

GAMES AND ENTERTAINMENT IN TAYGETA **NO VIDEO**

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Interviewer: What material are the toys made of in Taygeta?

Yazhi: We don't use plastic here. We use a composite resin that lasts much longer. It is non-toxic and it is also moldable. If you compare it to plastic, it would look almost the same depending on the piece, but with the difference that it is very difficult to break, again depending on the piece.

Interviewer: And what are the toys like for the children in Taygeta, what do they play with?

Yazhi: The same principle applies. Children will copy what they live. The customs of their parents and their environment and society, that's what the game is for among other things, of course. The main difference with Earth is that toys are not as easily available as you would get spare parts for a washing machine. That is to say that children have a strong tendency to build their own toys in Taygeta, by hand, with materials such as cardboard or wood. With composite materials such as resins that are the equivalent of plastic for Taygeta, but do not come from hydrocarbons. Mainly by hand, as I make them, and that does not mean that they are crude. Many handmade toys look machine-made or replicas of the real ones to scale.

They are also created by children designing them with their home computer. Everyone has one unless they choose not to. Then they make them on a replicating machine. I do that too sometimes.

The type of toy varies depending on the location and the children's tastes. But the classics are still: transports, ships, sea ships and things like that for boys. And dolls, houses, designer buildings or art stuff more for girls. There is no exclusion or limitation of gender role with toys or anything in particular in Taygeta, but the toys do reflect how clear the gender identities are in Taygeta. Something that is being lost on Earth.

Interviewer: The toys are hard to get, that's surprising.

Yazhi: Because people don't produce them for others because that's something that comes out of the children themselves. Maybe it would only be toys for very young children that you would find. What happens is that there is no motivation to create toys, for what? That is more an artistic ability of children and part of their development to be able to understand reality and duplicate it to scale. Although this is not exclusive to children because adults also like to make things to scale.

Interviewer: And do you have board games?

Raguel: Yes, but they are very much in disuse.

Interviewer: And the board games are from Earth or from Taygeta?

Raguel: Both. In Taygeta we have a building design construction game. It looks easy, but it gets progressively more difficult. It's a board game, nothing electronic. You don't

build anything like Lego. It is conceptual with rules. With rules that become stricter and stricter. You position your building inside, conditioning the same space for different uses that come up in the game. But you start at the bottom and work your way up. And the building gets narrower and narrower. And, at the same time, house, floor, or step, increases in requirements inside causing things to get progressively more complicated. Whoever manages to accommodate the interior best, wins. It has many elements of interior decoration and I think it is more focused to be played by women, but anyone can play it. Taygeta has a tendency to appreciate the simple, leaving a little behind the complexity of electronics.

From Earth, the most common ones we have are, for example: tourist or chess.

Interviewer: How is the presentation of this particular game? What are the pieces like?

Raguel: It is a 12-level board, made of wood and cardboard. With a series of hexagonal dice that come out randomly. You are assigned cards. From them, you solve it mentally, and you pass your ideas to the others telepathically mostly, and you arrange them, and you arrange the cards in each floor or level. If you forget the concepts, then you're out. It's a lot of memory. That's the idea, to cut the memory, too. If what each person remembers is no longer congruent, you go down a level. The winner is the one who has more control over the whole situation. The game is very mental. Telepathy is very important here because the mental image of the place is passed in block to each detail. I guess you can play with spoken descriptions as well.

Interviewer: Is it for team play?

Raguel: Yes, for two people or more. But it's more interesting as there are more participants.

Interviewer: Interesting that you are also interested in human video games.

Raguel: We find them very interesting. We don't compare them to our video games. It is different. It's true that it's much simpler, but we like that too, to be able to play without getting so involved in a holographic simulation video game. You keep your distance from the game and that's relaxing. As a comparison, I guess it's like giving up console video games in favor of a quiet afternoon with a board game.

What we got is an Xbox One console. There is a Wii also on board and a Playstation 3 as well and an old Atari that works fine. Lately we've taken an interest here in those kinds of games, but we also discovered mind control type things inside them as you would expect.

Interviewer: Do men and women play them equally? I think men play them more here.

Raguel: I think it's equal, but we do see a lot of things there. It is part of our work of understanding the human race.