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Roman dragon ^[5]

Drago, [Stefano Gemma's](#) first fully functional chess program to run under [DOS](#), developed in 1993, written entirely in 16-bit [8086 assembly](#) ^[1] including an own [GUI](#) - forerunner of the [Windows](#) program [Raffaela](#) ^[2]. Drago, as well as Raffaela use Stefano Gemma's reinvention of [Alpha-Beta](#), dubbed AlfaGemma ^[3]. They convince with an impressive speed in [nodes per second](#), but especially due to the lack of [quiescence search](#), are somehow restricted in [playing strength](#) ^[4].

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- [Drago assembly sources available](#) by [Stefano Gemma](#), [CCC](#), August 19, 2000
- [Drago](#) by [Carmelo Calzerano](#), [CCC](#), September 25, 2000
- [Drago assembly source](#) by [Stefano Gemma](#), [CCC](#), May 10, 2010
- [AlfaGemma is back](#) by [Stefano Gemma](#), [CCC](#), August 03, 2016

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- [Drago from Wikipedia](#)
[Drago \(given name\) from Wikipedia](#)
- [Drago - Wikipedia.it](#) (Italian)
- [Drago \(disambigua\) - Wikipedia.it](#) (Italian)

References

1. [^] [Chess software for free - Original software made in Italy](#) by [Stefano Gemma](#)
2. [^] [Golem's Page](#) by [Gianluigi Masciulli](#) ([reocities](#))
3. [^] [AlfaGemma is back](#) by [Stefano Gemma](#), [CCC](#), August 03, 2016
4. [^] [Drago](#) by [Carmelo Calzerano](#), [CCC](#), September 25, 2000
5. [^] [Mosaic of the 3rd century BC](#) from [Caulonia](#), exposed in [Museo Nazionale della Magna Grecia](#), [Reggio Calabria](#), [Image](#) 2007, [European dragon from Wikipedia](#), [Wikimedia Commons](#)

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