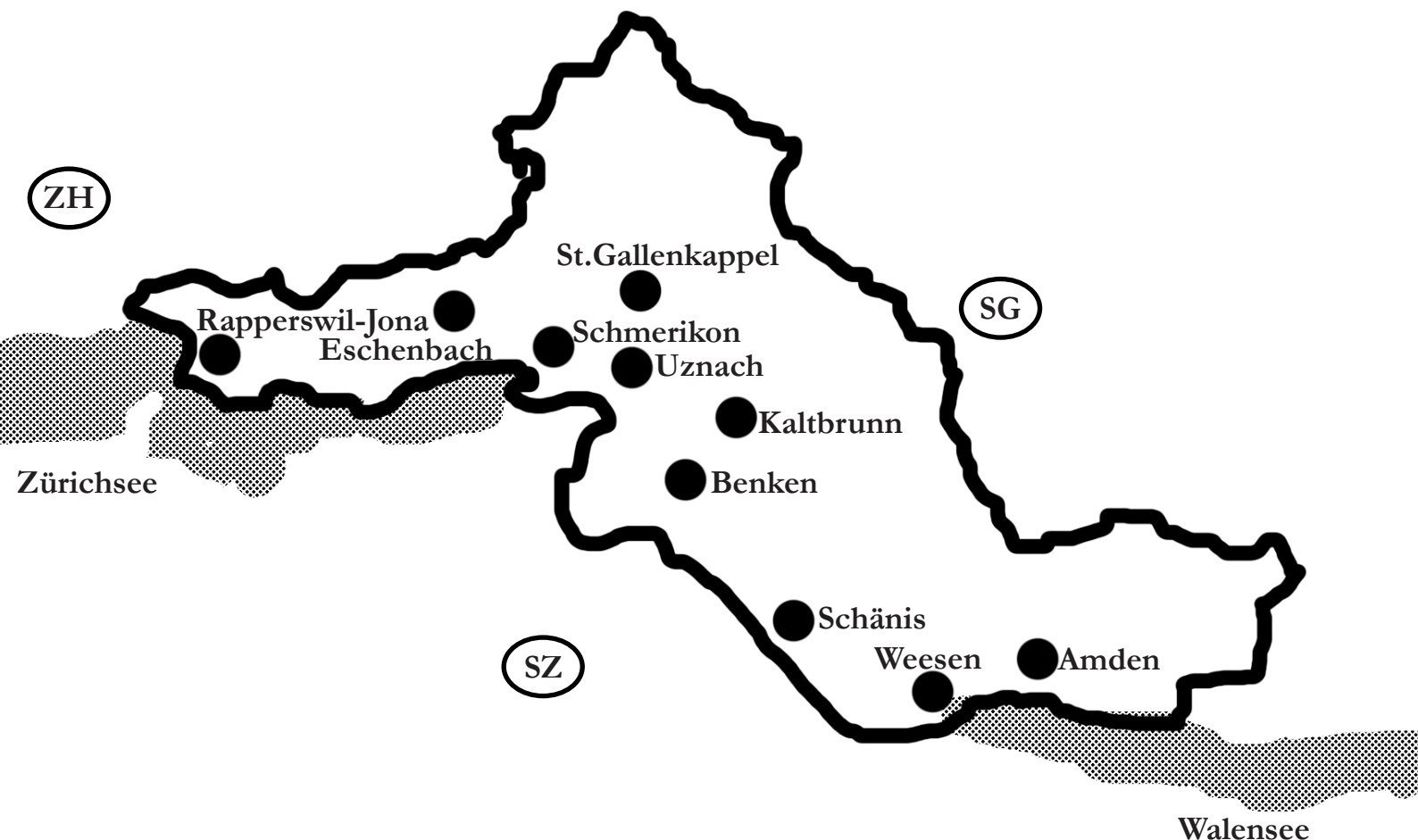


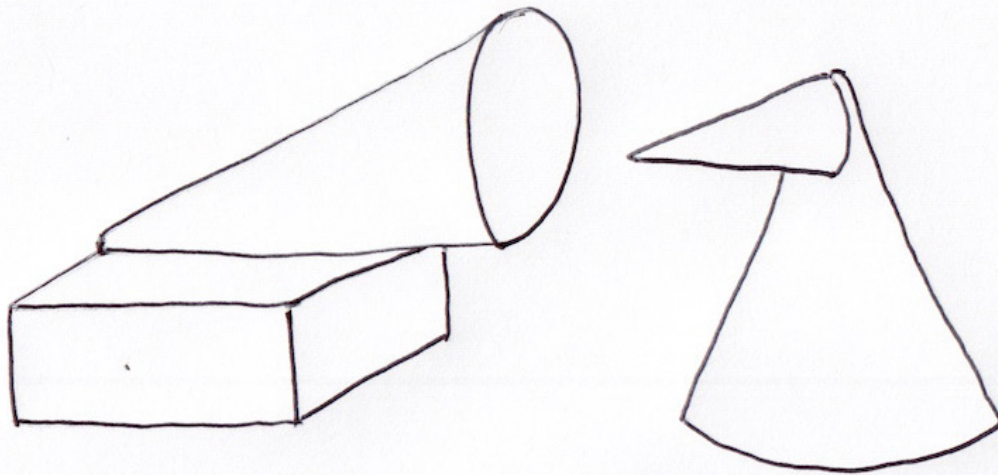
# Concrete Desert Creatures - The Visit

After one long year of the famine, Concrete Desert Creatures decided to pay a visit to ten homes of Old&Wise. Some of the Characters were curious to hear the gossip, some missed the company of the Old and Wise, some had some unanswered questions but some wanted to do some mischief.

Let the story begin..

An installation by Altherr/Weiss with support by Kultur Zürichsee Linth





## Yes & No, The Twins & The Mini TooT

Yes & No are a famous couple of fortune tellers. When asked any question Yes answers yes and No answers no. In the end, it is on the one who asks, to choose the answer they want to hear and they always walk away satisfied.

