

(03/31/95)

FEDERAL BUREAU OF INVESTIGATION

Precedence: ROUTINE

Date: 09/27/1995

To: San Francisco Attn: SAC

From: San Francisco
Squad 21
Contact: SA [redacted] ext. 7493

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Approved By: [redacted]

Drafted By: [redacted] mac

File Number(s): 149A-SF-106204 (SUB JJJ) (Pending)

Title: UNABOM;
MAJOR CASE 75;
OO: SAN FRANCISCO

ARMED AND DANGEROUS

Synopsis: Dungeons and Dragons.

Details: Attached to and made a permanent part of this memo is a list of players and peripheral players involved in a loosely knit group of individuals commonly referred to as "The Dungeons and Dragons Group".

The following was obtained from an interview of [redacted] [redacted] TSR, Incorporated on April 28, 1995:

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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 involved 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 [redacted]

[redacted]

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List mentioned in paragraph 1 of DETAILS has been entered in 24 Index, but is NOT actually attached hereto.
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advised that war gamers are generally extremely intelligent individuals. Often they will live frugally to support the cost of the war gaming hobby. [redacted] further advised that the typical war gaming enthusiast is overweight and not neat in appearance.

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Dungeons and Dragons (D & D) was a fantasy role playing game originally named Chainmail, produced by Gary Gygax and Dave Arneson in 1972 and sold from Gygax's basement. In 1973, Gygax, Donald Kaye and [redacted] 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 a 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. [redacted] believed that the purchase of SPI, which occurred [redacted] involved a forgiveness of debt and no funds actually changed hands. [redacted] has not been able to locate an itemization of game titles which were included in the deal and advised that there is still some confusion about the details of the purchase. [redacted] 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. [redacted] 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 acts to a level that TSR found unacceptable. [redacted] 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.

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TSR, Inc. (TSR) is an entertainment industry which

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produces publications and holds licenses related to fantasy role-playing games. The games are researched, written and illustrated by TSR employees or by freelance artists. The material is finalized and forwarded to a point agency and returned to TSR for 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 participates in numerous industry conventions nationwide.

TSR founded and operates the largest gaming convention in the world called Gen-Con. Gen-Con was originally named with reference to the Geneva Convention. The convention attracts approximately 25,000 attendees and focusses primarily on role-playing rather than war gaming. It is routinely held in August of each year and is marking its 27th year in 1995.

TSR employs approximately 120 persons and is considered to be the largest national role playing gaming corporation. [redacted] noted that TSR has an extremely high concentration of very intelligent persons in employment. She added that many of the employees have parents in academia, often outstanding in their respective fields. TSR formerly operated two offices in California, one in Beverly Hills and one in Westwood. Both California offices have been closed and TSR only maintains offices in Lake Geneva and England.

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The attached list was obtained by reviewing the computer files and extracting names from those files of known members of the Dungeons and Dragons.

ARMED AND DANGEROUS

CC: 1 - SSA [redacted]
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