

SUZY-CLASS SHIP – TAYGETEAN SHIP



Conocimiento Pleyadiano

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In this video Yázhi Swarúu, a young alien explains to us what her SUZY-class ship is like. How it looks from the outside, what it has inside and what its engines are like. Also at the end Anéeka of Temmer, an extraterrestrial woman from the star Taygeta in the Pleiades, gives us some more information about this class of ships of her race.



"This information is provided by extraterrestrial persons, women and men from the Taygeta star in the Pleiades cluster, through a written contact with us."

THIS INFORMATION IS FROM YÁZHI SWARÚU

Suzy is a Suzy-class fighter-type spaceship. The first of a series of three ships like this one built. Suzy, this one, has the registration **TP T-155**. Angelic babe, translation, has **TPT-156**. And Horus **TPE-157**. Rashell has TPY-156 and Dhor Káal'el has TPE-157.

TPT stands for **Taygeta Pleiades Temmer**, translated, of course. As a place of registration.

TPE stands for Taygeta Pleiades Erra and number.



Suzy's size is that of about a medium flat or apartment. Strangely since it is long and not very wide. The ship is 93 meters long in total, but inside the living space is much smaller. They are two whole floors one on top of the other. The one below is just engineering and maintenance. Then there is the main one. Above only access to systems that are overhead as one of the poles of artificial gravity generators. But the latter is not a whole floor, you can only enter there on all fours to repair something. Also, there are the air ducts and all that. The helm is electric blue. On the sides of the ship, the emblem of flight, already well known. That it did not leave Taygeta, but was adopted since the ship arrived here on Earth. The creator of that emblem is human.



The ship is shaped like what we call SCI-FI. It is long, with wide back fins. Cabin in front and engines behind. Very similar to this image, but without those things that they put on the tips of the

wings. That is, same basic shape, but with oval-shaped wing tips. In this image the plasma motors are very similar in shape.



On the disc-shaped ships, say that Taygeta does not use large discs for the shape of larger ships. Discoidal ships exist, but they are kind of supportive. They are like automobiles. They are basic, very small, like a class 2 discoidal Taygetean ship also known as a light transporter. It depends on a larger one like an airplane depends on an aircraft carrier. Even today these ships are used as support for minor things, but they almost never enter the Earth's atmosphere because they can be vulnerable to attack. Only well-equipped hunting ships enter, or those of the Hashmallim, also within the Toleka.



What happens is that the disk shape helps to evenly disperse the electromagnetic energy produced by the motors. But in a ship of great power in the engines the form is irrelevant. So it is given the forms that are most convenient in terms of design and functionality. If everything was a disc it would be boring.

Returning to Suzy, as I was saying, the ship is very big outside, but inside it is not so big since the useful space to live is much smaller. Walking into the ship directly in front and from the outside, you will see a wide metal ramp about the size of a car and it has been used for that. You go up the ramp and on each side there are hydraulic pistons that raise and lower it. Some pieces of technology are simple and work well. You don't need to implement more complex things that tend to fail. So you go up the ramp completely and you are in the loading area which is the entrance. Towards the back you have the interior space of a garage for 2 cars one behind the other, but one and a half times wider. With fasteners on the floor for vehicles or equipment. On the sides you have containers as drawers with their lids. They are rectangular for cargo of whatever and have orange elastic nets bordering the entire wall similar to what you would see on a cargo plane. Everything to hold things, equipment and cargo in general.

Either verbally or by pressing a button with an up arrow and a down arrow present there or in the form of a thought instruction you go up the ramp with a metallic sound followed by latch and seal sounds. Once here, if you walk in front of the ship you pass through a narrow corridor about 5 meters long with transparent walls on each side that cover hundreds of indicator lights and is the access point to the computer or central brain of the ship. Then, you come to a door that slides sideways. It works with compressed air with its characteristic sound, where you enter the command bridge or cabin.

Inside it is shaped like a half moon. That is, a half moon back with the access door to the front with metallic gray walls. It has 7 black seats with black headboards with the ship's emblem embossed on them. The seats have copper-colored stitching. There are three seats in the back followed by 2 in front, then a step and two more forward, pilot and co-pilot. From the step the floor is transparent with the rest of the front.

There are two consoles there in front of the last two seats and in front of them there are two joysticks similar to this image.



And on the sides of the seats that, also slide forward and backward at will with everything and consoles, are two joysticks that rise from the ground. Very basic, but similar to this image.



As I was saying, the cockpit is totally transparent up front, up and down. Although outside it is not appreciated the same since the outside hull does not delimit the cabin as it is seen inside. It doesn't have glass or anything like that. It's the same helm metal made from polymorphic titanium that is transparent, too. And it has the same resistance as the rest of the ship's hull. As controls, holograms jump around you that you can change the size and position of at will like screens in front, especially. And they give you navigation data and physical deposition of the ship as an artificial horizon, height, linear speed, rate of climb and data of the engines.



