DORSAL FORGE TECHNOLOGIES

WORLDS TO PLAY IN. TOOLS TO WORK WITH.

An independent Virginia software company that designs, builds, tests and ships its own games, AI decision software and real-time translation.



Goblin Grand Prix · real gameplay from the current build

55+	830K+	132K+	25	4
software products built in-house	lines of code, tests and docs across the portfolio	lines of automated tests	games playable in a browser	platforms: iPhone, Google TV, web and Windows

Measured 23 Nov 2026 on the latest version of every product: 735,000+ lines of application, test and tooling code, plus docs and config. Blanks, comments and third-party libraries not counted.

WHAT WE BUILD

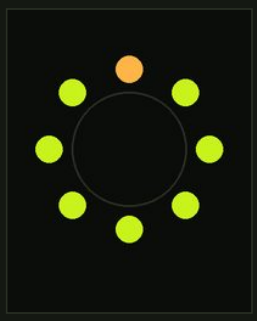
FOUR LINES OF BUSINESS. ONE ENGINEERING TEAM.



GAMES

VORNJAW GAMES

The studio behind Goblin Grand Prix, Wreckyard, Bite Below, Chomp Borough, Goblin Sports, Wet Check, Eldermere and more — 25 games playable in a browser today, Goblin Grand Prix on the App Store and Google TV editions in testing.



DECISION SOFTWARE

AI BOARD OF DIRECTORS

Seven AI models answer each question on their own, challenge each other and hand the owner one answer with every disagreement left in. Only the owner approves; every step is on a tamper-evident audit trail. Running in-house since September 2026.



TELEVISION

VORNJAW TV

A Google TV home app for families with kids' menus and phone control, plus TV editions of Goblin Grand Prix, Tiny Trouble and Extinction Rite: Gainesville, with controller support.



CREW LANGUAGE

DORSALVOICE PRO

The job-site English coach for landscaping and irrigation crews: live two-phone conversations, interpreted phone calls and 20 field lessons in English and Spanish. Live private pilot.

Non-confidential overview. © 2026 Dorsal Forge Technologies LLC. All rights reserved. Gameplay images are captured from current builds.

FLAGSHIP

GOBLIN GRAND PRIX



A family 3D kart-racing adventure: bolt a kart together from an old toaster and race a goblin kingdom, one region at a time. 21 championship tracks across seven regions, 58 story events, items, rivals, kart tuning, a Goblin Creator, weather and night races, a track editor and photo mode. 960+ unit tests passing.

Status: Live on the App Store for iPhone and iPad as Goblin Grand Prix GP, with Game Center leaderboards and achievements. On the web, version 6.5 has online ghosts, private races against friends and Race Online matchmaking; also playable on CrazyGames. Free first region, a one-time Full Championship unlock and an optional Custom Garage; no ads, no accounts.

PRODUCT STATUS

DORSALVOICE PRO V0.21 · LIVE PRIVATE PILOT	English/Spanish conversations, interpreted phone calls, 20 field lessons and job phrases that work without signal; nothing recorded, with hard spending caps.
VORNJAW TV RUNNING ON A PRODUCTION TV	Android/Google TV home app with kids' menus and phone control; TV editions of Goblin Grand Prix, Tiny Trouble and Extinction Rite: Gainesville.
AI BOARD OF DIRECTORS LIVE IN-HOUSE · FOUNDER EDITION NEXT	Seven AI models answer independently, challenge each other and return one answer with dissent kept; only the owner approves; tamper-evident audit trail.
VORNJAW GAMES CATALOG 25 GAMES PLAYABLE NOW	Racing, adventure, puzzles, tactics, cozy and survival titles at vornjawgames.com; audience labels for family, teen and adult 18+.

WHAT'S NEXT

Goblin Grand Prix — online ghosts and friend races in the iPhone app; Google TV edition.

DorsalVoice Pro — translated text messages, then a wider rollout.

The goblin lineup — Goblin Golf, Scrapyard Rumble and a pinball game as separate App Store titles.

More titles on iPhone — Brass Horizon and Tiny Trouble next; Gainesville HD overhaul.

HOW WE BUILD

Tested — 132,000+ lines of automated tests, browser QA suites and scripted gameplay capture.

AI where it earns its place — Claude powers DorsalVoice translation, and our AI Board of Directors supports how we plan and run projects.

Versioned and reversible — every release has notes, checksums and rollback steps; production changes need owner sign-off.

Private by design — owner-approved changes, role-based access, no ad trackers in games, spending caps on AI services.

Stack — TypeScript/JavaScript, Three.js, Phaser, Kotlin (Android TV), Capacitor + Codemagic (iOS), Unity, Godot, PostgreSQL/Supabase, Netlify, Claude API.

LET'S TALK ABOUT WHAT'S NEXT.

Investment, publishing, licensing, co-development or acquisition — one product or the whole company. Please keep a first message non-confidential; an NDA can be arranged before anything sensitive is shared.

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