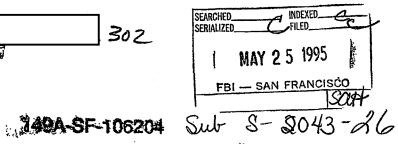
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FEDERAL BUREAU OF INVESTIGATION

Date of transcription	4/28/95
Sheridan Springs Road, Lake Geneva, Wisconsin, telephone was advised of the identity of the intervalent and attempt to detent the relationship between TSR, INCORPORATED GAMING ASSOCIATION AND COMPANY. TSR, INC. was present during the interview.	number viewing
provided the following information: TSR, INC. (TSR) is an entertainment industry when produces publications and holds licenses related to fantaplaying games. The games are researched, written and illed by TSR employees or by freelance artists. The material is finalized and forwarded to a print agency and returned to packaging. TSR derives a majority of their profits from publications and the licensing of its copyrighted gaming materials. TSR licenses computer games as well and particular in numerous industry conventions nationwide.	asy role- ustrated s TSR for
TSR founded and operates the largest gaming con in the world called GEN-CON. GEN-CON was originally name reference to the GENEVA CONVENTION. The convention attraapproximately 25,000 attendees and focusses primarily on playing rather than war gaming. It is routinely held in of each year and is marking its 27th year in 1995.	ed with acts role-
TSR employs approximately 120 persons and is controlled to be the largest national role playing gaming corporation of the largest national role playing gaming corporation of the largest national role playing gaming corporation of the largest persons in employment. She added that must be the employees have parents in academia, often outstanding their respective fields. TSR formerly operated two offices california, one in Beverly Hills and one in Westwood. Be California offices have been closed and TSR only maintain offices in Lake Geneva and England.	on. on of many of y in ces in oth
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nvestigation on 4/28/95 at Lake Geneva, Wisconsin File # 149A-SF-SA SA MCB/s Date dictated 4/28/95	-106204

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TSR originated in the 1970s as a direct result of the gaming activities of persons affiliated with the GENEVA WAR GAMING ASSOCIATION. TSR originally was an acronym for TACTICAL STUDIES RULES, however only the initials have been retained as the name of the corporation.

War gaming and fantasy role playing differ in that war gaming involves a reenactment of historical wars and fantasy role playing involves adventures of fictional scenarios and characters. War gaming traditionally involved the staging of one day of battle in one war for strategic review by the war gamers. Miniature figures, often hand painted in the appropriate colors for the battle, would be arranged in a manner identical to the troop placement at the actual battle. The subsequent day of battle may not be reenacted for a month while the strategic possibilities are examined. The miniature figures originally were 25mm lead figures, but were later formed of aluminum and pewter alloys. _____advised that war gamers are generally extremely intelligent individuals. Often they will live frugally to support the cost of the war gaming hobby. further advised that the typical war gaming enthusiast is overweight and not neat in appearance.

DUNGEONS AND DRAGONS (D & D) was a fantasy role playing game originally named CHAINMAIL, produced by GARY SYGAX and DAVE ARNESON in 1972 and sold from GYGAX's basement. In 1973, GYGAX, DONALD KAYE and formed a partnership in the gaming industry that evolved in 1975 into TSR. GYGAX operated the TSR branch office in Beverly Hills, California, doing business as DUNGEONS AND DRAGONS ENTERTAINMENT CORPORATION (DDEC).

#In approximately 1976, the war gaming industry experienced a realignment that resulted in the traditional war gamers becoming very angry and resentful toward TSR. A major war gaming company named SIMULATION PUBLICATION, INC. (SPI) encountered significant financial trouble and was purchased by TSR. At the time of the buyout, SPI was a war gaming company and TSR was a fantasy role playing company. Many of the war gamers believe that SPI was sabotaged by TSR so that they could be acquired and quashed. believed that the purchase of SPI, which occurred | involved a forgiveness of debt and no funds actually changed hands. has not been able to locate an itemization of game titles which were included in the deal and advised that there is

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still some confusion about the details of the purchase. noted that some war gamers continue to hold the anger from this purchase. She recalled a message on the Internet approximately three weeks ago which recalled TSR's acquisition of SPI in a derogatory connotation.	
War gamers from the era of the 1970s are now aged in their late 40s to early 50s. Following the sale of SPI, they became further enraged at TSR when TSR began to scale back the war gaming portion of their company until it was almost non-existent. advised that war gaming appealed to a small but fiercely loyal population and war game production was not even profitable enough to be maintained at SPI's levels. A major portion of production costs were devoted to "counters" which were cardboard punch-out pieces designed to represent war vehicles. The "counters" reduced the profitability of war gaming sets to a level that TSR found unacceptable. noted that fantasy role playing sets seldom required counters, could be produced for a fraction of the cost and appealed to a much larger audience.	
In the	ь6 ь7С
described the company as financially unstable and in need of reorganization TSR continued to produce war gaming sets and even sold several strategy modules to the Pentagon, however found the interaction with GYGAX at TSR to be very difficult. In 1986 TSR bought out GYGAX's stock and guaranteed him a royalty on his	

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gameware from 1986 through 1989. That agreement involved approximately \$3 million. GYGAX later infringed TSR copyrights and was sued by TSR. determined that a settlement was more financially sound and GYGAX was guaranteed \$50,000 per year for ten years. In the early 1980s, GYGAX had been generating about \$1 million per year in income. advised that GYGAX spent his money frivolously. GYGAX was involved in an unpleasant divorce and further advised that GYGAX was a drug abuser. GYGAX is approximately 55 years of age and is currently He lives on Madison Street in lake Geneva, Wisconsin and may be contacted at (414) 248-7380. GYGAX maintains a mailing address as follows: P.O. Box 388, Lake Geneva, Wisconsin. considers GYGAX to be eccentric and frightening. He is known to carry a weapon and was proud of his record of personally answering any letter coming from a prison. GYGAX set up a holding company in Liberia to avoid paying taxes. He is known to be a member of the Libertarian Party.	
GYGAX is probably familiar with believes that GYGAX would be extremely uncooperative if the Federal Bureau of Investigation (FBI) attempted to interview him regarding his knowledge of FRESNO. added that war gamers are very loyal to one another and interviewees should be selected carefully so that the investigation is not jeopardized.	
In 1988 TSR sold approximately 25 of the war gaming titles which TSR had acquired of SPI. The purchaser of these titles was WORLD WIDE WARGAMES (WWW) which may have been located in Bakersfield, California. Were affiliated with WWW at the time of the sale.	b6 b7C
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	TSR was the victim of two separate bomb threat ncidents. No detonation occurred and the perpetrator(s) were ever determined. The first incident occurred in 1986 and nvolved a series of phone calls which served as a countdown to he alleged day of detonation. Another threat in 1992 or 1993 as also received at TSR. TSR agreed with the conclusion of the ake Geneva Police that most recent threat was probably just a rank. The Lake Geneva, Wisconsin police departments should have ecord of these incidents	
	ne internet system by the that of the day.	o6 o7C

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