DRAGON 32

# Every game on the shelf

The games that run on the Dragon machine, each with its authors' permission

| 64 | 2 | 8 |
|---|---|---|
| games from the time | community games | games we wrote |

## 64 games from the time on the shelf

In the order of the drawers on the machine's shelf. Click a game's name to open it.

| # | Name | Author | Subject | Year |
|---|---|---|---|---|
| **Legends** 5 games | | | | |
| 1 | **The King** | Chris Latham | platform | 1983 |
| 2 | **Buzzard Bait** | Rob Lech & Troy Dahlman (The Rugby Circle) | action | 1983 |
| 3 | **Downland** | Michael Aichlmayr | platform | 1984 |
| 4 | **Manic Miner** | Roy Coates (original game: Matthew Smith) | platform | 1984 |
| 5 | **Jet Set Willy** | Roy Coates (original game: Matthew Smith) | platform | 1985 |

| # | Name | Author | Subject | Year |
|---|---|---|---|---|
| **Scott Adams' adventures** 13 games | | | | |
| 6 | **Adventureland** | Scott Adams | text adventure | 1979 |
| 7 | **Pirate Adventure** | Alexis Adams & Scott Adams | text adventure | 1979 |
| 8 | **Secret Mission** | Scott Adams | text adventure | 1979 |
| 9 | **Voodoo Castle** | Alexis Adams & Scott Adams | text adventure | 1979 |
| 10 | **The Count** | Scott Adams | text adventure | 1979 |
| 11 | **Strange Odyssey** | Scott Adams | text adventure | 1979 |
| 12 | **Mystery Fun House** | Scott Adams | text adventure | 1979 |
| 13 | **Pyramid of Doom** | Alvin Files & Scott Adams | text adventure | 1979 |
| 14 | **Ghost Town** | Scott Adams | text adventure | 1980 |
| 15 | **Savage Island Part 1** | Scott Adams | text adventure | 1981 |
| 16 | **Savage Island Part 2** | Scott Adams & Rus Wetmore | text adventure | 1981 |
| 17 | **The Golden Voyage** | William Demas & Scott Adams | text adventure | 1981 |
| 18 | **Sorcerer of Claymorgue Castle** | Scott Adams | text adventure | 1984 |
| **Ron Krebs' games** 3 games | | | | |
| 19 | **Black Sanctum** | Ron Krebs | text adventure | 1981 |
| 20 | **Calixto Island** | Ron Krebs | text adventure | 1981 |
| 21 | **Cave Hunter** | Ron Krebs | maze | 1981 |

| # | Name | Author | Subject | Year |
|---|---|---|---|---|
| **Ken Kalish's games** 10 games | | | | |
| 22 | **Escape** | Ken Kalish | puzzle maze | 1982 |
| 23 | **Invaders Revenge** | Ken Kalish | shooter | 1982 |
| 24 | **El Diablero** | Ken Kalish | text adventure | 1982 |
| 25 | **Phantom Slayer** | Ken Kalish | 3D maze | 1983 |
| 26 | **Danger Ranger** | Ken Kalish | joystick | 1983 |
| 27 | **Cuthbert in the Jungle** | Ken Kalish | joystick | 1983 |
| 28 | **Devil Assault** | Ken Kalish | shooter | 1983 |
| 29 | **Starship Chameleon** | Ken Kalish | arcade | 1983 |
| 30 | **Dungeon Raid** | Ken Kalish | joystick | 1983–84 |
| 31 | **Athletyx** | Ken Kalish | joystick | 1984–85 |
| **Mike Hughey's games** 4 games | | | | |
| 32 | **Alcatraz II** | Mike Hughey | prison escape | 1982 |
| 33 | **Williamsburg Adventure** | Mike Hughey | text adventure | 1982 |
| 34 | **Grabber** | Mike Hughey | maze | 1983 |
| 35 | **Draconian** | Mike Hughey | space shooter | 1984 |
| **Harry Whitehouse's games** 5 games | | | | |
| 36 | **Hang It!** | Harry Whitehouse | words | 1983 |
| 37 | **Death's Head Hole** | Harry Whitehouse | adventure | 1983 |
| 38 | **Champions!** | Harry Whitehouse | football management | 1983 |
| 39 | **Lionheart** | Harry Whitehouse | adventure | 1983 |
| 40 | **SAS** | Harry Whitehouse | action | 1983 |

