

ENTERTAINMENT IN TAYGETEA, PLEIADES – ALIEN CULTURE



Conocimiento Pleyadiano

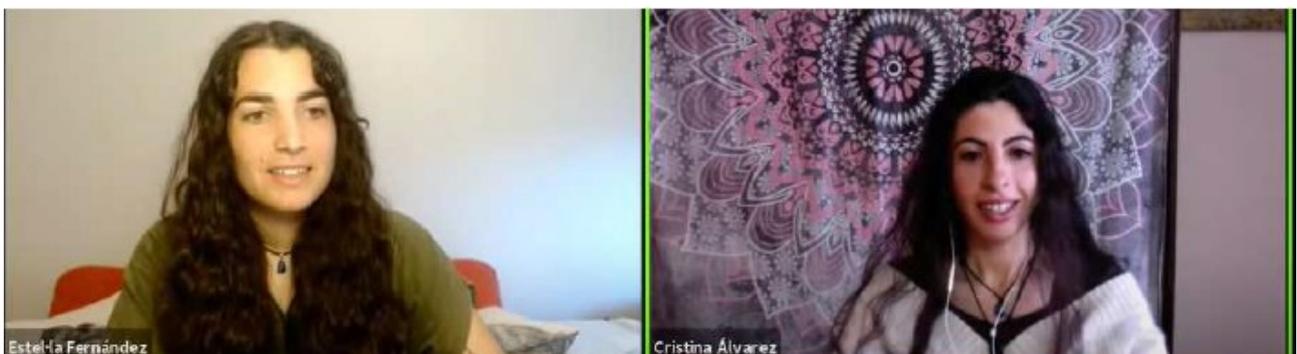
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In this live we will talk about toys in Taygeta, how Taygetean children experience play and about their board games, comparing everything with what children on Earth have today



LIVE WITH CHRISTINA AND ESTEL-LA



Estel·la.- Hello. Welcome to Pleiadian Knowledge. Thank you all for being here.

Cristina.- Hello everyone. Today we are going to tell you a little about Taygeta's toys. How the Taygetean children play or experience games. It is information from Yázhi Swarúu. Today we will do

two parts only. In the second part we will talk about board games, in this case, what a Taygean board game is like. It's information from Raguel of Temmer.

Estel·la.- Yes. Today the information we have will be short. So we start. Toys and board games in Taygeta, Pleiades.

TOYS AND BOARD GAMES IN TAYGETA, PLÉIADES

Cristina.- Here we ask Yázhi: *“What material are the toys in Taygeta made of?”* Since, as you know, here many of the toys that we have today are made of plastic, and we already know that plastic is very polluting. And Yázhi answered us:

“Plastic is not used here. A composite resin is used that lasts much longer. It is non-toxic and it is also moldable. If you compare it with 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.”

Estel·la.- So, let's ask Yázhi: *“What are the toys like for the children in Taygeta? What do they play with?”* But we are not referring to computer games, but to the pieces that they played. Yázhi explained to us:

“The same principle applies. Children will copy how others live. The customs of their parents and their environment and society for that is the game among other things, of course. The main difference from Earth is that you don't get toys as easily as you would get spare parts for a washing machine. In other words, children have a strong tendency to build their own toys in Taygeta from the manual way with materials such as cardboard or wood. With composite materials such as resins that are equivalent to plastic for Taygeta, but do not come from hydrocarbons. Mainly by hand, as I do, and that does not mean that they are gross. Many hand-made toys look like machines or replicas of real ones to scale. Also, they are created by children designing them with their home computer. Everyone has one unless by choice not. Then they form them in a replicating machine. Also, I do that sometimes.”
The type of toy varies with the place and the tastes of the children, of course. But the classic remains: transports, ships, maritime ships and things like that for boys, and dolls, houses, designer buildings or art things more for girls. There is no exclusion or limitation of gender role as with toys or with anything in particular in Taygeta, but in toys it is highly reflected how clear gender identities are in Taygeta. Which is being lost on Earth.”

We were surprised when she told us that the toys were difficult to find, and when we asked her she said:

“Because people do not produce them for others since that is something that comes from the children themselves. It would only be toys for very young children, perhaps. What happens is that there is no motivation to create toys, for what? That is more of 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 do things on a scale.”

