

AUGUST 17-23, 2025

SUNDAY POST

HERE . NOW

PLAY PARADOX

P 3,4
COVER
STORY





Sthita Pattnaik, hailing from Bhubaneswar, is a producer, director, lyricist, and composer whose academic credentials are as impressive as his creative portfolio. A double graduate in Economics and Law, he also holds an MBA and a Sangeet Visarad in Violin. After 14 successful years in pharmaceuticals, banking, and finance, he founded Reels n Reels in 2015. Under this banner, he has produced 200+ music videos, including 'Deewangee', 'Last Summer,' and 'Goolam'; created 25 short films, such as 'Guilty', 'Marichika', and 'Chhakisuna' and delivered acclaimed web series, notably 'Charitra', 'Basti', and 'Black Coffee'. He also has produced mainstream movies like 'Attithi' and 'Misri'. Sthita's mission is to elevate the Odia entertainment industry to national prominence

Quiet bliss

When there are no shoots, I usually wake up late, enjoy a hearty lunch, spend quality time with my kids, and, if time allows, party late with friends.

Non-veg fanatic

I'm a big foodie with a love for non-veg dishes, especially Mutton Rogan Josh. Most holidays, I cook delicious non-veg mains and snacks for my kids, and I'm quite good at it.

Books & binge

My ideal Sundays are spent indulging in novels and watching quality content on OTT platforms, creating a perfect blend of relaxation and entertainment.

Off-duty joyride

In my leisure time, I enjoy traveling, going on long drives, hanging out with friends, and watching movies in theatres, making the most of every moment away from work.

Read, rhyme and rejoice

Whenever I find time, I enjoy listening to music, reading books, and expressing my creativity through writing stories and poetry, which bring me immense joy.



With Babushaan Mohanty



With family



ANISHA KHATUN, OP

WhatsApp

This Week

Only on Sunday POST!

Send in your most interesting WhatsApp messages and memes at: features.orissapost@gmail.com

And we will publish the best ones

THE BEST MEMES OF THIS ISSUE

The best way to remember your wife's birthday is to forget it once.

I was going to quit all my bad habits for the New Year, but then I remembered that nobody likes a quitter.

Cats spend two thirds of their lives sleeping, and the other third making viral videos.

Incorrectly is the only word that when spelled right, is still spelled incorrectly.

The forest architects

Sir, I found the concept of Hati Sabha, featured in last week's cover story on the occasion of World Elephant Day, a unique initiative to curb human-elephant conflicts. Elephants are forest architects: one adult can plant thousands of trees in a week, locking away carbon and preserving the water tables that millions of humans rely on. Yet every fifteen minutes, poachers kill an elephant for ivory; habitat loss squeezes herds into ever-smaller fragments, triggering deadly human-wildlife clashes. By celebrating the day, schools, governments and villagers amplify the urgent need to end the ivory trade, expand safe corridors, and support front-line rangers. A single post, a classroom debate, or a village clean-up held in its name can tip budgets and policies toward coexistence. When children cheer for an orphaned calf's rescue or witness an electric fence being rerouted, they carry empathy into adulthood. World Elephant Day thus turns statistics into stories, transforming abstract numbers into living, breathing trunks and tusks that demand—and deserve—our protection long after the candles go out.

SHYAMAKANTA CHOUDHURY, BERHAMPUR

LETTERS

Engineers of Ecosystems

A word for readers

Sunday post is serving a platter of delectable fare every week, or so we hope. We want readers to interact with us. Feel free to send in your opinions, queries, comments and contributions to

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Online gaming fuses strategy, lightning reflexes and global camaraderie with real-money thrills. Yet if played without caution; it can stealthily drain study hours, health and family warmth while exposing young minds to violence and gambling traps

Bathed in the glow of ever-advancing technology, online gaming has blossomed into one of the most captivating pastimes of our age, weaving its spell over millions across every walk of life. In India, this digital renaissance has been fuelled by the widespread reach of affordable smartphones, the swiftness of high-speed internet, and the artistry of immersive, finely crafted game worlds. For many, gaming is far more than idle amusement—it is a realm of exhilaration, shared adventures, and a proving ground for agility of mind and strategy.