The Twins come for a visit to the house of Old&Wise and confront the fortune tellers -  
-can we come in?

- Yes.

- No.

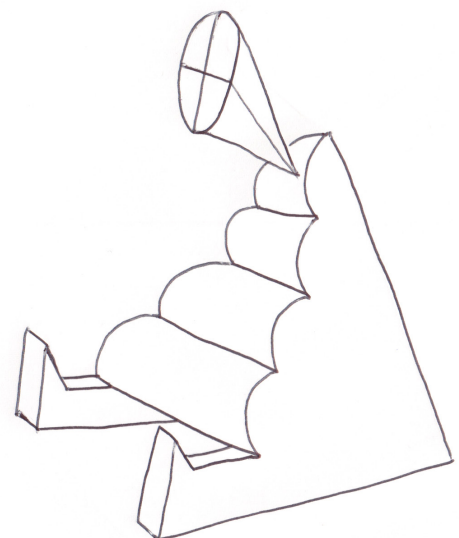
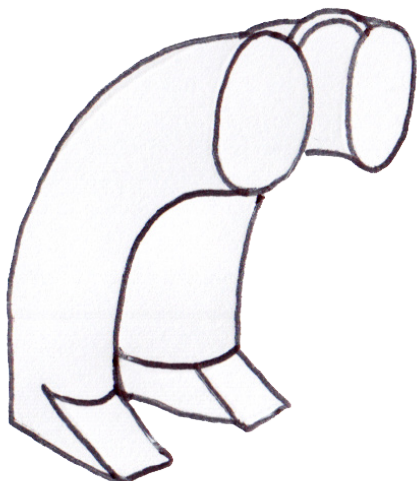
The twins go in satisfied with the answer they wanted to hear. They sit down and decide to read a newspaper. They put on their giant glasses that they share – one lens each – and in tandem, they enjoy the paper.

In the evening the little cheerful Mini TooT approaches Yes and No and asks if he can go in and play some jazz on his trumpet noise.

- Yes.

- No.

He comes in, sits on the stairs and starts playing. Everyone wakes up and joins the party in a gentle warm light of the Mini TooT.

