

# A TALE OF DESPAIR AND LOST HOPE



Namita S Kalla

What options does one have when he/she fails in almost every sphere of life? One either takes up the challenge to fight all odds and follows the path of perseverance or resorts to suicide. Jessie, the protagonist of the play Ho Rahega Kuch Na Kuch opts for the latter.

The second day of the

Jairangam began with the play. The two important characters of the play Jessie and her mother have been living together for many years now. Jessie's trajectory of life has always been towards the gloomy side. She is epileptic and unemployable, her loveless marriage ended in divorce; her son is a petty thief, and she failed at her last two jobs. To sum it up her life is as miserable and devastating as it could be.

The girl who has always been defeated by circumstances and whose plans in life never materialise, now plans to go against the tide, and emerge a winner. Sadly, she chooses to defeat life by turning to death and intends to kill herself.

As the play begins Jessie asks for her father's service revolver and calmly announces that she intends to kill herself. Her mother does not take her declaration

seriously and thinks Jessie is agitated at life and is therefore making an exaggerated statement.

However, as the play progresses, Jessie's mom realizes the gravity of the situation.

Despite several attempts, the mother isn't able to convince her daughter and deter her from committing suicide. The mother finds herself helpless when in the end Jessie kills herself,

happy that she has finally defeated life by embracing death.

About the subject of the play, Namrata Sharma, who essays the role of Jessie's mother, and is also the director of the play, says, "The purpose of the play is to force the audience to seriously ponder about the meaning in life, honesty in relationships, the need to take responsibility for one's actions and courage."

## Vintage video game fanatics flock to Tokyo

Tossed aside as outdated junk by some, old videogames such as Donkey Kong and Pac-Man are now getting a new lease of life in Tokyo's vibrant Akihabara district, as growing numbers of die-hard fans seek out vintage classics to relive their youth.

Inside Super Potato, a famed retro videogame store, devotees browse shelves packed with everything from Legend Of Zelda figurines to immaculately packaged Sega Mega Drives, while Super Mario toys dangle from the ceiling overhead.

"It was our generation, it was our thing," said Matt, 35, over the constant ping and buzz of videogame theme tunes emanating from the screens lining the walls.

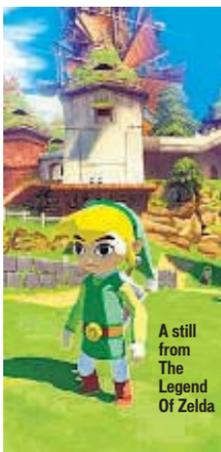
"At that age, when computer games were first coming out, there was nothing else like it," the Briton told AFP, adding that buying retro games was one of the main reasons he came to Japan on holiday.

Vintage games have been hitting headlines this year: huge parties were held to celebrate the birthdays of Pac-Man and Super Mario, while videogame-themed film Pixels has grossed more than \$200 million worldwide.

Mandarake, a retro



A still from the movie Pixels



A still from The Legend Of Zelda



A still from Super Mario

games shop nestled among the crowded, neon-lit streets of Akihabara district, has seen the number of foreign customers soar in the past five years according to staff member Kota Atarashi.

"A large number of our customers are aged between 30 and 50, and they come to buy games either for the sake of nostalgia or to build up a collection they started when they were younger," he said, adding, "Old games are more addictive, and offer a real sense of achievement when a player finishes. I think that's one of the reasons for their success."

Vintage editions still make up only a tiny part of the world videogames market — estimated to be worth more than \$90 billion and growing fast — but avid collectors will pay huge sums for specialist items.

Prices for rare classics have soared, with one example of the Nintendo World Championships cartridge selling for around \$1,00,000 last year, according to its online listing.

Their value depends on rarity, condition and popularity. Experts say fans particularly like games that are part of a series, such as

The Legend Of Zelda and Japanese role-playing games like Final Fantasy and DragonQuest.

For some, they are an artform — even New York's Museum of Modern Art started collecting older video games in 2012, and plans to acquire dozens of titles in the coming years.

Patrick, a 27-year-old graphic designer from Australia, said he has built up a collection of around 1,000 games. "For me, games are an under-appreciated art form," he told AFP, adding, "With a lot of the old games, you have to use your imagination, which I think is really cool."

For die-hard fans, spending hours investigating obscure old games is part of the fun. But for others, they bring back memories of the excitement of playing for the first time.