Yet, alongside its glittering promise, online gaming carries shadows that stir concern among parents. The enchantment of the virtual world can, for some, turn into an overbearing presence, diminishing physical activity, fragmenting sleep, and distracting from academic and personal responsibilities. The bonds of family life, too, can fray when screens replace shared conversations. Particularly disquieting are games steeped in violence or laced with gambling elements, whose subtle influences may leave lasting imprints on young, impressionable minds.

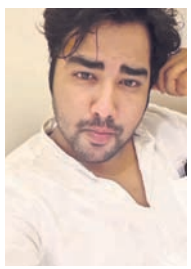
In this intricate dance between innovation and caution, the challenge lies in embracing gaming's boundless creativity while safeguarding balance, well-being, and the values that will carry the next generation beyond the screen and into the wider world.

As the debate continues across various forums, **SUNDAY POST** reached out to individuals from different walks of life to share their perspectives on the issue.

Play Paradox

'India set to become a gaming powerhouse'

Akash Bhanjadeo, Founder & CEO of Sherlock Studio and creators of Adda29—Odisha's first real-money 29 card game, observes that the online gaming landscape is undergoing rapid transformation.



“Today's gamers gravitate toward skill-based, competitive, and immersive experiences—particularly those offering real-world rewards. While mobile gaming continues to dominate thanks to its affordability and convenience, there is a noticeable surge in interest in real-money formats. Players increasingly expect intuitive interfaces, lightning-fast performance, and fairness in gameplay,” he says, adding that his studio has witnessed this shift firsthand, especially with games that successfully fuse tradition with technology.

According to Bhanjadeo, one of the biggest challenges in this competitive and diverse industry lies in striking a balance between the needs of casual players and

those of serious gamers, while ensuring accessibility, excitement, and trust. Understanding regional preferences, navigating legal frameworks, and building secure payment systems are essential, all while delivering a culturally resonant and seamless user experience. Standing out, he says, demands a strong narrative, robust tech infrastructure, and an unwavering focus on user experience.

On the subject of monetisation, Bhanjadeo says it should feel like a reward, not a compulsion. “We integrated features like real-cash tournaments and leaderboard rewards in a way that complements the gameplay. The focus is always on fun and skill. If players enjoy the game and feel a sense of achievement, monetisation becomes a by-product of engagement—not a distraction,” he explains.

Looking to the future, he is confident that India is on the path to becoming a global gaming powerhouse. Emerging technologies such as AI, AR/VR, and cloud gaming are set to redefine how players interact with virtual worlds. Sherlock Studio is already incorporating AI into an upcoming PC horror game and exploring AR-based storytell-

ing. Bhanjadeo believes that real-money skill games demonstrate the potential for traditional Indian games to evolve into competitive digital formats, and that the industry's future lies in blending cultural familiarity with cutting-edge technology.

Addressing the inclusion of violence in games, he highlights the studio's responsible approach to content creation. For younger or impressionable audiences, the focus is on strategy and problem-solving rather than unnecessary violence. For older players, particularly in the horror genre, games are designed with strong narratives, emotional depth, and content filters to ensure sensitivity and proper context.

Through this balanced approach—merging innovation, cultural relevance, and responsible design—Bhanjadeo envisions a future where Indian gaming not only thrives locally but makes a lasting mark on the global stage.