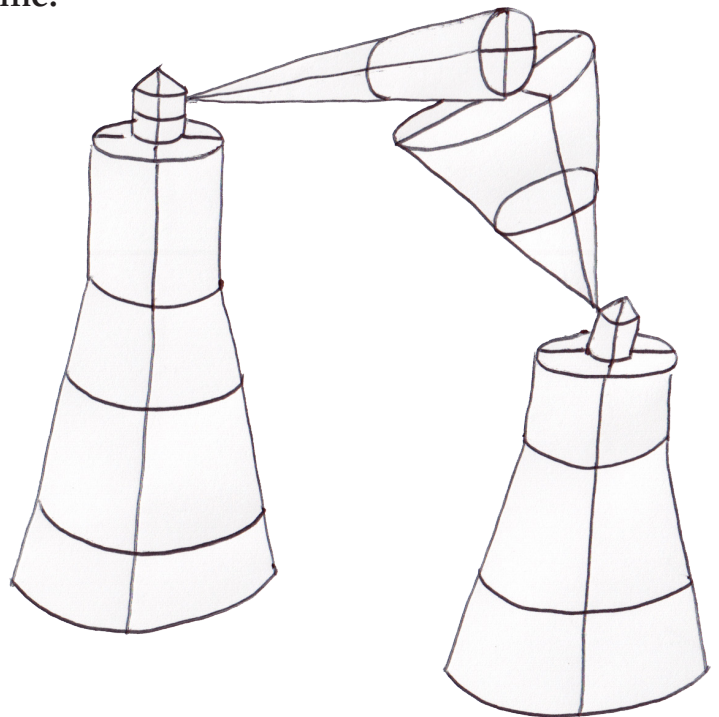


# The confused lighthouses & the curious submarine.

The Lighthouses settle on the cliff overlooking the great vast lake. They would like to attract some cruising ships to visit the house of the Old&Wise. Perhaps some can hop on and join the travel?

The Lighthouses are a bit confused where the North and where the South is, so they always quarrel about it. They flash lights here and there, blinding one another.

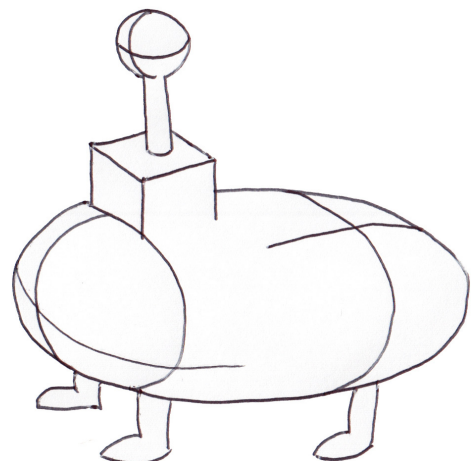
- The North is over there!
- No – That is the South!
- No it is not! I can't see – you are blinding me!
- No you are blinding me!
- Oh, wait – there is something coming!
- Where?
- To the North!
- No the other North!
- Is it a ship?
- It must be a ship.
- Let's direct it over here!
- Hop! Come over here!
- This way!
- Hold on – you showed a wrong direction.
- The ship should go over there!
- O no! It disappeared!
- You confused it and it drowned!
- It is all your fault!

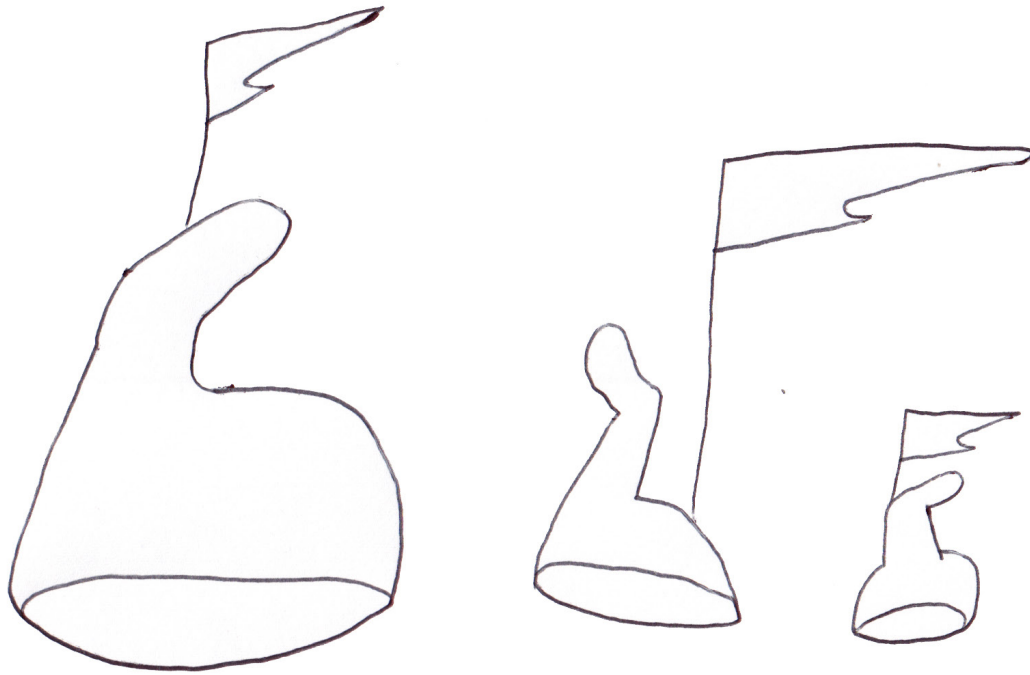


The Lighthouses continue to blame each other and quarrel. Suddenly the curious submarine emerges and smiles.