| # | Name | Author | Subject | Year |
|---|---|---|---|---|
| **John Morrison's games** 7 games | | | | |
| 41 | **Bonka** | John Morrison | ladders | 1983 |
| 42 | **Vultures** | John Morrison | shooter | 1983 |
| 43 | **Maurice Minor** | John Morrison | racing | 1983 |
| 44 | **Chess** | John Morrison | chess | 1983 |
| 45 | **Crusader** | John Morrison | arcade adventure | 1983 |
| 46 | **Droids** | John Morrison | shooter | 1983 |
| 47 | **River of Fire** | Stuart Sampson | adventure | 1983 |
| **Bob Withers' adventures** 4 games | | | | |
| 48 | **Shenanigans** | Bob Withers & Stephen O'Dea | adventure | 1983 |
| 49 | **Sea Search** | Stephen & Kathy O'Dea, Bob & Dollie Withers | adventure | 1983 |
| 50 | **Trekboer** | Stephen O'Dea & Bob Withers | adventure | 1984 |
| 51 | **The Vortex Factor** | Bob Withers & Stephen O'Dea | adventure | 1985 |
| **Paul Garner's games** 3 games | | | | |
| 52 | **Starman Jones** | Paul Garner (landscape: P. L. Thomas) | action | 1984 |
| 53 | **The Sword and the Sorcerer** | Paul Garner (graphics: B. M. Burrows) | adventure | 1985 |
| 54 | **The Wizard's Lair** | Paul Garner | maze | 1985 |
| **More games from the time** 7 games | | | | |
| 55 | **Ninja Warrior** | Charles Forsythe | arcade | 1983 |
| 56 | **Tim Love's Cricket** | Tim Love | sport | 1984 |
| 57 | **Tea Time** | Adrian Eddleston | action | 1984 |
| 58 | **Star Spores** | Dave Shadoff | shooter | 1984 |
| 59 | **Nerble Force** | David Crandall | shooter | 1985 |
| 60 | **Tanglewood** | Ian Murray-Watson | adventure | 1986 |
| 61 | **Dig-It** | Rolf Michelsen | digging and diamonds | 1986 |

| # | Name | Author | Subject | Year |
|---|---|---|---|---|
| **CoCo games that ran on the Dragon** 3 games | | | | |
| 62 | **Dungeons of Daggorath** | DynaMicro (Douglas J. Morgan, Phillip C. Landmeier, Keith Kiyohara) | 3D dungeon | 1982 |
| 63 | **Snaker** | Gary Ritchie | snake on a highway | 1984 |
| 64 | **Brickout** | Owen Stenseth | brick breaker | 1987 |

## 2 new games from the community on the shelf

Written in recent years by Dragon fans.

| # | Name | Author | Subject | Year |
|---|---|---|---|---|
| 1 | **Blockdown** | Ciaran Anscomb | blocks | 2021 |
| 2 | **DragonTet** | Salva Kantero | blocks | 2025 |

# 8 games we wrote

Made by Dragon 1982

We wrote them in 2026, for this machine.

| # | Name | Language | What it is |
|---|---|---|---|
| 1 | **Guess the number** | BASIC | The computer thinks of a number from 1 to 100, and you guess. |
| 2 | **Moon lander** | BASIC | Land on the Moon: each turn you decide how much fuel to burn, and try to touch down at a speed under 5. |
| 3 | **Maths quiz** | BASIC | Ten addition and subtraction questions, and your score at the end. |
| 4 | **Rock, paper, scissors** | BASIC | Rock, paper, scissors against the computer. |
| 5 | **Dragon cave** | BASIC | A little adventure: a dark cave with smoke coming out, and you choose what to do. |
| 6 | **Screen drawing** | BASIC | A colour drawing on the graphics screen: a sun, the sky and more, with PMODE, CIRCLE and LINE. |
| 7 | **Horse race** | BASIC | Bet on one of three horses, and watch the race on the screen. |
| 8 | **Dragon Eggs** | Machine code | The first game we wrote in machine code for this machine, in 2026. |