Grey Lord gasped. Theron's torch relit. He held it over the Grey Lord, who was himself again, though his features were swollen and his forehead was bruised. Blood streamed from his nose. Theron stopped it with a short incantation.

Fulcrum fell into the Grey Lord's lap and huddled under his arm. Absently, the wizard stroked him.

"There, there, Fulcrum. It's all right." He murmured Magick words. "So, he has shown himself at last. You see what we face. The Corbum ore is building in power."

"He's achieving separation," Theron said. "And the Mana is being ripped from our world like lions feeding on dead prey."

He turned to the Champions. "Days, perhaps hours, stand between us and the final catastrophe. You must go now."

"Nay, friend Theron," the Grey Lord remonstrated. "They must be asked. They must go willingly."

He rose from his chair. "I cannot send Theron with you this time, my brave ones. He's the only weapon I have to battle Chaos here on our plane. You must go alone, the four of you, and you must face death yet again.

"And so I ask you, Champions: knowing this, do you dare to enter Lord Chaos's secret dungeon? Will you help me save our universe, one more time?"

Chaos Strikes Back

Make haste now, for the diabolical plan hatched by Chaos has already been set in motion. Unless you can recover and destroy the Corbums quickly, they will absorb enough Mana to become unstable. The very fabric of space will be ripped apart should they explode.

To prepare for your quest, you should have progressed far enough in Dungeon Master that you are confident of your abilities. Be careful, for your champions will enter the new dungeon Chaos has built with nothing but their skills and attributes to defend them. Once inside, they must travel as Fighter, Ninja, Wizard and Priest to recover the corbums hidden on the Ways. Each Corbum they find must be thrown into the FULYA pit to be safely consumed. The journey is long and dangerous, so your champions will be truly tested. Only when the last Corbum is safely destroyed will the danger be no more than a memory.
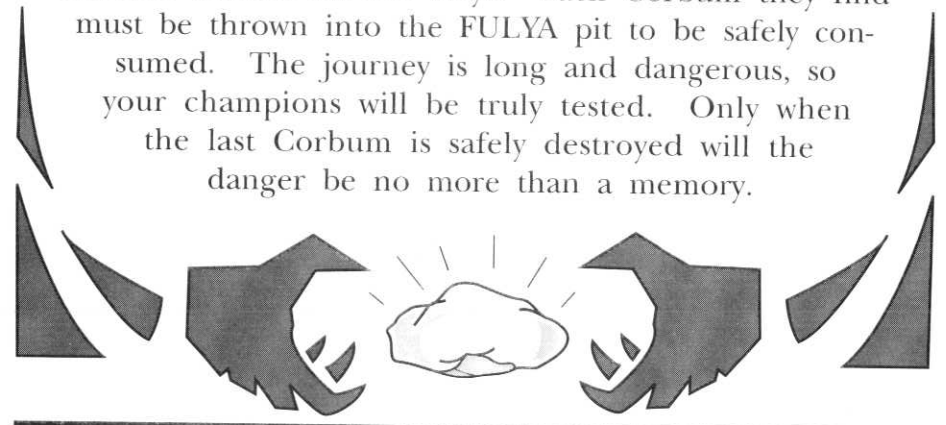
in wood, take great heed."

The floor shook again, more violently. Fulcrum cawed and shot into the air, flying in circles. The walls vibrated.

"Ah, no," the Grey Lord said softly. "No."

The room spun like a boulder rolling down a hill. Tables and goblets whirled in a vortex, catching Fulcrum in the center. The glass case shattered. Shards sliced like arrows through the air.

"He comes!" the Grey Lord cried, grabbing his face.

"Hold master!" Theron threw his arms around his master. "Fight it!"

The torch went out.

"No!" the Grey Lord cried. "No, I abjure thee! I forbid thee!"

"Forbid?" thundered a voice. "Forbid?"

The wizard screamed, and what all saw next caused their hearts to stop:

The Grey Lord's face was gone. In its place, glowing with evil, red light, the face of Lord Chaos opened its crazed eyes and laughed.

"Away, boy." He turned his horned head in Theron's direction and hurtled him across the room. Fulcrum cawed and dove toward his hand. Lord Chaos caught the bird by his neck and shook it hard. Fulcrum squawked and struggled, but he was helpless.

"What sport! Ah, yes, I was wise, wise to foresee my own destruction!." His voice rose to a wail. Laughter filled the room, the laughter of madness, of misrule, of frenzy. "The four Ways. I have used his knowledge of me against him!"

He threw back his head. Light streamed from his mouth and eyes. Fulcrum struggled in his grasp.

be forewarned: it will not be easy to survive the challenges in Chaos Strikes Back, so it is suggested that you use a saved game in which you have fought deep enough in Dungeon Master to have seen Chaos himself.