-Hello!

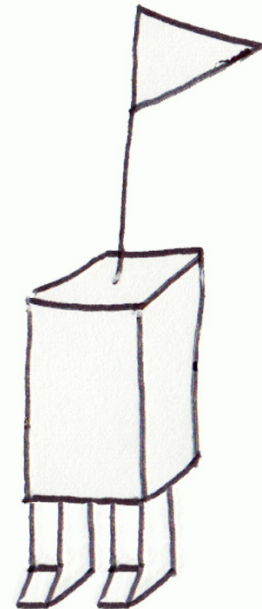
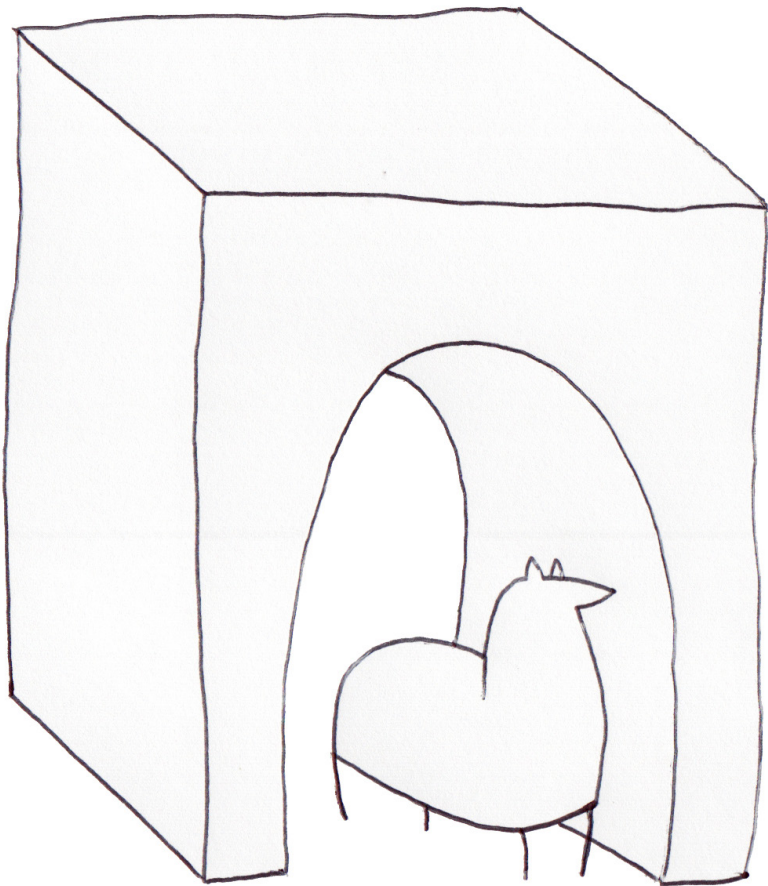
Lighthouses, confused look down and embarrassed, welcome the submarine. So it wasn't a ship after all, but a curious submarine, that came to pray on Old&Wise gossip – no better place for that.





## The Lost Horses

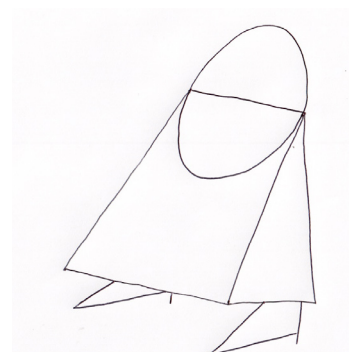
The Lost Horses are lost to some, but if you ask them how they feel, they will answer that they feel free. They feel so free to come, free to go, that to be able to make a decision what direction to take, they look at little flags they travel with, and follow the direction the flag points to. The answer where to go, is blowing in the wind.

