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| To:  | JaneQHardesty@CalBusinessToday.com |
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| Subject: | Exclusive on Top Game Designer |

Ms. Hardesty:

David Smith hates moonlit nights. In the shadows of his bedroom, the ideas come too quickly—and some are so terrifying that they pin him to the bed. He tries to reach for the notepad, but his hand trembles. “Will I remember this in the morning?” he wonders, torn between hope and fear.

I think the story of David Smith would be ideal for *California Business Today* magazine. David is an award-winning game designer for MGS Interactive Games. Your recent series on California’s creative geniuses has been consistently excellent, particularly your recent story on playwright Cheryl Turcot. As the creative force behind such best-selling games as Night Terror, Are You Sleeping? and StarkLight, David Smith would be a natural for your creative geniuses series. His best ideas come in dreams so frightening that I sometimes don’t want to hear about them. You should see the ideas we reject (unless you’re prone to nightmares, we could discuss those).

We’re offering David’s story exclusively to *California Business Today*, so I would need to know fairly soon if you’re interested. I can assure you that David would cooperate fully with any writers or photographers you would assign. We also could help you arrange interviews with members of David’s staff or with anyone else who works for MGS Interactive Games. We even have copies of some of his bedside notes. Please just let me know how we might help. My direct phone line is 555-498-8871.

I will call Wednesday, Sept. 21, to see if I might be of any help on a possible story on David Smith. Thank you for your time and consideration.

Angie Perez

Public Relations Director

MGS Interactive Games

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