

Thingdings 02

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



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.

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



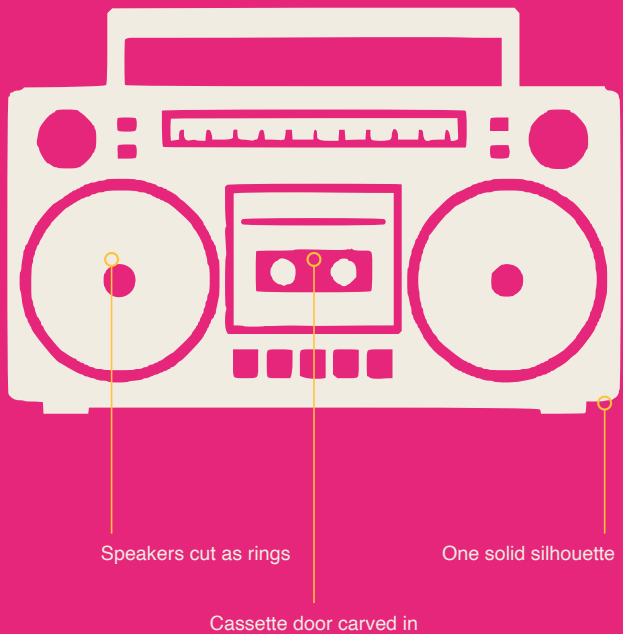
upright arcade cabinet

Item 4-08

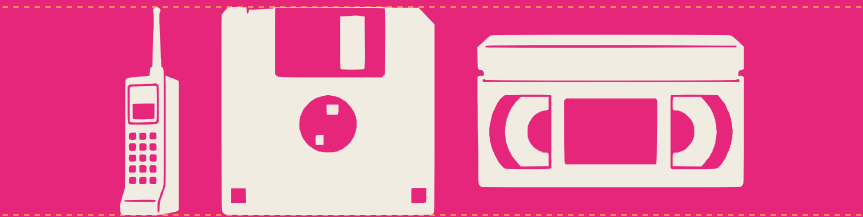
\$2,100

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.

0123456789

7



seven-segment LED digit

8



eight-track cartridge

9



nine-volt battery

4



gamepad with four buttons

5



5¼-inch floppy disk

6



microchip with six legs

1



one AA battery

2



double cassette deck

3



three RCA plugs

0



compact disc

&



cassette and a pencil



Mixtape, side A

Each track title is typed in Thingdings 02.

01		REWIND
02		VIDEO
03		RADIO
04		BEEP
05		GAME
06		NEON



Fictional mixtape. Live type on generated airbrush art.

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



Everything in the store.