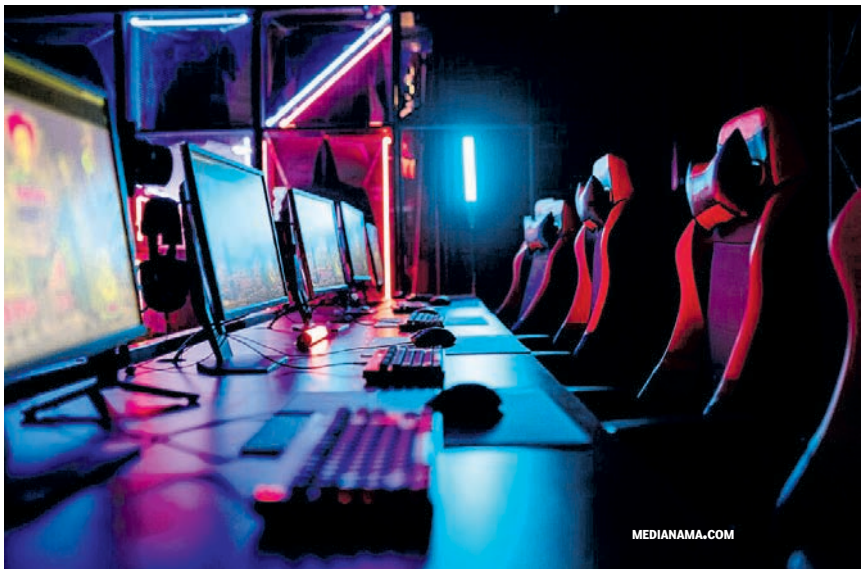


'Some of my closest friends now are people I met online'

Subhendu Moharana, 26, a digital artist from Bhubaneswar, recalls that his journey into online gaming began in a rather casual way. "Honestly, my journey into online gaming started pretty casually. I remember a friend introducing me to a multiplayer game during my college days. At first, it was just about having fun and trying something new, but over time, it became a lot more than that. I was fascinated by the mix of strategy, quick thinking, and the thrill of competing against real people. What keeps me coming back is that every game is different—you never know what challenge you'll face or what strategy might work. It's this unpredictability and the sense of achievement after a hard-fought win that keeps me hooked," he says.

Over the years, gaming has become an integral part of his routine. "Gaming has definitely shaped my daily routine. There are days when I look forward to that one hour in the evening when I can just log in, play, and forget the stress of the day. It's also opened doors to friendships I would never have made otherwise. Some of my closest friends now are people I met online—we've played together for years, celebrated victories, and even supported each other through personal challenges. There's something about teaming up in a game, trusting someone to have your back, that builds a different kind of bond."

He also believes that gaming has helped him develop skills that extend beyond the virtual world. "I truly believe



gaming develops valuable skills. For me, teamwork is the biggest one—learning to communicate effectively, coordinate strategies, and adapt on the fly has helped me even in my professional life. Reflexes and decision-making also get sharpened because you often have just a fraction of a second to react. I've noticed it's made me more alert and better at thinking under pressure. People sometimes underestimate these skills because they're developed in a virtual environment, but they have real-world applications."

Reflecting on the rise of gaming in India, Moharana says, "As for the popularity of online gaming in India, I think it's an exciting time. The stigma that used to surround gaming—where it was seen as a waste of time—is slowly fading. More people now see it as a legitimate form of entertainment, even a career path for some. Esports tournaments, streaming, and professional gaming are becoming part of the mainstream conversation. Affordable smartphones and better internet

connectivity have also made it accessible to a much wider audience. It's not just about playing for fun anymore; it's about connecting, competing, and being part of a larger community. I think the next few years are going to be huge for gaming in India, and I'm glad to be part of that journey from the player's side."

'I would prepare my child for real world challenges'

Jagannath Mohanty, 47, advocate at Orissa High Court, Cuttack, shares that his biggest concern with gaming is how easily it can take over a young person's time and attention. "I've seen children who start playing 'just for a while' and then spend hours in front of a screen. For me, the problem isn't just the games themselves but the way they can distract from studies, hobbies, and even basic daily responsibilities. I grew up in a time when outdoor activities, reading, and spending time with family were the norm, and I believe those experiences are essential

for a child's growth. Gaming, in my opinion, doesn't offer the same long-term benefits," he says. He firmly believes that gaming can affect both academic performance and physical health. "When children spend too much time on games, their sleep patterns get disturbed, their physical activity drops, and their focus on studies suffers. It's not just about grades—it's about the discipline and habits they form at a young age. I've noticed that excessive gaming can also reduce meaningful family interaction. Instead of talking to us or participating in household activities, kids may prefer to stay in their virtual worlds, which can create distance within the family."