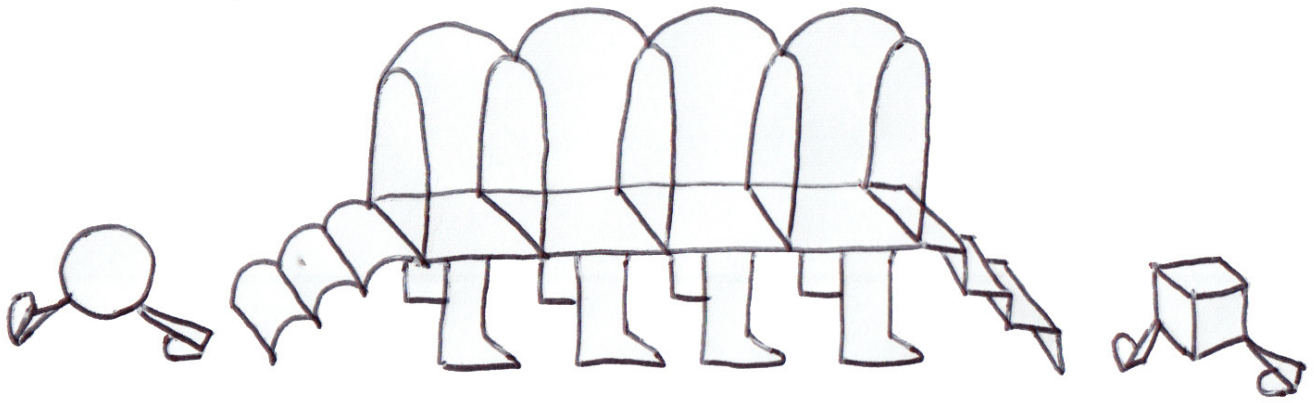


## The Lamamouse, The Walkingtower & The Little Bag

The Lamamouse is a love child of a lama and a mouse. She is an expert and connoisseur of architecture. She comes for a visit to the house of Old&Wise. She asks how often they go outside and constructs a walking tower decorated with a festive flag. From now on, anyone can enter the little tower and without leaving the home, travel from place to place, while the tower walks on its two sturdy legs.

A little bag joins in. As what is a travel, without a well packed baggage. The bag has no limits of capacity. It looks tiny but has no bottom. You can pack everything, but you also might never find it again. Lost in the depths of the little bag.

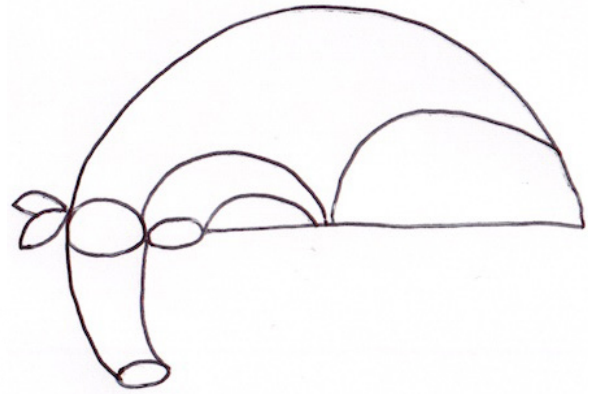
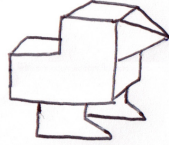
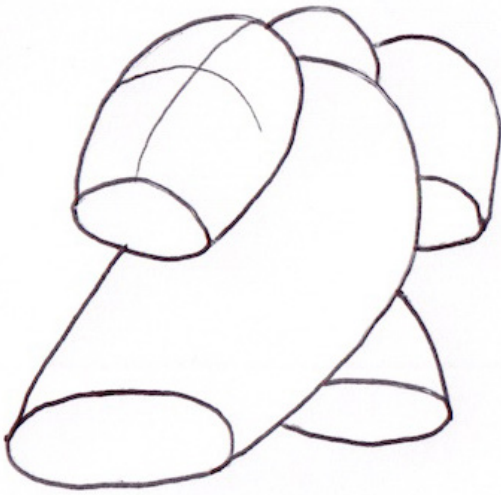




## The Mood Transformation Machine

The Mood Transformation Machine comes to visit to the house of Old&Wise. It swallows anyone in a square mood, blind to opportunities, without flexibility and who refuses to smile. In the Machine their souls are warmed up with its spirit and then spat out bouncy, jolly and open to new horizons.

Some think that if they enter they will travel through time and become older or younger. But no, it simply spits them out happier and with more wit, no matter the age.