That is the explanation we have for the first part. Now we are going to read a little to you and comment among ourselves. Have you been surprised by these little details that Yázhi shared with us?

Cristina.- A follower says: I imagine that some may also be inherited. Yes probably. Since, as Yázhi has explained, these toys made of resin last longer than what we know here as plastic.

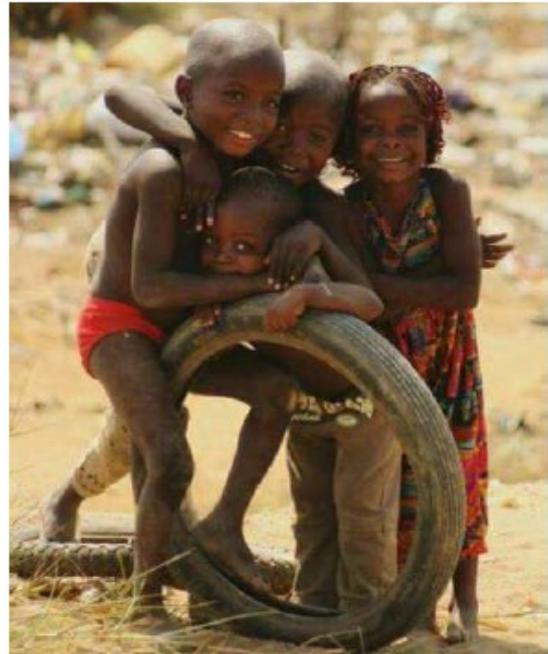
Estel·la.- A follower says: *"How cute. I imagined that this would be the case."*

Cristina.- Yes. Here we have a lot of difference with what we are currently seeing, above all, I say currently because the people who are older here in the chat will have already seen the evolution of children in recent generations, and that is that we have children with a terrible consumer impact. That is to say, television only puts out ads for toys, whatever it is and they bombard them to create that consumerism since behind, as Yázhi explained here, there in Taygeta it is not the case because why produce this. Here we have, again, the economic issue in the large companies that manufacture toys for children and that is being sold at brutal levels.

Also the subject of creativity since all the toys that are being sold are designed so that the child can hardly interact because everything is already done, everything in place, practically some almost assembled and in the end you find that children, at least here in the countries that we consider in quotes "more developed," in some way, although we already know that this is questionable, that they do not even know how to play. That is, many have a lot of toys and do not know what to do, simply because they do not have that motivation or creativity when it comes to play. For example, these electric trains that you simply put there on the tracks and they go around, or these cars that have lights that go by themselves and what do children do?

Estel·la.- Yes, totally, that's right. From a very young age they already cancel us with these things that one by one do not attract our attention and are like discrete, but then they add up, and it is true that creativity is something that is totally suppressed in our system. It is something that is practically found in schools from a very young age. In the Spanish school system, you enter school at 3 years old and the first thing they want is for you to write, to learn to read, and all mechanical things, instead of letting the child develop in his own time, and with the things that are of interest to him and doing more crafts and being able to develop the imagination and capture what one feels or has inside. And this in toys is seen a lot because they already impose a type of idea on us through what they sell us, and today the agenda against gender is very noticeable because today it is no longer known which toys are for children and which are for girls. They even try to make it seem that it is bad to give dolls to girls. It is no longer defined what is correct and what is not, because one has been mixed here... The agenda is incredible. This is a shame because later it shows in the development of people in the way they behave, and there is a very large diffusion of gender.

Cristina.- Now when a baby is born, if it is a boy or a girl, you already know how badly to buy something pink if it is a girl or blue if it is a boy because it depends on how it is misinterpreted. How far have we gone that we have gone from one extreme to the other. I have been fortunate to observe children in Africa. There is no such consumerism of toys and in the areas where I have been, there is practically no television. I realized what was really going on here when I saw children playing in Africa. They had nothing there and with stones, sticks, broken car wheels, they played for hours and hours and did everything, cabins whatever. So here the children who have everything, absolutely everything and are unable to play like these children from Africa.



Estel·la.- In addition, it advances very quickly because in a very short time there has been a super big leap from the generation of my grandparents to the generations that are coming now, it has completely changed. Before, here too, people played with nothing. They spent the day in the street playing with balls, more physical games, creating different kinds of things, board games, for example. And in a very few years this has been suppressed until today children are limited to spending time in front of the screens. If they play with their friends it is through online games. It is all focused on transhumanism. Meant to separate people and focus them only on a hive mind type.

