

ULTIMA II

THE REVENGE OF THE ENCHANTRESS

A Tronsoft Games browser recreation • by Calvin Robert Glomb

The Tale

In the First Age of Darkness you, the Stranger, slew the wizard Mondain and shattered his Gem of Immortality. But Mondain had a lover and apprentice: the enchantress **Minax**. Consumed by grief and fury, she has used the time gates spawned by Mondain's death to travel to the **Time of Legends**, the very origin of time. From there she sends her minions across the ages of Earth and warps the minds of men - until, in her changed timeline, humanity destroys itself in an atomic holocaust, leaving only the **Aftermath**.

Lord British calls once more for a hero. You must master the **Time Doors**, gather the **Force Field Ring** and the **Quickword Enilno**, and travel back to the Time of Legends to confront Minax in her castle, **Shadowguard**. Undo her work, and the timeline is restored - though only you will remember the horror that was.

The Five Eras

The overworld is a wrapping map of Earth's continents on a pointy-top hex grid, so you travel in six directions. Glowing purple Time Doors link five ages of Earth. Step onto a door and press ENTER to travel:

Era	Description
The Time of Legends	The origin of all time. Minax's castle Shadowguard stands here.
Pangaea	~300 million years ago - one fused supercontinent, ruled by great lizards.
1423 B.C.	The Bronze Age, where your quest begins. Lord British holds court here.
1990 A.D.	The modern world - rockets to the planets, and the Force Field Ring.
The Aftermath	2112 A.D. - a dead, scorched Earth, the fruit of Minax's meddling.

Controls

Context	Keys
Overworld / Planet (hex)	W=NW E=NE A=W D=E Z=SW X=SE (arrows/click too); ENTER to act
Enter / Act (ENTER)	Enter a town, castle, dungeon; board a rocket; step through a Time Door
Camp / Help	C = camp & rest in the wilds; H = help
Town	W A S D to walk; walk into a person to talk or trade; south gate exits
Dungeon (1st person)	W forward, X back, A/D turn; ENTER/ESC to climb out
Combat popup	Space = strike, R = flee, C = Strange Coin (Negate)
Rocket / Space	ENTER = land on the planet, ESC = abort to Earth

Character & Growth

Choose a **Race** (Human, Elf, Dwarf, Bobbit) and **Class** (Fighter, Cleric, Wizard, Thief). Race sets your STR/AGI/STA; class sets your starting HP and weapon. You grow by defeating monsters (gold and EXP), conquering dungeons (max HP), and kneeling before **Lord British**, who raises your maximum vitality each visit.

Watch your **Food**. It drains as you travel; at zero you begin to starve. Buy rations from any grocer, and heal with draughts from a magic shoppe.

Towns, Talk & Trade

Walk into townsfolk to hear **rumours** - many hold the clues you need. Shopkeepers sell weapons, armour, food, healing draughts, Strange Coins, rocket fuel, and (to the blessed) the Force Field Ring. **Do not attack the town guards** - they are far too strong and will kill you outright.

The Planets

From 1990 A.D. or the Aftermath, board a rocket at a Launch Complex or Pirates Harbour and Hyperjump to any of the nine worlds - Mercury through Pluto, and the mysterious **Planet X**. Each outpost sells rare arms; Mars holds the Quicksword smith. On **Planet X** stands **Castle Barataria**, home of **Father Antos**, whose blessing you must have before the Ring is sold to you.

Defeating Minax - The Path to Victory

The required steps are short; the grinding for gold and stats is not. In order:

1. Grow strong and visit **Lord British** to raise your vitality.
2. Fly to **Planet X** and receive **Father Antos's blessing** at Castle Barataria.
3. Return to 1990 A.D. and buy the **Force Field Ring** from the old man in New San Antonio.
4. (Optional but wise) Buy the **Quicksword Enilno** from Santre on a distant planet.
5. Take a Time Door to the **Time of Legends** and enter **Castle Shadowguard**.

Warning: Shadowguard is ringed by forcefields that deal **1000 damage per step** to anyone without the Force Field Ring. With the Ring, they part harmlessly. Inside, Minax waits in the north-east chamber, guarded by daemons and balrons - one of which is invincible; freeze it with a Strange Coin. When struck, Minax **teleports** between her two chambers; pursue and strike again. With her fall, the timeline is set right.

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