY
NEAR
ON

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	CBTFNFOU
PHONE	UIJOLUBOL BU F59
UNGAR	UPXFS FMFWBUPS
LIBRARY STEPS	IPVOET CVJMEJOH
	UIFO SJEF IPVOE

Other Spots:

THIEVES	VTF M2JHIUFS
	GJHFSQJOUFS
BASEMENT	NJDSPGJDIF UPVDI
	DECMF
LOCKERS	FOUFS 562
FOOD CENTER	XBUDI UJNF
OUTSIDE MAGIC SHOP	IFBU QBEMPD
GLASS WORLD	HFU HMBTTF
WALLS PARLOR	XFBS HMBTTF
POST 461	OP GMBNF
LIBRARY 2ND FLOOR	SPPN 321
LIBRARY 1ST FLOOR	QPXFS DFOUFS

BCDEFGHIJKLMNPOQRSTUVWXYZ 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
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Based on the book, *Fahrenheit 451*, by Ray Bradbury,
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Packaging Art: Brian Humphrey

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(617) 494-1224

Published under licence by:
Audiogenic Software Ltd.,
P.O. Box 88, Reading, Berkshire, England

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.