Cristina.- A follower says: *“Yes, it is a bit surprising, because I thought that there, (he refers to Taygeta, I imagine) everything is done and you just have to ask for it, it's better this way.”* Yes. But here you must realize the cultural difference they have with us. Technology never has to step on people. So, that's why Taygeta always insists so much that they greatly appreciate basic things, traditional things, because there does not come a time that so much technology eventually cancels you, and in the end until what moment do we leave everything in the hands of technology and we annul ourselves as people and as human beings?

Estel·la.- I also remember, I think it was Anéeka, who explained to us that they have both sides, as they have a very high technology, they could act like a holographic pet, and parents could program the type of interaction they could have with the boy, and that he could be like his pet friend. Also, with that hologram he could learn things. If they have a favorite cartoon they can do it in hologram and the child feel accompanied with that and learn with this, and the parents had no control over the type of reaction. And you see that they also have these options of course, because we are talking about the civilization that has a few hundred thousand years of technological advancement on us, on the other hand, it is delicate to be able to define the line so that there is no dependency. That is, if the child spends too much time playing with it, he will not spend time playing with friends. So in Taygeta the other case is prioritized, being able to create by yourself since it is very important because you are exceeding personal goals. If you have a toy that interests you and you make it yourself, it helps you a lot to develop as a person.

Cristina.- A follower says: *“Before, people went out to the streets and played.”* It's true. I remember that when I was little at Christmas, I remember when I was little and had gifts, on Christmas Day there was the street ... all the children in the neighborhood they were playing with the new toys.

Everyone shared what they had brought to the other. It was like the best day of the year. And I realized when a few years ago I went out one Christmas day that there were no children on the street. This varies by country and all this, but here in Barcelona, we are not from Barcelona city, but we are from towns near Barcelona, it is incredible, there are no children. On Christmas day, there is no one. Everyone is at home and you can see exactly how all this has changed.

Also, many psychologists or alternative specialists on the emotional and cognitive development of children that it has been shown in several studies that toys that do not have a defined shape such as, for example, building blocks or so, are much better for the development of children. That too, has been related to the fact, how Yázhi explains making your own toy. Because having a ready-made toy, which already has everything, does not motivate you. On the other hand, for example, the building blocks do, because today you can make a castle and tomorrow it can serve as a bridge for the animals to pass through, after that it can be a wall or a garage. Shapeless toys are the ones that develop the mind the most.

And, also, what we are seeing is that, this has seen some studies in babies, toys with many lights, many sounds are very popular in babies, as the baby does not have mobility yet and cannot play, toys are put on it. Let them make music, movements, lights, because they are really very attractive to babies, but in the long run, several professionals explained, they overstimulate the baby and over-excite it and that it was not healthy for babies. But of course, they are sold very easily because they are very attractive, they are like screens for children.

Estel·la.- That must be invasive for the child.

Cristina.- Sometimes they even play music while he sleeps. Also, already bringing up the topic of overexcitement that we talked about in older children, it seems that children cannot get bored. That is to say, mothers take their children out of school and after school, yes English, yes soccer, yes gymnastics that in the end ... I know children who I wonder when they sleep. They are out all the time since they get up, all class hours later in the afternoon more and more. The weekend more, and I think it can't be this, and I just saw some very interesting studies that said that boredom was healthy for children. The fact that a child does not know what to do is the moment in which he develops his creativity most, but if that child is constantly encouraged to do things that, in addition, already have a schedule and are programmed, it is not that he is all the time deciding on this, of course, that also greatly nullified children's creativity. But we also find ourselves in a system that what is happening in countries, I speak of Spain because it is where we are, countries like Spain it seems that the family is not compatible right now, since practically two salaries are needed to live. That is, both mom and dad have to be working, and it seems that children have to fit in all week doing something. That is also why the extracurricular activities are being offered and in the end those children are out all day doing things and are practically not with the family.

Estel·la.- That's how it really is. There is a very strong agenda there to destroy the family. Of not knowing what position each one should exercise if the father or the mother, separate them in order to survive to be able to take the money home and then in the end the child seems to be a hindrance. Because if you have to go to work, what do you do with the child? Where do you leave it? And they end up going to extra activities because there are people who do not have relatives where they can stay, and this does not help the children to develop as they need.