Mohanty also points out that certain types of games worry him more than others. "Violent games, for example, send the wrong message and can normalise aggression or make children less sensitive to it. Then there are games with gambling elements, like loot boxes or real-money stakes, which can be dangerous for impressionable minds. I'm not comfortable with my child engaging in activities that could lead to harmful behaviour or unhealthy habits," he adds.

While many see gaming as a harmless pastime or even a career option, Mohanty considers it a risky path for most children. "Without strict limits and guidance, it can quickly become more harmful than beneficial. My role as a father is to guide my child toward activities that will prepare them for real-world challenges—not ones that keep them lost in a virtual one."



ANISHA KHATUN, OP



A camera, for many isn't just a device but a time machine, a storyteller, and a bridge between hearts. It can spark curiosity, inspire creativity, and connect people across cultures and generations while a click with passion turns ordinary streets into immortal stories, strangers into family, and today's fleeting second into tomorrow's treasured heirloom



A

camera has the power to change how we see and remember life. It freezes moments that might otherwise slip away—a smile, a sunset, a street alive with stories. Through its

lens, the ordinary can become extraordinary, and fleeting seconds can turn into lasting memories. It invites us to slow down, notice the small details, and find meaning in them. Beyond preserving images, a camera often changes perspectives—it can spark curiosity, inspire creativity, and connect people across cultures and generations. In its simplest form, it's just a device; but in its truest form, it's a time machine, a storyteller, and a bridge between hearts.

Ahead of World Photography Day, a couple of shutterbugs share with **SUNDAY POST** how the camera has transformed their lives.

Satyam Bhuyan, a celebrated travel photographer from Odisha, has been featured in National Geographic, won the Nikon International Photography Competition, serves as a Nikon and Adobe ambassador, and is the only Indian photogra-

WORLD PHOTOGRAPHY DAY – AUGUST 19

Snap Stories

to have been showcased in Adobe's prestigious photo exhibition in New York City.



Reflecting on his journey, he says, "I've been doing photography for over eight years. For me, it's not just a piece of gear—it's an instrument that lets me see the world my way and share my perspective. I'm not very expressive in words, but through photography, I can communicate with the world in a single frame. They say you don't choose art, art chooses

you—and photography chose me. What began as a hobby became my profession, and today I proudly call myself a travel photographer."

Satyam loves capturing India's festivals and culture, a passion reaffirmed when he saw the admiration for his work at the New York exhibition. "That moment made me realise my photos carry a certain power," he recalls. He credits his biggest motivation to his supportive parents. Entirely self-taught through YouTube and Instagram, he approaches photography as a constant learning process. "The biggest competition is with yourself. Keep your hunger to learn alive and enjoy the journey."

Ashish Sahoo, photographer, educator, and founder/director of Maze Collective Studio, says, "Photography didn't change my life—it reshaped my vision. Growing up in a filmmaker's household, images were always part of my world. I watched a camera create

magic on a strip of plastic, and that simple alchemy sparked my curiosity.

"For me, photography is like nostalgia—when you think of a cherished moment, it feels as though it happened yesterday.

A photograph becomes that memory made visible, a fragment of time you can hold. Each image I create takes me back to the exact breath in which it was captured. I don't freeze moments just to preserve the past; I do it to feel them alive again."



He goes on to add, "Over the years, I've realised the camera is more than an instrument of memory—it's a tool for truth. Truth is always present, yet often ignored, softened, or hidden to maintain the comfort of social norms. Photography has taught me to strip away that comfort, to uncover what resists being seen, and to present it without disguise."

Photography is both a mirror and a window—a mirror reflecting how he perceives the world, and a window opening into the way it truly is, signs off Ashish.

ANISHA KHATUN, OP



I want Odisha to hog nat'l limelight: Prakruti

ARINDAM GANGULY, OP

Bhubaneswar: Actress, singer, and now a proud jury member of the prestigious National Film Awards, Prakruti Mishra continues to make Odisha beam with pride. For Prakruti, the invitation from the Ministry of Information and Broadcasting came as a surprise—and a deep honour.