Once you have a saved game and one blank disk handy, you are ready to make your new adventure. Insert the Utility Disk into the startup drive and turn the computer on. A blue tablet will appear with four options on it. Use the mouse pointer to point to one of the options and then "select" it by pressing the mouse button. The options are explained below.
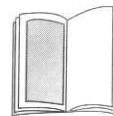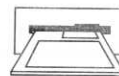
Introduction to Chaos Strikes Back: A vision spell is cast and Chaos is caught plotting.

Make New Adventure or Edit Champion pictures: This option is essential to begin the new adventure. It also allows you to change your champions' portraits.

Consult the Hint Oracle: Select this when you need help with the game.

Restart System: This will exit the Utility Disk and restart the system (Atari ST only).

created a Forge of Fulya—surely you know of that seething, black flame, and of the poison it creates?"

"And also destroys," the Grey Lord cut in. "Chaos mined Corbum in the Forge. Four large chunks, enough to accomplish what he wished. I've dreamed of a Death Square, surrounded by seas of pits, and in that square, he has hidden the chunks."

"It is that ore which shakes this castle," Theron added, as he offered a goblet of wine to the Grey Lord. The wizard waved it away. "As you know, Corbum ore draws Mana from the world."

The Grey Lord nodded. "Aye, and he's using it to part himself from me permanently. Once he's accomplished that, he intends to rule—or misrule—this world. I don't need to tell you what that would be like."

No one spoke.

"No power can defeat him once the Corbum ore has done its work. But I'm not certain he knows he must destroy the ore afterward. If he doesn't, he will have no universe to rule."

The chamber boomed as with cannon fire. Fulcrum screamed. The floor shuddered beneath their feet. Wine sloshed over the rims of the goblets.

"It comes stronger," the Grey Lord murmured as the noise lessened. He touched the corner of his mouth where fresh blood trickled like crimson teardrops. "You must destroy that ore. For shortly after it draws sufficient Mana to free Chaos and Order, it will shatter the universe like a fragile looking glass."

He gazed at Theron. "Show them the map. Make haste. They must be off."

Theron performed Magickal gestures at the glass case which once had held the wondrous Firestaff.

"Would that I hadn't destroyed the Firestaff," the Grey Lord said regretfully. "I

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Making The New Adventure

RESUME

After you have created the Chaos Strikes Back saved game you are ready to start the new adventure. To play, insert the Chaos Strikes Back Game disk in the startup drive and turn the computer on. When you see the dungeon entrance push the gem next to RESUME. When Chaos Strikes Back asks you for the saved game, use the new Chaos Strikes Back saved game disk instead of a Dungeon Master saved game disk. Chaos Strikes Back will only work with a saved game created using "MAKE NEW ADVENTURE." It is important to note that during the transition from either of the saved game sources to the "New Adventure," your champions were stripped of all their possessions. They will enter the new game with nothing but their skills and attributes to defend them. Be ready when the game starts because Chaos has been preparing for your arrival.

