

Everything in the store.



Thingdings 02

Dingbats of retro 80s tech. Every key types a gadget.



A–Z and a–z: 52 gadgets, each named for its key's letter.

0–9 count things. & is a cassette and a pencil.

U+F8FF: the maker's mark (Option–Shift–K on a Mac).

No punctuation, no kerning. Full inventory: specimen.html

Volume 1: Thingdings. Free for any use: utypeia.com/terms

LOAD "THINGS",8,1



Thingdings 02 is the second volume of Thingdings: sixty-three pieces of 1980s technology, from the brick phone to the keytar. Each key types a gadget whose name starts with that letter.

Shift changes the gadget.

tape



talking teddy bear with a cassette in its tummy · answering machine with a blinking light
plasma ball · electronic memory game with four pads

TAPE



TV with rabbit ears · rooftop TV antenna
pocket TV · graphic equalizer with sliders

VIDEO CLUB STICKER SHEET (fictional)

BE KIND, REWIND



Mixtape, side A

Each track title is typed in Thingdings 02.

01

02

03

04

05

06

- REWIND
- VIDEO
- RADIO
- BEEP
- GAME
- NEON



Fictional mixtape. Live type on generated airbrush art.

The Rewind Catalog

Autumn 1986. Fictional catalogue, fictional prices.

boombox
Item 4-01
\$89

brick mobile phone with a long antenna
Item 4-02
\$1,499

keytar
Item 4-03
\$249

hamburger phone
Item 4-04
\$24

shoulder camcorder
Item 4-05
\$799

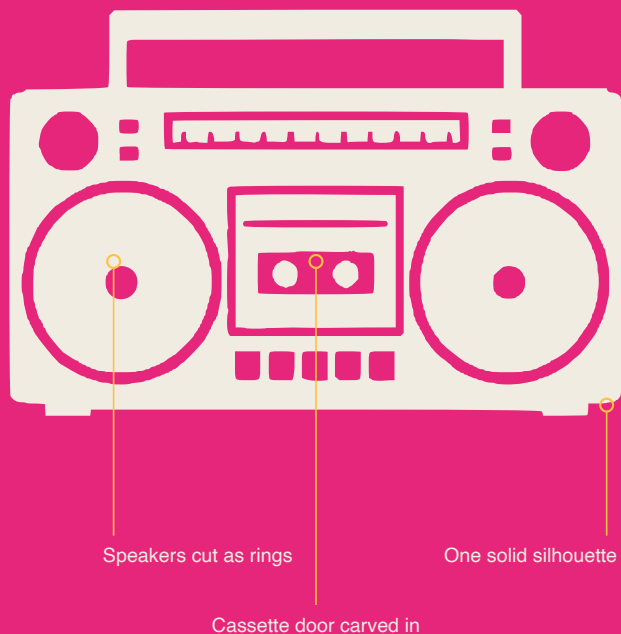
instant camera ejecting a photo
Item 4-06
\$39

plasma ball
Item 4-07
\$29

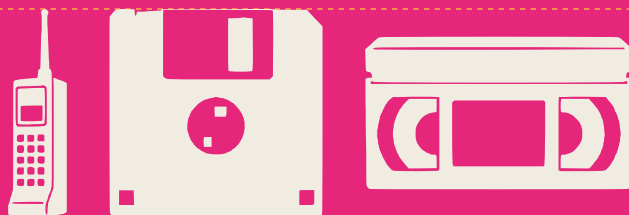
upright arcade cabinet
Item 4-08
\$2,100

Allow 6–8 weeks for delivery. Batteries not included.

One ink. Carved whites.



Every gadget shares one art box.



Tall gadgets (the brick phone) fill the height; wide ones (the VHS tape) fit the width and sit on its middle. Every glyph has equal room on both sides, so a line sets evenly. No kerning: they are pictures.

The numbers know how many.