“Since I had already received a National Award (for *Hello Arsi*), they considered me for the jury. It was an opportunity I simply couldn’t turn down,” she said.

Over several weeks, she—along with award panel chief Ashutosh Gowariker and other members—watched over 65 films.

“It was like attending a masterclass in cinema. After each screening, we had intense discussions about the films—from their technical brilliance to storytelling styles. For me, it was a rare and valuable learning experience,” the actress, sharing her experience, added.

One of her proudest moments came when *Pushkara* was selected as the Best Odia Film.

“The film stood out with its unique storytelling, and it was even more special because it was directed by a debutant, Subhransu Das. As someone from Odisha, to be part of the panel that recognised and honoured this work was incredibly emotional,” she recalled.

After making her mark in the Odia film industry, Prakruti took the leap to the national scene, seeking fresh challenges and broader creative horizons.

“I felt I had done my bit in Odisha and wanted to

explore beyond. I wasn’t afraid of failure—I knew even if I stumbled, I’d learn and grow. Staying in one place won’t take you far; you have to keep moving,” she said with characteristic determination.

Alongside acting, Prakruti has been steadily building her presence in the music industry. Her recently released track *Aye Kyon*, which she sang and composed, is receiving positive responses online.

“Singing has always been part of my creative identity, being the daughter of eminent music composer Manmath Mishra. For years, I’ve been uploading song covers on social media, and people loved them. That encouraged me to take it more seriously. Now, I’m even getting playback offers—and I recently sang for a film too,” she shared.

On the acting front, Prakruti continues to balance both Hindi and Odia cinema. After her work in *Kuhudi*, she is set to star in *Bindusagar*, reuniting with co-star Dipanwit Das Mohapatra. Meanwhile, a Hindi film with veteran actor Nana Patekar is also awaiting release.

“I want to put Odisha on national map. Wherever I go, that mission stays with me,” she signs off.



Adah claps back at critics

Following The Kerala Story’s win at the National Film Awards, actor Adah Sharma defended the film, calling it her “responsibility” to give voice to victims’ stories. Speaking to a news agency, she addressed criticism over the win, saying, “It would have been shameful not to make this film. I met 25 girls who endured horrors—the film is a diluted version of their reality.”

Based on real accounts of women allegedly trafficked, radicalised, and forced into terrorist organisations, the film sparked nationwide debate. Adah, who portrayed one such victim, shared that she was nervous for survivors to see it but was relieved they appreciated it.

Responding to backlash labelling the film’s recognition “shameful” and “politically motivated,” she said, “If telling the truth is shameful, I’m shameless. I am anti-terrorism. Nerves aren’t hit by lies.” She stressed the film had no political agenda, only the intent to highlight victims’ struggles.

Currently, Adah is filming two horror projects, an action film, and a trilingual project where she plays a Devi. She’s also working on a unique film in a fictional language—something she says is a first in India. Her last release was *Tumko Meri Kasam*, based on the life of Dr. Ajay Murdia.



Ishq Traffic to hit theatres in Sept

BHUBANESWAR: The music of the new Odia film *Ishq Traffic*, presented by Green Chillies Entertainment, was launched at a grand event held here at Hotel HHI recently. The movie will hit screens across the state in September, the makers announced.

Directed by Rohanjeet Das, the film’s music is composed by Asad Nizam. Lyrics are penned by Tapu Nayak, Ranjan Nayak, Pushpak Parida, and Nizam himself while the songs have been voiced by Humane Sagar, Mantu Chhuria, Kuldeep Pattnaik, Asima Panda, Satyajit Pradhan, and Abhinash. Amit, Firoz, and Rohit have done the choreography and the story and dialogues are written by Shubhrranshu Bishwal.

Ishq Traffic is primarily centered on an emotional story of a mother, son, and maternal uncle. Prem is making his debut as the leading man, while Papu Pom Pom plays an important role. Pushpa Panda, Manaswini Pati, Chaudhury Jayaprakash Das, Jeevan Panda, Santu Nijey, Mahaprasad Kar, Naina Nath, Priyanka Sahoo, Arpita Sahoo, Kalia, and Sudhir Barik portray other important characters.