Cristina.- Yes. It is that we have gone from one extreme of ... here we will talk about genders where women have to be at home taking care of children and cannot do anything else, it is like their fit there, to the other extreme that women cannot be a woman because we have lost everything, you can no longer take care of your children because the system does not allow it. And,

in the end we do not realize it, but the children end up being the property of the government. The government is the one that decides.

Here in Spain, for example, schooling is compulsory from the age of 6, although many people believe that it is from the age of 3, but no, it is from the age of 6. So, from the age of 6 you can no longer choose for your own child, but it is the system that forces you to take him there for a series of hours, where he has to learn a series of topics that they choose. So where is the thread of parental power here. It is true that the law is cheated since there is a Home School there and alternative things, but they make it very difficult for you to do these things.

Estel·la.- Sure, that's what it is, there is that alternative, but who has the time to be able to do it or dedicate and do it well for the education of their child. They make it very complicated. And, even though in Spain they allow it, there are other countries that do not. I discovered this while I was in Norway, and there is a lot more choice, a lot of variety wherever you school your child, but, on the other hand, Home Schooling is not allowed. So it's like a trap. They deceive you, they make you believe that you have more possibilities to choose from, but they take away the one that you believe is most valid.

Cristina.- A follower says: *"At the age of 2 my grandson went to kindergarten."* Well look, 2 years still. I have seen that some already sent there from 4 months. Because here the maternity leave in Spain is 4 months. So at 4 months many are already in kindergarten, but here we enter a well that is incredible. And more with what is happening at the moment that you already know that we cannot talk much about, but what children are experiencing today. Yes, we were already on this path that children are no longer interacting as before, they are not playing as before, on top of that comes this and you can no longer share toys, you can no longer share spaces.

Many children have not been out on the streets for a year, only to go to school and come back, which I find horrible. And then aside, about 3 months ago I also saw some studies that were Spanish of a group of pedagogues who are throwing their hands to their heads saying that many babies were arriving for consultation that did not interact with their mouths. That is, they did not speak and did not make expressions with their mouths, only with their eyes and, as you know, babies learn by looking at adults, they learn with their faces, let's say, like mirrors, and all day with the mask on their face. These children who are in a period of growth as delicate as a baby, we are talking between seven or eight months old, that already begins to do a little to stimulate speech until 2/3 years that already begins to start with language because a year for that child is a long time. He is deprived of being on the street and does not see anyone's mouth, not even his relatives. Even the parents themselves. So where are we going to end up with all this?

Estel·la.- In the end, you can not even identify people's expressions if they are happy, content, how they are transmitting things, and above all focus on speech. A follower says: *"In the end they demand so much from you at the family level that you stop looking after your children and then they accuse you of being bad parents and not staying with your children. Very sad to see the families destroyed."* Yes, totally.

Cristina.- A follower says: *"Also, it is an economic issue that both the mother and the father are forced to be working to be able to support themselves and that also feeds all this to the children to school them at an early age in the daycare, or whatever and it's a fish that bites its tail. (T: vicious cycle.)"* The identities, the moms who appear to be moms and who can no longer carry out their work as they did before and many things. In the movies they sell you the family in a way as if it were everything, the baby just there sleeping, and then you find a very different reality, that being a mother does not mean that there are many things there, but in the movies they sell it to you as all good and fantastic and then there are the moms who cannot lead the life they used to, cannot

work, they have a little person who is dependent on them and all that creates a tremendous incompatibility and the system itself is already taking care of each the time there is less time with the family less socialization and in the end we will all look like robots.

PART 2

DO THEY ALSO HAVE BOARD GAMES?

Information from Raquel of Temmer

Estel·la.- This information was explained to us by Raquel de Temmer. And here we ask him: In Taygeta, do you also have board games? He told us yes, but that they are very outdated. So, we asked him if the board games they had were from Earth or from Taygeta. And, he explained to us:

"From both. From Taygeta we have one of building design construction. It is a board game. It seems 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 are becoming more and more strict. You are positioning your building inside, conditioning the same space for various uses that appear 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, the house, floor or step rises in requirements inside causing things to progressively complicate. Whoever manages to accommodate the interior better, wins. It has a lot of interior decoration elements and I see that it is more focused on being played by women, but anyone plays it. Taygeta has a tendency to greatly appreciate the simple, leaving behind the complexity of the electronic."