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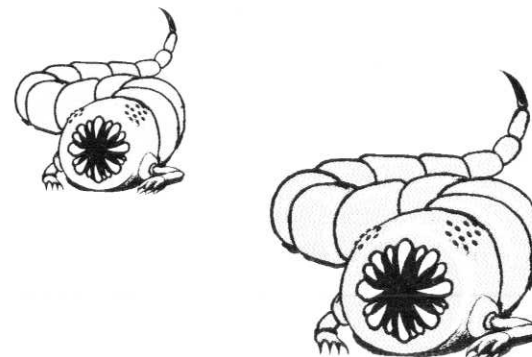
REVERT   If you have made many changes, but wish to return to the original portrait, press on the REVERT button and the entire portrait will appear as it was when first loaded from the disk. If REVERT was a mistake, try UNDO.
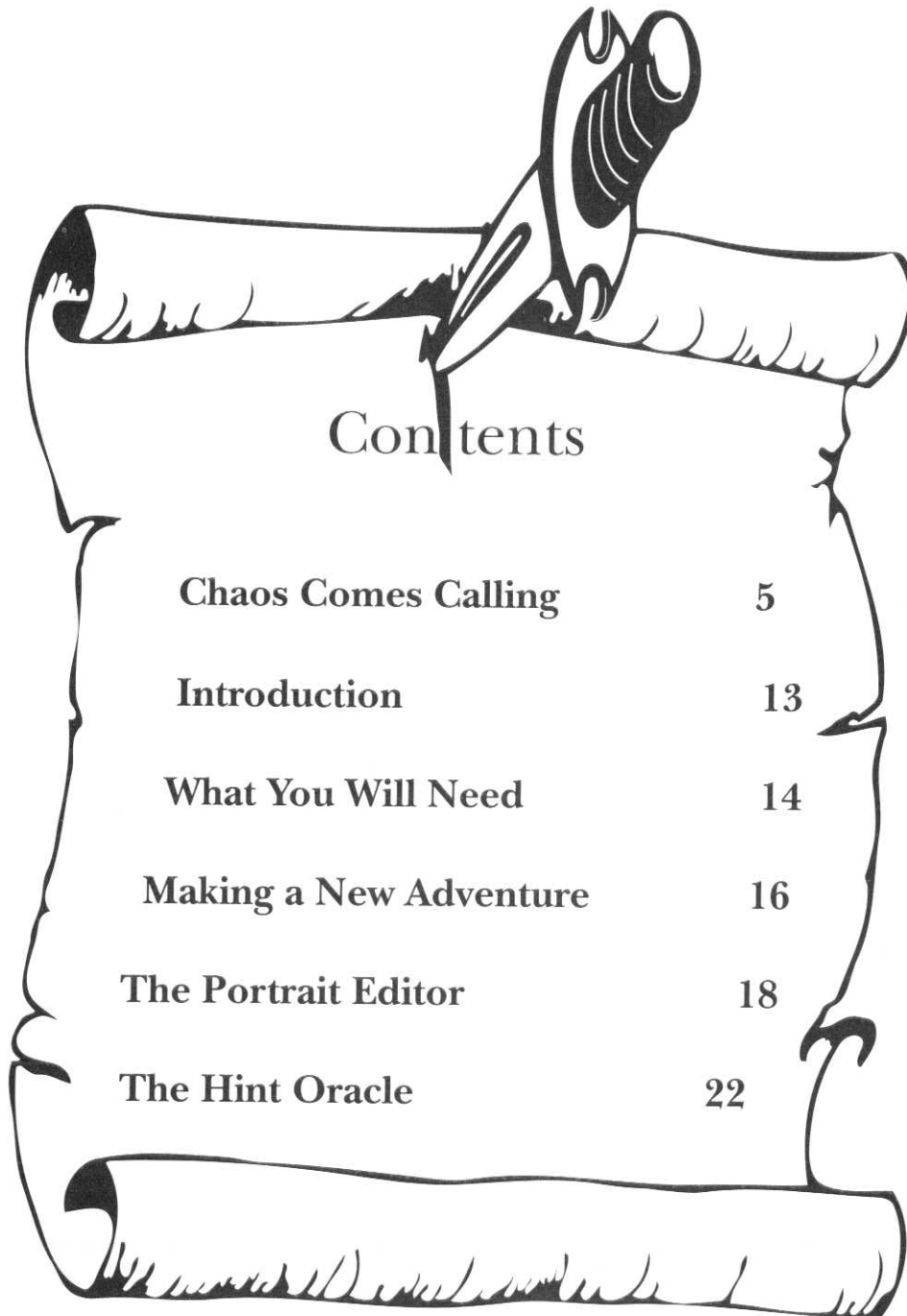
SAVE CHAMPION   After you are satisfied with the name and portrait you have created, select "SAVE CHAMPION" at the bottom of the screen. This allows you to save a portrait to an unused disk. Saved portraits can be further using "LOAD CHAMPIONS," then selecting "PORTRAITS".

The portrait in the frame shows the character as they would appear in one of the Hall of Champions mirrors. Note that medium dark gray is transparent when the portrait is shown here, so the color of the mirror shows through wherever it is used. This does not affect most places a champion is currently shown, but it may be important in future quests, so be aware of this.

If you do not wish to paint portraits but still want to change your champions' appearance to reflect their higher levels, "enhanced" champion portraits have been provided. All twenty-four Dungeon Master champions have a new portrait on the Chaos Strikes Back Utility Disk. These can be loaded and used through the "LOAD CHAMPIONS" option as described above.

about. Save the game there and quit. Turn off the computer, insert the Utility Disk in the startup drive, and turn the computer back on. When the blue tablet appears, select "Consult the Hint Oracle." After the lair of the Hint Oracle appears, insert the saved game disk in the drive indicated on the screen, and choose LOAD.

When the Oracle has learned where the champions are in the dungeon, it will show a list of clues it can give about that location. These appear in the Hint Oracle's lair as glowing buttons with a short title written on them. If any of the clue titles seem like they might have a hint that can help answer your question, then use the mouse pointer to select it. A press of the mouse button, and the first level of hint will appear. There may be more detailed levels of hints for any clue button. If there are more levels in a hint, you can see them by choosing NEXT at the bottom of the screen. If you wish to reread a previous level of a hint, choose LAST to back up one level. If you are in a clue and you wish to try a different clue, choose DONE to return to the intial list of clues.

When you have finished with the Hint Oracle, return to the intitial list of clues by choosing DONE. Choose EXIT from there to return to the blue tablet. If you wish to continue the adventure place the Game Disk in the startup drive and choose the restart option.