"I remember playing my brother's ZX Spectrum, and not even really knowing what it was," said Matt, who was around 10 when videogames started becoming popular.

"You would go to your friend's house and play. These days, people just sit at home on the Internet. It's not the same," said Matt

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## Thought-controlled computer cursor takes a leap forward

Scientists working to perfect a thought-controlled computer cursor said they have achieved their best results yet, and are moving closer to creating a version that paralysis victims can use. The device works twice as fast as it did in previous trials, after American developers found better ways to read brain activity, and fine-tuned its hardware and software.

Improving the speed and accuracy of mind-controlled prostheses is crucial to taking them from mere lab experiments to helping quadriplegics regain some level of independence. The results were from the BrainGate clinical trial, which made history in 2011 when a woman named Cathy Hutchinson used only her thoughts to operate a robotic arm to bring a flask of coffee to her lips for a sip.

In this latest study, researchers observed how well two paralysed people — a man and woman in their 50s, both with amyotrophic lateral sclerosis (ALS), also known as Lou Gehrig's disease — could use their minds to guide an arrow-shaped cursor onto a target on a computer screen. The team compared their performance with previous attempts, including how well Hutchinson performed in the same cursor tests in a 2011 study. The two were able "to move the cursor from one point on the screen to another twice as fast," said study co-author Jaimie Henderson, of Stanford University, USA.

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when we are, naughty, cheap, very often eaten alone without the exhaustion of social niceties," the participant added.

A woman, who has been at the receiving end of internet infidelity said: "I have a deep

mistrust in the internet, and feel it massively facilitates infidelity. My ex-husband is inherently a very shy man, but online he is able to act much more confidently and attract the attention of other women. I

strongly believe he would not have had so many affairs without the internet," she said. The research, based on an anonymous online survey among 20 to 73-year-olds confirmed that many participants think that the internet makes infidelity more likely. Findings revealed that the internet made covert contact with another person easy and had a disinhibiting effect, making it easier to engage in behaviour that might be avoided in real life.

The study found that the effects of internet infidelity can be as traumatic as face-to-face adultery. "Our research revealed that men and women do see internet infidelity differently," Vossler said.

IANS



## For the love of photography

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The twelfth worldwide Instagram meet was organised on Sunday near the Albert Hall at Ramniwas garden in Jaipur. Scores of college-going youth and professionals from different background participated in the event that also included a heritage walk.

The idea behind the meet was to gather and share per-

sonal experiences. The theme of the event was "Who I met today?" The participants had shared their photographs on a website dedicated to the meet. To encourage good photography certificates were distributed to the most creative and appealing photographers.

About the meet Amit Ginani, one of the admin's in the city said, "This is the second meet in Jaipur. The first

InstaMeet of Instagramers Jaipur was held on Jan 18, 2015 at the Albert Hall, in which more than 70+ Instagramers from in and around Jaipur had participated. This is our second worldwide meet. We had members coming down from Jodhpur, Mumbai, and Delhi. In fact, two of our members from UK, who were already in the city as tourists, also joined us for the event."

## Dino to open fitness centres in Gujarat

Jigar Shah

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Actor and fitness enthusiast Dino Morea is also an entrepreneur. With the opening of 12 free-for-all fitness stations across the city, he has successfully merged his business idea and his passion. Now, Dino is all set to expand this business. "We have been approached to open fitness stations in Ahmedabad (Gujarat)," he says.

The actor runs an e-commerce venture that offers online darshan of various religious places across Mumbai. He had recently visited Gujarat to add more religious places to the site. "It was during that trip that he met some people who seemed impressed with his fitness stations, and were interested in installing something similar in their state as well," says a source close to the actor.

When contacted, Dino confirmed the news, saying, "We will soon be setting up fitness stations there (Ahmedabad), and then slowly in other parts of Gujarat."



## Logging in for love? Be careful, guys!

Be careful as you tread the road of love in the world wide web. According to a recent study, if one gets hooked on to an online affair, it's very difficult to get off it as it almost becomes an addiction. The study, by psychology lecturers Andreas Vossler and Naomi Moller from The Open University, recruited people who had experienced internet

infidelity — either having engaged in it themselves or having found out that their partner had indulged.

"I tried to stop but neither of us could, it would start again and since so easy, with all the technology we carry around, it was an amazingly comforting and sexy thing to have," a participant said. "With long working hours an online relationship is like fast food, ready