

CONTENTS

Introduction	I
--------------	---

I. BASICS

1. Start	5
Overview; Summary	
2. Modes	13
Precedents; Prior Eras; Our Era; Era Values; Dreamtime; Limits	
3. Framing	31
Motivation; Forecasting; Scenarios; Consensus; Scope; Biases	
4. Assumptions	45
Brains; Emulations; Complexity; Artificial Intelligence	
5. Implementation	55
Mindreading; Hardware; Security; Parallelism	

II. PHYSICS

6. Scales	69
Speeds; Bodies; Lilliput; Meetings; Entropy; Miserly Minds	
7. Infrastructure	85
Climate; Cooling; Air and Water; Buildings; Manufacturing	
8. Appearances	99
Virtual Reality; Comfort; Shared Spaces; Merging Real and Virtual	
9. Information	109
Views; Records; Fakery; Simulations	
10. Existence	119
Copying; Rights; Many Ems; Surveillance	
11. Farewells	127
Fragility; Retirement; Ghosts; Ways to End; Defining Death; Suicide	

III. ECONOMICS

12. Labor	143
Supply and Demand; Malthusian Wages; First Ems; Selection; Enough Ems	
13. Efficiency	155
Clan Concentration; Competition; Efficiency; Eliteness; Qualities	
14. Work	167
Work Hours; Spurs; Spur Uses; Social Power	
15. Business	179
Institutions; New Institutions; Combinatorial Auctions; Prediction Markets	
16. Growth	189
Faster Growth; Growth Estimate; Growth Myths; Finance	
17. Lifecycle	199
Careers; Peak Age; Maturity; Preparation; Training; Childhood	

IV. ORGANIZATION

18. Clumping	215
Cities; City Structure; City Auctions; Choosing Speed; Transport	
19. Groups	227
Clans; Managing Clans; Firms; Firm-Clan Relations; Teams; Mass Versus Niche Teams	
20. Conflict	243
Inequality; Em Inequality; Redistribution; War; Nepotism; Fake Experts	
21. Politics	257
Status; Governance; Clan Governance; Democracy; Coalitions; Factions	
22. Rules	271
Law; Efficient Law; Innovation; Software; Lone Developers	

V. SOCIOLOGY

23. Mating	285
Sexuality; Open-Source Lovers; Pair Bonds; Gender; Gender Imbalance	

CONTENTS

24. Signals	295
Showing Off; Personal Signals; Group Signals; Charity; Identity; Copy Identity	
25. Collaboration	309
Ritual; Religion; Swearing; Conversation; On Call Advice; Synchronization	
26. Society	321
Culture; Divisions; Farmer-Like; Travel; Stories; Clan Stories	
27. Minds	335
Humans; Unhumans; Partial Minds; Psychology; Intelligence; Intelligence Explosion	

VI. IMPLICATIONS

28. Variations	353
Trends; Alternatives; Transition; Enabling Technologies; Aliens	
29. Choices	367
Evaluation; Quality of Life; Policy; Charity; Success	
30. Finale	381
Critics; Conclusion	
<i>References</i>	385
<i>Index</i>	417