Quirky tech wonders of 2025

Think technology is just about shinier smartphones and faster laptops? Think again. In 2025, innovation has taken a delightfully odd turn, delivering gadgets that blur the line between genius and pure eccentricity. These aren't your everyday tech upgrades—they're creations that make you either reach for your wallet instantly or seriously wonder about humanity's priorities. From genetically engineered houseplants that “eat” pollution to robotic puppies offering comfort to dementia patients, the year's lineup proves that weird can also be wonderful. Here's a look at the most unusual, eyebrow-raising inventions redefining what it means to be cutting-edge in today's tech world.



Neoplants Neo P1

The mutant plant that eats pollution

Forget air purifiers that hum in the corner—Neo P1 is alive. Literally. This genetically engineered pothos plant has been souped up with lab-grown microbes in its roots that “eat” toxic pollutants like formaldehyde, toluene, and benzene. Translation: it inhales the bad stuff in your air and digests it for breakfast. It's part home décor, part bio-tech marvel, and part low-maintenance pet. The company says one Neo P1 can do the work of up to 30 ordinary houseplants. All you have to do is water it, give it sunlight, and try not to feel slightly intimidated by the fact your plant might be smarter than you.

NEWATLAS.COM

Electric Salt Spoon

Flavor without the sodium guilt

Salt lovers, rejoice! The Electric Salt Spoon uses a gentle electrical current to trick your taste buds into thinking your food is saltier than it actually is. You still get all the flavor but none of the extra sodium, which makes it a game-changer for people on low-salt diets. Sure, it sounds like a prank gadget your eccentric uncle might invent, but this little utensil could help reduce health risks while letting you eat “guilt-free” fries. Just don't leave it on the table at dinner parties without explanation—your guests might think it's a taser.



BUSINESSTODAY.IN



Jennie

The robotic puppy for dementia patients

Jennie isn't just another robotic pet—it's a furry companion designed specifically to comfort dementia patients. Built by Tombot, Jennie looks, moves, and even “breathes” like a real Labrador puppy. It wags its tail, responds to touch, and can nuzzle into your hand, providing emotional support without the challenges of caring for a live animal. What makes Jennie extra special is her therapeutic purpose—helping reduce anxiety, improve mood, and spark memories in patients. She's soft, safe, and always in a good mood (unless you forget to charge her, of course).

BUSINESSTODAY.IN

Baracoda BMind

The mirror that knows how you're feeling

You've heard of smart mirrors that give beauty tips. BMind takes it a step further—it analyzes your mood. Using facial recognition, posture tracking, and voice analysis, this AI-powered bathroom mirror can tell if you're stressed, tired, or downright grumpy. It doesn't just diagnose—it coaches. The mirror can walk you through breathing exercises, show mood-boosting affirmations, or even recommend light therapy sessions. Think of it as your personal therapist... that also watches you floss.



BUSINESSTODAY.IN



PRNEWswire.COM

AutoKeybo

The keyboard that stares back

If keyboards had trust issues, they'd be AutoKeybo. This retractable mechanical keyboard hides a camera beneath its keys that watches your hands as you type. Why? Because AutoKeybo adapts in real time—turning sections of its surface into a number pad, a trackpad, or even custom gaming buttons, depending on your activity. It's a productivity tool for people who like their desks to feel like sci-fi control panels. Is it practical? Absolutely. Is it a little unnerving that your keyboard might be judging your typing technique? Also yes.



Pic: worldhistory.org

Whether it's Indo-Pak four-day skirmishes, three-year-old Russo-Ukrainian battle or Iran-Israel war, armed conflicts these days have moved away from traditional attrition-based combat towards more complex and multi-domain operations such as cyber warfare, information warfare and use of autonomous weapon systems. Precision-guided munitions such as high-speed, long-range missiles with pinpoint accuracy are becoming increasingly common. Drones, autonomous vehicles, and AI-powered weapons are also entering the battlefield. Attacks on critical infrastructure, data breaches, and disinformation campaigns are now integral parts of modern conflict. Gone are the days when giant animals like elephants used to give an edge to the army.