Leaving the bridge behind, we walk through the pneumatic door, down the corridor arriving again at the cargo area with another door that I did not mention since it is usually always open. We walk to the bottom of the cargo area around the ramp if it is low or walking on it if it is up. Where we enter through another pneumatic door to a long corridor with pneumatic doors on each side. The second door to my right, walking backwards, is my bedroom. We open the door that slides to the left and enter my bedroom.



To my right is a long closet with some of my clothes, with aluminum colored doors. They are manual, they slide by hand to the sides. In front of that closet or wardrobe there is another door, it is the entrance to the bathroom. We go in there. On the left is a gate and inside a shower over a bathtub that can be filled with water. To the right is a long mirrored dresser, with drawers below. In the background is what would be the equivalent of a toilet. On the dressing table with the mirror there is a machine that mixes colors and shades of makeup. You can create or reproduce the tones you want there and of course a special dryer that automatically achieves some hairstyles for you. I personally never use it.

Leaving the bathroom to the left is the bedroom itself. Left-hand with your back toward the front door is a special table with 7 computer screens and a black chair with copper-colored stitching with the ship's emblem at the head again. Behind me is a long black armchair, too. In the wall that separates the bathroom from the bedroom there are more doors with access to places to store things and clothes. Opposite this wall, that is to say, to my left, is the bed built into the window with controls to control everything that happens in the ship around the bed.

(Which are) on the bed in the very window frame which is long and hexagonal in shape. The window has a black metal shutter that closes and opens automatically. It has no curtains. Behind me and over where the couch is, more container places for things. There is not much space to decorate. Leaving my room there are six other doors that will lead to another 6 bedrooms, a total of seven like the front seats. That is, there are four tiny bedrooms with their bathroom that are on the starboard side, right side. And 2 equally small bedrooms on the port side. That is, left side. With a third, among them, twice the size of the captain's chamber, which is mine. 7 in total.

The last two rear chambers contain the equivalent of electrical capacitors and equipment that I installed in the ship to increase its power, part of the engines that boost them. Leaving this hall is the eat-in kitchen. In the center and blocking the way is a round table with screens above that surround it and controls in the center. This entire area is white. Looking back to the left is the stove and 3 ovens and a work table where food is made by hand. It can be done automatically, but I don't like it. To your right are the cabinets and refrigerators. If you walk back past yet another pneumatic door, there is another hallway with transparent smoke-colored walls with electrical controls for everything.

On the ground there is another door that will lead to the engineering area of the helm. Another whole floor below the current one, but full of devices and cables, pipes and all that. Then, walking backwards, you reach another compartment in the same way as the kitchen. On the walls you will find equipment in its drawers or containers. 7 whole spacesuits in vertical containers hung there

with transparent lids. In the center is the receiver of the tractor beam where things or people to move arrive or from where they start.

The apparatus itself is white with silver. It is like a 2.6m diameter sphere and is located on the floor just below this point marked on the floor with a wheel and a solid grid. Also in the tractor beam room next to the spacesuits are first aid medical supplies complete with a med pod on each side. That is, a total of 2. They are horizontal. White with glass dome-like cylinders half white half transparent.



And if we walk through another door we go through another corridor with containers of spare parts from the ship. And passing another door, we enter the engineering area. All white, down to the floor, only with aluminum colored edges. At the bottom there are two consoles with holograms above with technical data for each of the reactors. There are two, side by side.

They are independent zero point reactors. Merkaba quartz base in zero gravity and never need to be recharged. On either side, two corridors surrounding the reactors on each side. In each one, access to reactor maintenance and cooling systems. Also, they go down to the engineering floor that runs the entire length of the ship below the main floor or deck that I describe now. We pass two doors, especially strong and thick extreme pressure bulkheads, then we enter an engine control room. The back of the engines. Again control consoles on both sides with hologram indicators and traditional displays. They are two huge white cylinders. The back of each engine protrudes into the room and disappears into the back wall. Pressure bulkhead. This area is full of ordered cables and container pipes of all kinds. And in this area, only the magnetic axes of the two motors can be maintained. That's the two white cylinders. Huge, about 5 meters long by 1 and a half meters wide more or less.

Down on the engineering deck other points on the engines can be accessed. Regarding the motors, these are magnetic turbines with an individual power of 2.5-tev potentiated to 3.5-tev of power. Combined 5-tev to 7-tev magnetic power output in the form of high pressure plasma. TEV equals trillion electron volts.

They are two counter-rotating electromagnetic plasma turbines fed by two zero point reactors based on floating quartz glass. Also, down on the engineering deck area or floor, there are gravity cancellation generators at strategic points of the hull and artificial gravity systems by magnetic specific frequency flux. These cancellers or gravity generators act as control surfaces like ailerons and rudders for a conventional airplane.

I've already described the ship inside as well as possible. Only details would be missing such as that the lighting comes from lights on the floor, on the edges of the walls and on the edges of the ceiling. The lights are ivy shaped where all the leaves are the ones that illuminate the interior and the tone of the lighting or interior color varies according to what you want.

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