

NIGHT MARKET SINGULARITY STALKER BLUES

TEMPLECON 2014 SF WORLDBUILDING WORKSHOP

THE SETUP

Inspirations: Altered Carbon, Neuromancer, Charles Stross, Deus Ex: Human Revolution, Schismatrix, The Diamond Age, Shadowrun 4th Edition (minus the magic), Transmetropolitan

Setting: Space Habitat, Mars Orbit, 2177

Themes & tropes: biological immortality, human enhancement, micro-manufacturing, nanotechnology, capitalism vs. post-scarcity economics, personality uploading, uplifted animals, post-national social clades, techno-singularities, ubiquitous augmented reality

Heinrich Fong was a bodyhopper -- man/woman of 1000 faces -- and my hunt for him/her had taken me to _____, in Mars orbit. The _____ who run the Night Market might spill his/her location -- or they might feed me to their _____. You can get anything on _____: _____, data on _____, hell, even sexual favors from _____ if that's your thing. The _____ have their strongholds out here, and between them and the _____, us _____ have a hard time just making a living. And they say the _____ is coming, but me -- I just want to make it to the next job.

- 1. The Space Habitat.** Cylinder spun for gravity, cluster of micro-G modules, hollowed out asteroid, or something else? What's the economy of this space station based on, why do people come here -- and how can they get into trouble?
- 2. The Night Market.** Literal southeast Asian night market, infomorph-run virtual marketplace, criminal red market exchange, or all of the above? You can get anything on the Night Market -- but so can your worst enemies.
- 3. Uplifts.** Artificial Generalized Intelligences (AGIs), talking bonobos, and dogs with AIs riding in their heads are just some of the possibilities. Why did humans create them, and how do they affect the world?
- 4. Nanotech.** If you can't buy it at the Night Market, you can probably print it out from a download. Describe how microscopic robots, nano-scale 3D printers, and other uses of nanotech affect this world.
- 5. Protagonists.** Ego-hunting gumshoes, hacktivists, & meat puppets with hearts of gold. Describe some good guys in this universe -- keeping in mind that no one in the Night Market is too good.
- 6. Antagonists.** Immortal oligarchs, soul-trading slavers, and people who've decided they're more advanced than the rest of transhumanity -- to the point where they think we're all cattle. Describe some villains -- keeping in mind that they probably have their reasons.
- 7. Post-National Factions.** The nation state is dead; all hail the clades! No longer dependent upon geography, transhuman organize themselves into nations of ideas. Describe one or two of these factions.
- 8. Social Issue.** Even in a post-scarcity economy, there are still have-nots. What happens if you can't afford a new body, or if intelligence enhancements leave you behind? Describe a social problem & how it creates conflict.
- 9. The Singularity.** Transhumanity is catapulting itself toward a point of technological enhancement so profound that beyond it, the effects of the changes it will wreak are nigh-incomprehensible. Are we about to become a god-like computer mind, an undifferentiated sea of programmable matter, or something weirder? What's about to happen to Transhumanity -- and is it good?
- 10. The Visitors.** We don't know why they came, or how, or even what they truly want. An outside intelligence has contacted transhumanity, and we don't know what it bodes. What are they, and did they arrive physically, or otherwise?



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GROUP 1: WHAT IS THE NIGHT MARKET?

NIGHT MARKET

SCOPE: OVERLAPPING w/ STATION

DARKNET - AUG REALITY

ACCESS: RENT PART OF YOUR BRAIN TO THE CLUSTER

RESTRICTIONS - PROHIBITIVE COST?

SECURITY RISK - LEAVING A PORT OPEN

DARK COUNCIL OF SYSADMINS

SERVER CLUSTER IS CROWDSOURCED TO PARTICIPANTS

↳ CODEPENDENCE

POORER FOLKS LEASE EXTRA BRAINSPACE FOR LOANS

↳ MEMORY LOSS, ZOMBIES, HACKING RISK, BLACKOUTS

LOCATION: COSPATIAL w/ DAY MARKETS, REVEALED BY AUG REALITY

'COUNCIL': DON'T LOG IN OFTEN OR THRU NEURALNETS,

↳ USE OLD-FASHIONED TECH

PRODUCT: GAMBLING, ILLEGAL GOODS, HARVESTED MEMORIES, SEX, DRUGS
PROGRAMS



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GROUP 2: DEVELOP A KEY TECHNOLOGY THAT SHAPES LIFE IN THE NIGHT MARKET.

NANOTECH

Hard Drive in Head X to Another body
Nano - Robots Build Anything - / Res Less / Poor don't
Gene Splicing for Benefits of Humanity

Religious Aspects of Nanotech / SA

- Black Market Nanotech
- Nano Tech - Builds Buildings using Given Materials
- Bio - adjustment w/ Known Genetic Material
X - Exist in A.I
X - Base Power Build on what they Build



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GROUP 3: SKETCH OUT A GROUP OF ANTAGONISTS.

PSYCHIC REAPERS / THE PRISM
MODUS: STEAL MEMORIES & IDENTITIES (WITHIN A FEW FEET)
- NANITES USED TO CHANGE APPEARANCE
MOTIVE: PROFIT, POWER (LIKE THE MOB)

LEADER: SIRUS (CHEMICAL EXPERIMENT TO AUGMENT THE HUMAN MIND)

OTHER GROUPS
HARVESTERS: BODY PART DEALERS

ORTHODOX MOB: OLD SCHOOL FAMILY

PIXIES: DRUG DEALER

THE UNION: NANITE SWARM A.I. FROM UNWANTED MEMORIES



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GROUP 4: SKETCH OUT A GROUP OF PROTAGONISTS.

hacktivists, "repo the genetic opera" - the Kiteys
target the Night Market slaves, etc.
bring world back to humanity as it once was
not sanctioned
"uplifted animal" does not like to be uplifted. genetically enhanced
Lizard - iguana - "Melon"
Kitey ~ group's aspiration, child prodigy, nano tech
which slavers stole to keep slaves corraled...
She gets revenge....
Kiteys can be liberated by Kiteys... small cells
dispersed throughout the world.
Liberated nano-tech guy, slightly "touched" in the
head because of tech removal - "Adam"... one of the
his missing memories are controlled by Night Market... first Night Market creators
Anti - Cyrus () "The Union" &