## Schelli, Slurp & a Little Bird Of Stairs

Schelli & Slurp belong to the gang of slow eaters. They pay a visit to the canteen and stay the whole day at the breakfast table. Schelli's huge glistening bells make a tremendous noise everytime he moves to get another bite of his breakfast.

Slurp almost falls asleep between the forks of food, only to be awoken by the loud - BIMBOM! Every time. Schelli meanwhile slowly eats his food and also almost falls asleep between the bites, but everytime Slurp wakes him up with a loud SLURP! So the meal goes:

-BIMBOM!

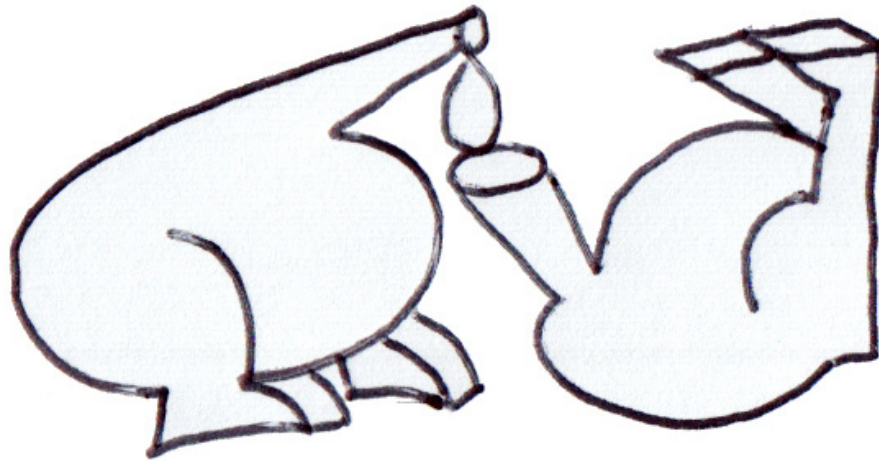
- SLURP!

- BIMBOM!

- SLURP!

Etc.

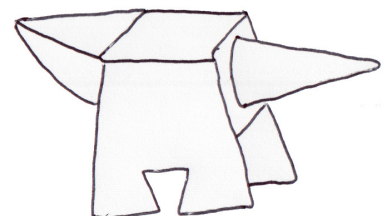
Suddenly the Little Bird Of Stairs climbs down the stairs, enters the canteen and quickly eats the remaining food to the relief of other diners, who can since enjoy their meals in silence.



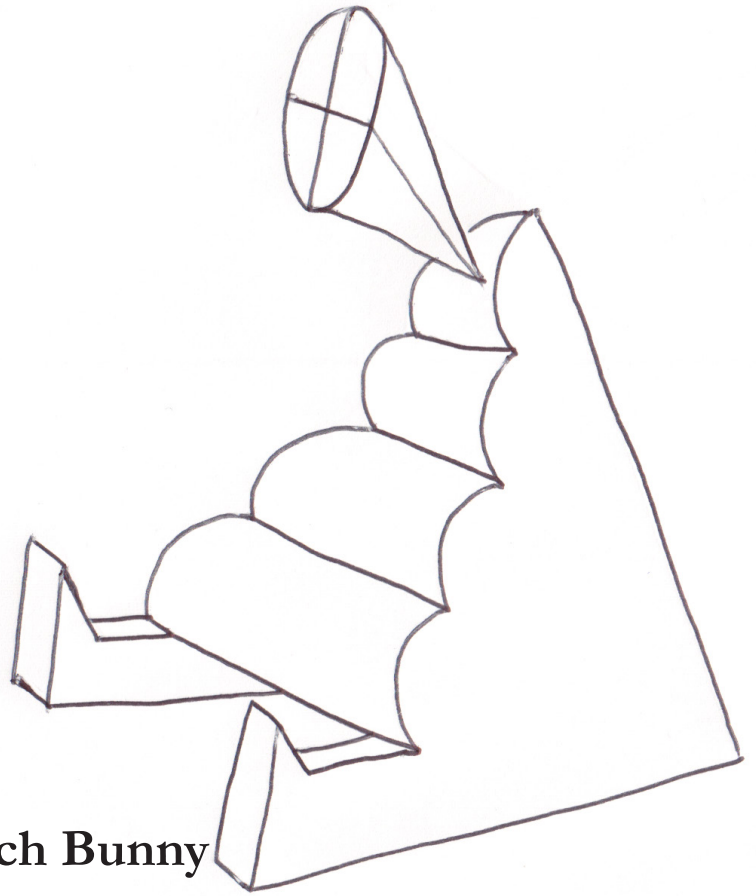
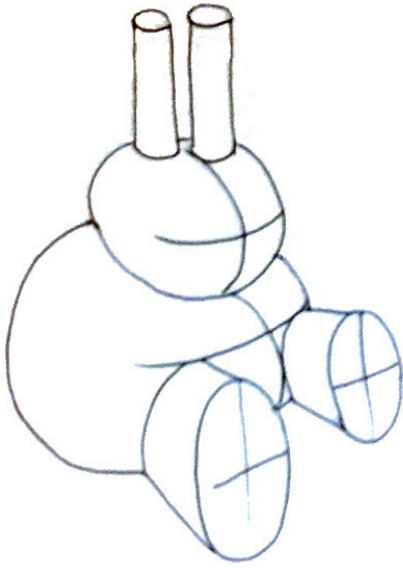
## Drip&Drop and The Evil Amboss

