

The Adventure Zone: Commitment – Episode 1

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[theme music plays]

Clint: Okay, hi everybody! Welcome to The Adventure Zone. I am your internet father, Clint McElroy.

Griffin: Don't say that! That's bad. That's kind of a creepy title.

Travis: That's weird!

Clint: Is that a bad thing?

Justin: That's a weird look.

Griffin: Yeah, it's no good. Definitely a weird look.

Clint: Alright, I'll back off of that. I am your GM. Your game master—

Justin: Your Griffin McElroy?

Clint: The general manager.

Justin: Oh.

Clint: Along with my three sons. Go ahead and identify yourself, guys.

Travis: This is a—I wanna say, this is a weird start. Are we assuming people listening to this episode have never heard this before?

Clint: Yeah! I'm anticipating a whole new influx of new blood.

Justin: It's a fresh start. My name is Justin McElroy, I'm the oldest brother, and I'm portraying the dual roles of Irene Baker and Kardala.

Travis: I'm Travis McElroy. I'm the middlest brother, and I am portraying Nadiya Jones.

Griffin: Folks 'round here call me Griffin McElroy. I'm playing the role of Remy, and I'm going to try to watch how much I talk, because I got a lot of tweets from people, maybe a little mean-spirited, accusing me of backseat DMing during the world-building episode we did.

Clint: [laughs]

Griffin: And so, I'ma watch that, because I was very sensitive about that, and it did hurt my feelings.

Clint: Aww.

Griffin: And maybe it was—maybe it was on me, but words hurt and my feelings are fragile.

Travis: Well, here's the real question we have to address, then, is, is it... let's take it back to backseat driving. Is it backseat driving if the driver has no idea where they're going, and you in the backseat are giving helpful directions?

Griffin: If the driver of the car is some sort of baby who's never driven a car before...

Travis: Right.

Griffin: Or perhaps, a big wild dog who jumped in through the window, yeah, I would backseat drive on that one. 'Cause otherwise—

Clint: I'll tell you what – if I get us lost, you guys can step in, how's that sound?

Justin: Okay.

Griffin: That sounds good. We should mention that you should go listen to the world-building episode if you want to know everything about the thing we're doing, 'cause I think Dad just kinda wants to hop into it, right?

Clint: Yeah, and there will be some recapping involved in that process.

Griffin: Okay.

Travis: We did a whole hour and a half long episode.

Griffin: Yeah, we did a lot. We should also mention that we're using Roll20, and we're gonna not refer to the board that you put together, 'cause the visual element won't necessarily carry over, but there's a lot of very good, very stretched out jpegs on this baby.

Justin: A lot of... Dad put together this imagery. There's a lot of fun with aspect ratios happening.

Clint: Yeah, that's real fun. [laughs]

Travis: There's also a lot of—

Griffin: There's also three laser barriers—

Travis: I also like that, in Dad's clip art search, he apparently found two like, people kind of icons, and the rest are a cat, what looks like a blood splatter but purple, a glowing blue eye, a brain...

Griffin: A floating brain. I can't wait to talk to brain.

Justin: Uh, I went ahead and screencapped this, so somebody tweet at me and remind me, and I'll get it out there later.

Griffin: Okay, Dad, weave. Weave us a tale. I want it.

Justin: Weave.

Clint: I shall.

Griffin: I want it. I'm ready.

Clint: Alright. You three are brand new recruits to an organization called The Do-Good Fellowship. Uh, and it basically is a humanitarian organization that goes around the world helping people in trouble. It's a very simple edict of what they do.

Um, and you three are part of the newest expansion of this organization. Up 'til now, they've been sort of like a think tank, creating ideas, identifying trouble spots. But now, they want to get boots on the ground, so they have instituted their new program where they are bringing in their next... circle, I guess.

And these are operatives, and you are three of the 12 new operatives that are being brought in. So, your three characters were brought in on these really cool little VTOL - vertical takeoff and landing - ships called skimmers, called so because they kinda skim along the surface of the water, or on the land, or whatever. And reported to a place you have affectionately named—

Travis: So, wait, just to clarify. They do vertical takeoff and landing and get two inches off the ground?

Griffin: And then they fly reeeal low. Yeah, they just—it's every—it's not what they're designed to do, it's just all the pilots at the fellowship are real just cocky pieces of shit.

Clint: I want you to visualize this, that there's this spray up behind them as they skim along the ocean surface.

Griffin: Oh, I got that spray, I got that spray.

Travis: Oh yeah, spray. Spray locked in.

Clint: It's very Baywatch-y.

Griffin: Are we on the Berg right now, the headquarters for the fellowship?

Clint: Yeah, we have flown into the Berg, which is the giant floating platform headquarters for the Do-Good Fellowship that is located toward the middle of the Gulf of Mexico. So it's outside of United States territorial waters, and outside any other.

Griffin: I do a murder, because nobody can do anything about it. What's up?

Travis: Yeah, I open a floating casino.