Cut to ancient and medieval warfare when elephants were used for carrying troops and supplies, and as a powerful force on the battlefield. They along with horses often played significant roles in winning battles. But not many know that pets like cats had once decided the fate of a war.

In the series of historical wars, Sunday POST takes a look at one such war - the Battle of Pelusium which is remembered as battle won by cats.

A physician behind the war

According to Greek Historian Herodotus, the war between the Achaemenid Empire, or ancient Iranian Empire, and ancient Egypt started with a doctor.

The two empires used to be on good terms, which prompted Persian King Cambyses II to ask Egyptian Pharaoh Psametik III for an ophthalmologist. In good faith, the latter sent an Egyptian doctor to Persia.

To get back at his Pharaoh, the doctor advised Cambyses II to ask Psametik III

THE PERSIAN KING, KNOWING THE VENERATION THE EGYPTIANS HELD FOR CATS, BROUGHT THE FURRY ANIMALS TO THE BATTLEFIELD IN CAGES TO USE THEM AS SHIELDS. THE EGYPTIANS SEEING THEIR OWN BELOVED GODDESS WITH THE ENEMIES, AND FEARING TO FIGHT LEST THEY INJURE THE ANIMALS, SURRENDERED THEIR POSITION

When cats won a war

The Battle of Pelusium, outcome of which is believed to be determined by felines, was the first major battle between Persia and Egypt. This decisive battle transferred the throne of the Pharaohs to Cambyses II of Persia, marking the beginning of the Achaemenid 27th Dynasty of Egypt

for his daughter's hand in marriage. Psametik III did not want to lose his daughter to Persia. So instead, he sent the daughter of another Pharaoh named Nitetis and claimed her as his own. Once Nitetis was in Persia, she divulged the trickery, and Cambyses was predictably insulted. Persia then declared war against Egypt.

Persia's unusual strategy

It has been suggested that the battle would have gone to the Persians regardless of the tactics used since Cambyses II was far more experienced in war than the young Pharaoh Psametik III. The victory, however, was due far more to Cambyses II's knowledge of Egyptian culture than his record as a field commander. The battle was won through a very unusual strategy on Cambyses II's part: the use of animals as hostages and, especially, cats.

Bastet & her cats

Cats were a popular pet in ancient Egypt and closely associated with the goddess Bastet who appears in Egyptian art with the body of a woman and the head of a cat or as a sitting cat in a regal pose. She was the goddess of the home, domesticity, women's secrets, cats, fertility, and childbirth. She protected a household from evil spirits and disease, especially diseases affecting women and children,

and also played a role in one's afterlife.

The battle & aftermath

The 2nd-century CE writer Polyaeus recounts how the Egyptians were successfully holding back the Persian advance when Cambyses II suddenly switched tactics. The Persian king, knowing the veneration the Egyptians held for cats, had the image of Bastet painted on his soldiers' shields. Across the Persian front rank, soldiers bore wicker bucklers

painted with Bastet's serene face and cages of real cats hung between files like living talismans. The Egyptians under young Pharaoh, seeing their own beloved goddess on the shields of enemies, and fearing to fight lest they injure the animals being driven before the enemy, surrendered their position and took flight in a rout. Many were massacred on the field, and those Egyptians not killed at Pelusium fled to the safety of Memphis with the Persian army in pursuit.

After the Battle of Pelusium, the Persians ruled Egypt in the 27th and 31st Dynasties and pose a constant threat, even when they were driven out, in the 28th - 30th. Except for brief periods, Egypt ceased to be an autonomous nation following the Persian victory. Alexander the Great arrived with his armies in 331 BCE and conquered the land, and it was then ruled by a Greek monarchy until annexed by Rome in 30 BCE. OP DESK



According to historian Polyaeus, the Persian soldiers allegedly used cats - among other sacred Egyptian animals - against the Pharaoh's army. Painting by French painter Paul-Marie Lenoir, 1872.