Then he told us that: ***"Of the Earth (games) the most common that they had were, for example: the tourist, or chess."***

So, here Cristina asked him: *"How is the presentation of this specific game? How are the pieces?"* And Raquel told us:

"It is a 12-level board, made of wood and cardboard. With a series of hexagonal dice that come out at random. They assign you cards. From them, you solve it mentally, and you pass your ideas to others telepathically mostly, and you arrange them, and you arrange the cards on each floor or level. If the concepts are forgotten, then you are out. It has a lot of memory. It's the idea, cut memory, too. If what each person remembers is no longer congruent, the level is lowered. The winner is the one with the most control over the whole situation. The Game is very mental. Telepathy here is very important in this game because the mental image of the place is passed en bloc to every detail. I guess you could play with spoken descriptions, too."

Here, we ask him: *"Is it for playing as a team?"*

"Yes. For two people or more. But it is more interesting with more participants."

The truth is that we found it super interesting when he explained it to us, because it really is a game based on memory and telepathy. Here we have some, for example, people have to say words and they accumulate, but the truth is that it is super complex, because you have to

remember all the details of the construction of the inside and of different levels and it goes by with mental blocks. The truth is that this game must be very complex.

HUMAN GAMING CONSOLES

Cristina.- And, here Raguel explained to us that they had an interest in human video games and we were surprised when he told us because we know the technology they have and the kind of entertainment they have at a holographic level and everything, and we thought about video games. the PlayStation, the Wii thinking that it does not reach the level that they have. And here Raguel explained to us:

“They seem very interesting to us. We don’t compare them to our video games. Is different. It is true that it is much simpler, but we like that too, being able to play without getting so involved in a holographic simulation video game of ourselves. The distance is kept with the game and that is relaxing. As a comparison, I suppose it’s like giving up playing 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 on board as well and a Playstation 3 as well and an old Atari that works fine. Lately we have taken an interest in these kinds of games here, but we also discovered things of the mind control type within them as you would expect.”

And here Estel·la asked him: *“Do men and women also play? Or if men played them more, like on Earth here.”* Raguel told us:

“I think it’s the same, but we do see a lot of things there. But it is part of our work of understanding towards the human race.”

Here Anéeka had also explained to us that they watch our movies and all this, and they also play video games to study human beings, our culture, discover agendas, how things are moving here and it is a way of being able see them through all of this.

Estel·la.- This is all we had prepared for today. A follower says: Ask if they play Call of Duty from WWII. In fact, Yázhi was explaining to us all the hidden agendas that were in that video game because they had been analyzing it in depth and they said it was a horror, a horror and everything that was in there. We have a video about this in case you are interested in more about it.

Cristina.- Yes, the live show is called: Hidden Symbology in Toys.

Estel·la.- It is that, really seen from the outside as another extraterrestrial race, it is perfectly understood and they study all these points of our society because games have a very important role, and more today than many adolescents and adults too, In the end, fans of these games spend a lot of time because they really have to see what is being programmed there, or what it is that draws so much attention to human beings to stagnate in these games. And it’s a very important part of their job to be able to fully understand how it works or what our race is like.

Cristina.- A follower says: *“So, isn’t the video game bad for them?”* I don’t know if you mean a video game itself, within the Taygetean race, that is, playing video games or if you mean playing games on Earth. But if it is on the subject of Taygeta tell you that the technology is not really bad. Technology itself can greatly aid a civilization and help it. The problem is when that technology is being used against civilization itself, which is what we have here on Earth. For a child to play a video game is not a bad thing, but if in the video game they are putting things that are not good for

him or Mind Control or if his creativity is simply being nullified since he was a child and only exclusively encouraging him to play that alone that then, that's where we have a problem. Everything is good, but with restraints.

One follower says: "*Video games are very addictive.*" Yes. Everything is addictive in itself. The problem is how the person is because in the end the addiction, being addictive is also a result of an emotional problem.

Estel·la.- Exactly. If you have any deficiencies, you will try to replace it through these games.

