



NOAH LAPHAM

Interim CTO / System Administrator

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You're the IT guy for Gatekeeper, and the network is your kingdom. App designers like Alice are always dreaming of the impossible, you're the one that brings them back down to Earth: Networks have limits and getting past those costs money. There's always some fix to implement, you'd spend the whole day hunched over a screen if you could. You can't stand the GCS obsession with meetings, it gets on your nerves so much that you forget to actually make any funding requests.

You're grouchy and sarcastic, but people who are actually nice to you become your best friends. Even if they don't return the feeling. You only talk about tech and know all sorts of ancient IT lore.

You took over as Chief Technical Officer from Henry Warren. He made Keystone, your killer app, and he still got laid off. Now you're forced to interact with co-workers. The trick is to overwhelm them with menial tasks and gratuitous criticism. It's how you make everything run smoothly, meaning exactly as you want it to run.

To play Noah

- Hunch over, put your hands behind your back, scratch your head when you're thinking.
- Shuffle your feet to walk, and grumble.
- Mumble in a deep but quiet voice, and get irritated at people if they don't understand you.
- Punish those who waste time, theirs or yours.

Secrets

You have nothing to hide. You are exactly who you seem to be. Your only unspoken agenda is to frustrate and sabotage anyone you think is letting business garbage get in the way of building the perfect network.

When you're not cranking away at the server build, you're always fiddling with some side project. You're the only one who knows the technical bits: Feel free to make up all you want, and be sure to bore others to death with details.

Objectives

➤ Finish at least three tasks, and submit your finished product (complete sudoku puzzles) to William Rice. He's asked you to report to him directly, instead of going through Adela as usual. He was very insistent about this. You'll have to handle her breathing down your neck without ignoring his instructions. You'll also need to work with Alice to complete some of your work, since you need to implement a new app into the GCS framework: Sentinel. You were brought into the project at the last minute and only on the technical side, so you don't even know what it does. Prepare to bite the bullet, sit down with Alice and hope it's over soon.

➤ Be mean to Curtis as much as you can without getting in trouble. You don't care if other people know you hate him, but you really want him to. Why not say it to his face?

➤ Look for excuses to skip the 16:00 all-hands meeting. They never say anything useful anyways and you have a Star Trek marathon (the only good series, of course) to get to.

Skills

- *Authority* on Computer networks.
- *Expert* on Old films.
- *Expert* on Cryptography.

Co-workers

- *Gregory Perkins* is a typical venture capitalist money guy. You can't stand people who think they're better than you just because they're rich.
- *William Rice* is like every other CEO you've worked for. Pompous, self-centred, overblown, and idiotic. You doubt Sentinel is really his idea.
- *Adela Sorazos* is tolerable, because at least she's focused on getting things done, instead of wallowing in her status.
- *Ernest Frye* is some jerk consultant they brought in to take the blame for cutting people. You know you're too important to fire, but it still makes you mad.
- *Seneca Billings* might be the only person around here smart enough to actually hold a conversation with you.
- *Josef Silva* is a stupid boy. He should know better than to behave so unprofessionally in a high-pressure environment like this.
- *Alice Warren* is always asking for technical favours. She's making your job harder (by making you do more stuff), and you suspect Sentinel is actually hers.

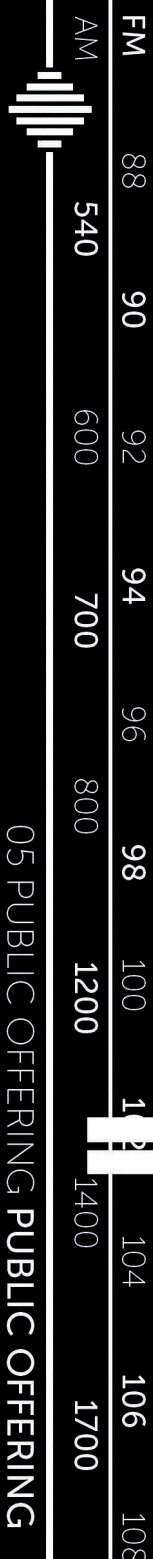
➤ *Randy Chandra* is useless, just like everyone in marketing. He doesn't get that when people realise how brilliant your work is, they'll just come to you.

➤ *Fern Czanek* is fine herself, because she mostly stays out of your way, but you resent her a little bit more every time you discover she put you into a meeting you didn't want to be in.

➤ *Francis Morgan* is another superfluous designer type. They're always adding unnecessary glitz to an already perfectly constructed application.

➤ *Curtis Ricci* is the worst. An incompetent fool in a pointless position. You've hated him since day one, and you can't decide whether you'd rather see him fired, or keep him around to torment more.

➤ *Charlotte Germain* is one of the few people here that isn't always annoying you. She even does her best to be helpful and pleasant.



Day planner

9:00

- ▼ Schedule meetings with Fern.

9:30

- ▼ Company-wide stand-up meeting.

Morning

- ▼ Work on the server. You have no time for meetings, and even if you had any you wouldn't want to waste it in a conference room.

Noon

- ▼ Lunch.

Afternoon

- ▼ Work on the server. Avoid hassles.

16:00

- ▼ ~~All-hands meeting.~~
- ▼ Star Trek marathon.

Evening

- ▼ Back to the office for some after hours. Troubleshooting and server maintenance without annoying co-workers. As usual.

Tasks

You've got some programming work to get done by the end of the day, represented by the four sudoku puzzles in the following page. Complete them all and deliver the shiny new code to William Rice by 16:00.

As much as you'd love to work by yourself, you'll need Alice's help to get the job done. Try to get along with her or you'll be unable to accomplish anything.

