

Places to stay

Orbitel

A large hotel chain, mainly found in the LLA but with hotels in most major habitats in the inner system, the Belt, Europa and Titan. Orbitel emerged from the post-Fall merger of several hotel chains and still has widely varying styles. The Jumeirah Hostel brand consists of inexpensive but well-kept budget hotels, Golden Rose is the mid-range hotels, and Apex is the luxury version.

The chain also owns The Tranquility (see below) and Polychoron, a series of sport/entertainment resorts.

The Tranquillity

The Tranquillity in Old Nectar is the oldest hotel in the solar system. While an older hotel in LEO (The Heaven Lounge) existed, it was destroyed in the Fall. While The Tranquillity is by modern standards old-fashioned, the age and tradition attracts many visitors seeking a link to the past. The interior is a mixture of early lunar colonist chic (with visible life support systems and early exploration memorabilia) and even more old-fashioned Old World quasi-Victorian. Interior designers and historians may get sick of it, but most visitors lap it up.

Tjāwz al-Ḥmāmāt

Enhancement spa in the Marineris region, catering to people who want to upgrade or treat their morphs while enjoying sports, good food and a meditative pseudo-monastic environment. This spa is located on top of the grand and narrow cliffs separating North Coprates Chasma from South Coprates Chasma. From the spa visitors can look down six kilometres on either side. Access is only by air. The buildings are reminiscent of an Arabic castle combined with a modernist monastery: a mix of the understated and opulent. The spa is particularly popular for people learning to use new and complex enhancements: personal trainers are available, and the sports grounds are equipped to handle even exotic morphs. It is a public secret that up-and-coming people from Valles go here to have a bit of personal defence training.

Crystal Space

An infomorph hotel/accommodations chain found across the solar system. Crystal Space offers reliable, safe virtual space for egos between bodies, AGIs (where legal) and other virtual travellers. The default skin is a traditional hotel, but the chain has a library with a wide number of possible interiors and discounted deals with many simspace companies. In many habitats the local branch has ties to other infomorph-friendly hospitality facilities such as mixed-reality clubs and AR restaurants. Crystal Space recently opened the first hotel in Glitch.

The Open Publican Network

An autonomist “chain” of hotels, inns, hostels, brothels and other hospitality places. Each is run by its own commune and is independent from the others. However, the Network allows them to share best practices, trade favors and most importantly, coordinate quality management. Review boards consisting of trusted frequent travelers rate their experiences, allowing favored hotels to list the board certificates. They of course post their public reputations too, but by having a number of coordinated and mutually calibrating review boards it is hard to do reputation gaming – something quite a few criminal networks have attempted. Since the OPN also shares much information, trains people and distributes blueprints OPN hospitality tends to have a few commonalities the seasoned traveler can recognize.

Drop City Convention Centre

DCCC is located on the shores of Tyska Lacus, in the vicinity of Nyhavn on Titan. Originally an auxiliary landing spot, it was recently turned into a convention centre by a local microcorp. The somewhat unusual idea of a physical convention centre has been a moderate success: rather than sending betas to discuss and re-merge in some server, people actually enjoy going to the luxurious facilities for conferencing, demonstrations and informal schmoozing. Many microcorps bring their employees here for strengthening their ties. Communications to Nyhavn through the rail network are excellent, and the DCCC also offers a marina for boating tours of the lake.