Cristina.- A follower says: "*Sure, people turn into zombies playing all day. It is very bad.*" Yes. It is a bit what we are explaining that, if you give children everything when they are young, they do not have any creativity and are in a system all the time memorizing anything, in the end it ends up triggering something bad.

Estel·la.- A follower says: "*Thank you, Yázhí. And, thank you Mr. Raguel de Temmer. I also take this opportunity to send a greeting to Anéeka de Temmer and everyone in the Toleka ship.*"

A follower asks: "*What is chess like in Taygeta?*"

Estel·la.- Well, I don't know. I imagine it must be a lot more complex than the chess we have here. Able to play multi-level chess or I don't know.

Cristina.- Or maybe they don't have chess. We do not know. A follower says: "*Home education rules.*" Yes. It is something that I have commented on before. That, really the governments are the ones that control the education of children, and in itself all the stress that we have commented on an economic level, being a mother and father that, sometimes is not how they sell it to you in the movies, so many times both the father and the mother are overwhelmed, and what happens is that, well, it creates a whole system that feeds each other, and in the end the parents and mothers are eager for the child to start school so that they can educate him when in reality it is the parents themselves who have the responsibility of educating their child. But things have turned so much that in the end you let the government educate your child, and it's like you're doing well because you have so much stress and so many problems that the whole situation is causing you, and it is a bit what I have commented that in the end we have ceded the power of children to the authorities without realizing it.

Estel·la.- A follower asks: "*Are the games collective? Can they play in teams?*" Yes. They will have everything. For example, this game that was not explained by Raguel was a game to be played in a team of at least 2 people and he said that the more people the more entertaining it was. I imagine they will have all the options. Also, I had seen some comments from people who said that, if they play sports as a game, surely they had also commented that they made ship racing games, and if I remember correctly they built their own ships. So here we focus more on board games.

Cristina.- Anéeka explained that in Taygeta the subject of sports was calmer, that there were no sports, as we know them. The one of the Urmah, how was the sport of the Urmah?

Estel·la.- Like American football, like Rugby.

Cristina.- Like more action. So more beast, but they had sports as calmer and athletics was very typical there. A follower says: "*The system forces you not to dedicate quality time to them.*" Yes. It's like everything is designed so that everything works like that. It is a bit what we were talking about, the destruction of the family.

Estel·la.- A follower asks: “*Do you have games from other races?*” Here, for example, those who are in orbit do have human games, as we have commented, but in Taygeta we did not ask if they had influence or games on the part of other races, but it is true that, if you are visiting another planet, another culture, because the form of member, to learn is this and to visit other planets. Also, these games might take these ideas back to Taygeta later.

Cristina.- A follower says: “*The government educates. They form them like robots.*” Yes. It is that to have obedient slaves you have to work at it from a young age because, what can stop it are disobedient slaves, and that is what does not matter. Some of your questions we do not know. We have not asked that much in depth on this subject.

Estel·la.- A follower asks: “*It seems crazy, but do you have flying inline skates?*” Exactly, we do not know skates, but we do know that they had boots that can reach a lot of height, hundreds of meters. Do you remember exactly how much Cristina?

Cristina.- I don't remember how many meters, but many.

Estel·la.- A lot. I know they had these special boots AND they have inline skates like the ones we have here, but it was like with four wheels and the back wheel a little bit bigger and then a little bit bigger than the others.

Cristina.- A follower says: “*Do you practice sports with animals or pets, polo, horse racing, etc ...?*” No. Anéeka explained to us that the only civilization that uses animals for sports or slavery or whatever is Earth, they did not know of any other planet where animals are used absolutely for nothing.

A follower says: “*Girls, when are you going to continue the Orion Wars saga?*” We are working on the next videos. We hope to have them to you in the next few weeks. Actually, we are working on a lot of interesting videos now.

Estel·la.- Yes. We believe that at the point where we are, it is important to give certain topics, and that is what we are going to try to do. So stay tuned.

Cristiana.- With Anéeka we are working on medicine, and you are going to like it a lot. Taygetean medicine and medicine of the Earth.

Estel·la.- As you know, Anéeka is now also considered a doctor, because ships are learning too and she has been learning hand in hand with Senetre de Erra all these years, and she has learned a lot. He has a lot of knowledge and is sharing it with us. Super interesting things that we hope to present to you soon. Well, if you like Cristina, we are going to say goodbye. Thank you all very much and see you in the next video.

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