Drip&Drop are a duo of alembics sharing an insatiable and addictive love relationship. Drip is brewing the love potion, making Drop want more and more. It makes Drop reciprocate Drip's feelings. Intoxicated they pay a visit to the house of Old&Wise to hear the love stories of their lives. They would gladly share a drop of drink, but the caretakers chase them out. It interferes with the medications.

Only the Amboss manages to sneak in. The evil little Amboss likes to steal the Old&Wise jewelry to melt it down and refashion it into new modern jewelry. When the old report their missing jewels, the evil Amboss, a little scammer, is blaming their fading memory. But the old prove they are right, they lift up the little Amboss, shake him up, give him a proper slap, while he is kicking his paws in the air and the jewels are falling around.

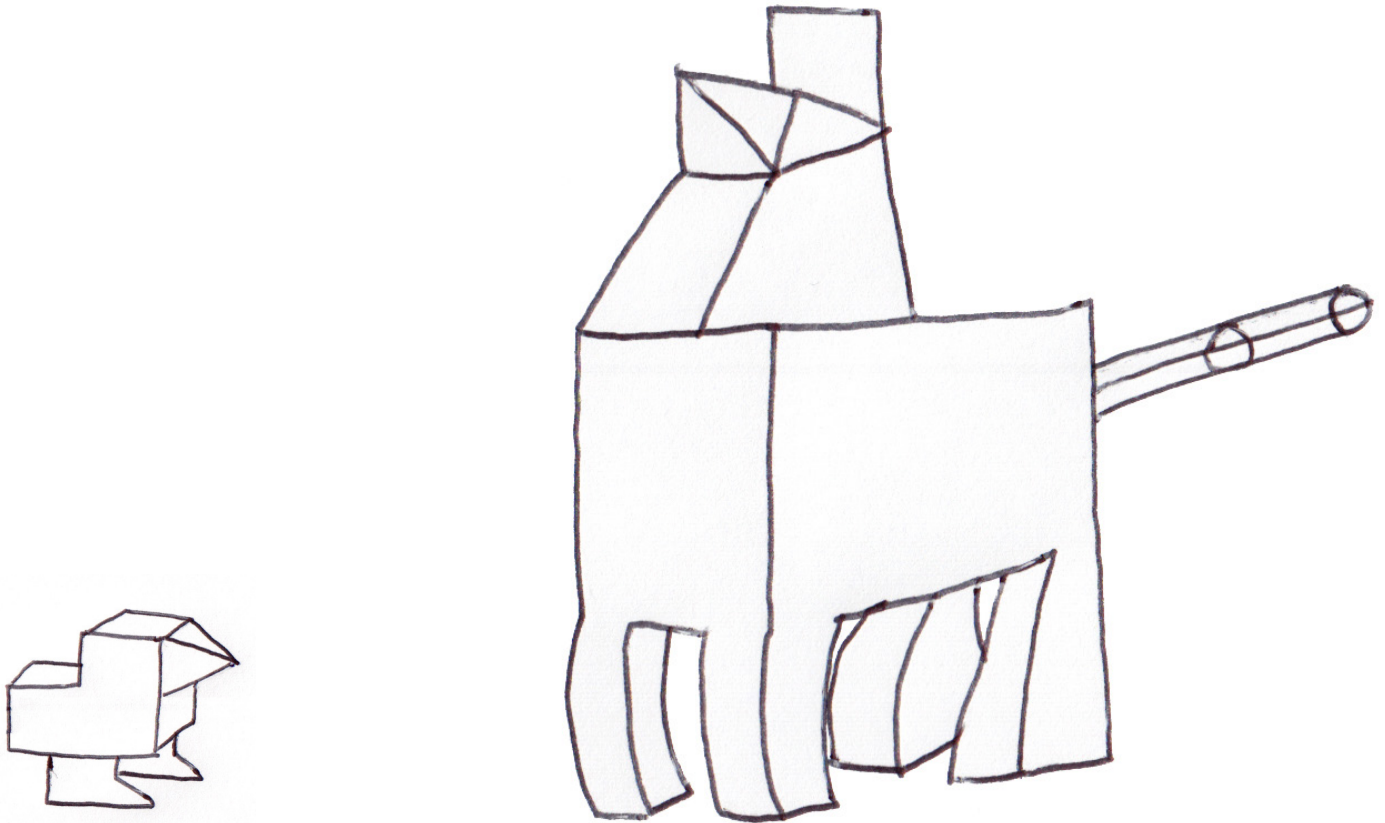






## **Monsieur TooT & The Beach Bunny**

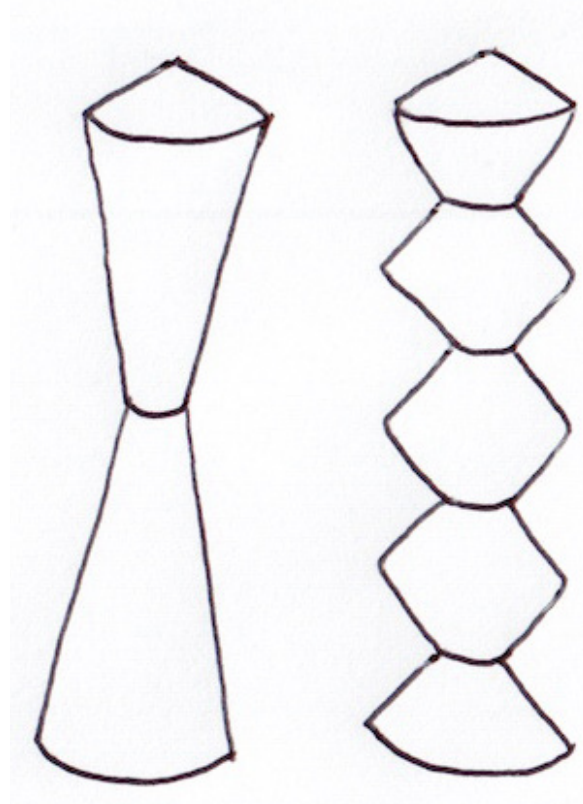
Monsieur TooT and The Beach Bunny decided to pay a visit to the home of Old&Wise. The Bunny – little bossy diva – administered, that it would be nice to play a welcome tune as a greeting, as Mr. TooT is a great musician. Bunny picked up a stick and started conducting. Mr. TooT began to tune his trumpet-nose in preparation, but all that came out, was a cacophony as the wind was blowing so hard, that it made it impossible to play. The wind entered the trumpet and played its own melody. The Bunny stumped his feet and threw a tantrum, but no one heard him, as the wind was blowing and Mr. TooT's trumpet was playing too loud, to hear anything else.



## The Trojan Horse & The Little Bird Of Stairs

At the feet of a windy mountain the Trojan Horse rumages in. In his soft warm glow a little cube rolls out of his belly, like an illuminated game dice. Everyone gathers and starts to bet at the score of the game. The dice rolls and rolls. But no one knows that it is not a dice, it is a square egg of a rare bird - The Bird Of Stairs. The flocks of those flightless birds, gather to climb one another to reach the heights.

So the egg rolls down the stairs and lands in the canteen. It cracks and a little two steps chick is hatching, just in time for a dessert. The gathered people forget about the game and enjoy the pudding in a new company.



## The Royals & The “Magic” Mr. Hat

The Royals came to Switzerland with high expectations. Beautiful snowy landscape, good food, fresh air - nice. But in this land there is now place for them. They realised it quite fast and started a lucrative spice business.

Once they payed a visit to the house of Old&Wise. So here they are, serving at their table, a spicy couple serving salt and pepper.

Meanwhile, the Houdini, also known as Mr. Hat, came to visit the Old&Wise place. He joined a card game. The Royals didn't join as they preferred to play chess where they always have a final say. Houdini was caught up hiding an ace up his sleeve. He blushed and hid in his magic hat that only his legs remained visible.

