

STUFF & THINGS

The Thinker

Interactive Walkabout

LONG COPY

Meet Vernon Ponder – Cast adrift in a sea of uncertainty, Vernon gamely attempts to make sense of the 21st Century with quiet determination – an enigma wrapped in a riddle, wrapped in a sweet wrapper. What’s it all about? Why is cheese cheesy? How many pints are there in Lake Windermere? Did I leave the Iron on? An elderly everyman, our humble hero single-handedly whittles away at the truth behind the superstructure of existence, shunning satellite navigation, smart phone, and Bluetooth connectivity, for the simpler satisfaction of the well thumbed atlas, trusty compass, and ever faithful minty polo. But Vernon has a gift, an unnatural ability so secret that even he doesn’t realise it – For Vernon Ponder is a telepathic transmitter, a scientific marvel, his every thought, mundane, matter of fact, or miraculous, is heard by all around him. To experience The Thinker is profound, puzzling, and plumbs the very depths of what we think, we think, we think we know.

SHORT COPY

Vernon Ponder is a telepathic transmitter, a scientific marvel, his every thought, mundane, matter of fact, or miraculous, is heard by all around him. The experience is profound, puzzling, and plumbs the very depths of what we think, we think, we think we know.

VERY SHORT COPY

Vernon Ponder is a telepathic transmitter and scientific marvel, his every thought mundane or miraculous is heard by all around him.