Clint: You guys—you have—it is a Giant Floating Casino of Hope.

Justin: [laughs]

Clint: [laughs] So, right off the bat when you land... you land separately, there's three different vehicles. These skimmers, by the way, are like drones. They're operated from the actual Berg themselves.

Travis: What's the beverage service like?

Clint: There are some light beverages, but if you want wine or beer, you have to pay.

Travis: Ugh, that's how they get ya.

Clint: Everything else is complementary, and there's peanuts. And these are specially grown peanuts—

Griffin: I'm allergic to peanuts, I—

Clint: They don't cause allergies.

Griffin: Oh, okay, 'cause I was gonna say, I'm allergic to peanuts. You're saying I've eaten peanuts for the first time... I'm adding by the way, the Aspect "allergic to peanuts" to my sheet.

Clint: So, the very first thing, you're greeted by your three department heads, your separate department heads. Remy, you are in Information Technology, Irene is in Humanities, and Nadiya, you are in Research and Development.

So, you are greeted by your three department heads. Nadiya's department head is named Joe, Remy's department head is Potts, Irene's department head is Grace. You will be meeting all three of these like, right now. So after a quick stop to freshen up in your quarters, you go to this... what they're calling a mixer, and that's where our first scene takes place.

Travis: Question one - is it mandatory?

Clint: Yes.

Travis: Okay, then Nadiya is there.

Clint: Okay. Right off the bat, you're mixing with strangers. So, I know that's not exactly Nadiya's wheelhouse.

Travis: It's not that she *can't* do it. I wanna be clear. It's not that she can't do it—

Clint: Right.

Griffin: She doesn't prefer it.

Travis: She has more important things to do with her time.

Griffin: Remy's pressin' the flesh.

Travis: Gross. Gross, gross, gross.

Clint: Is that an Aspect? Is that one of her Aspects?

Travis: What? Yes.

Clint: She has better things to do with her time than to go meet people?

Travis: That's not really an aspect, that's just a fact. It fits in with my overarching aspect of Values Logic Over Humanity. Hyper-focused scientist, I would say that falls under.

Clint: There you go, okay.

Well, when you walk in this gigantic room... it's called the Fellowship Hall, and it's kind of a general purpose meeting, debriefing, kind of a very flexible arrangement. And you notice when you walk in through the door, there are three screens covering almost the entirety of the three walls.

Directly in front of you is a great big screen that has the 24 questions logo, the two four question mark logo, which is very important to the Do-Good Fellowship. And that screen has like, this big representation of the logo on it, and kind of a scroll at the bottom that's keeping you up to date on local weather, and y'know, what's going on.

Travis: Keno numbers. [laughs]

Clint: Yeah, and music that's playing. We'll get to that in just a minute. But in front of that screen... great big, free, open, self-serve bar. So right off the bat, the bartender is an anomaly in my graphic.

Travis: Tell me more about the bartender, 'cause he looks very stretched out—

Clint: He's not. That's not, I shouldn't have—I tried to crop it—

Griffin: Is that his power, that he can stretch super good?

Clint: It's... yeah, I tried to crop him out, but I failed.

Travis: No, no, no, Dad, I'm sorry. I know you're new to this, but when you GM a game, and you have the chance to create a bartender, you create the hell out of that bartender.

Griffin: You need to make a bartender.

Clint: Well, let's just say that one of the department heads is working bar.

Griffin: That's fun.

Clint: Let's say, Parson. Parson is tending this bar, just as a lark. This is a small operation. There are 24 people on this base covering all these different jobs.

Travis: And Parson is the department head of Risk Understanding. And I know this, because Dad has helpfully created a cheat sheet of all the characters and their positions.

Clint: On the left side wall, the giant projection screen has this really cool, like, color-coded map of the Berg. Where all the different sections are, and every so often, it'll zoom in and show the different people that work there, and show some of the things they do. Kind of an industrial film about The Do-Good Fellowship.

And over on the right side projection screen is just cutting to the different shots of the actual mixer. The different people at the mixer and what they're doing. Maybe there's some dancing. There's a dance floor in the middle, people are dancing, because the music is playing constantly.

In front of that screen is this really cool high-tech jukebox, where you just go, it's voice activated, and you can make a request of practically any song on the planet. So, you look up on that screen, the middle screen, and there is part of the scroll is the songs that are playing, and who they're by, and who requested it.

So, there's music playing, you've got the bar in front of the top screen, you've got the jukebox on the right side. There are four tables about... I don't know, about chest-high, abdominal height. No seats. There's no chairs. This is a mixer, and they don't want people sitting and just staying there.

And then you've got four tables in the different corners of the room with all kinds of different food, all finger food, tapas kind of thing, from all over the world, different things that are—

Griffin: They got sliders?

Clint: Any what?

Griffin: Sliders.

Clint: Oh, they make sliders of every—there's a whole table of nothing but sliders.

Justin: Nice.

Travis: Butt sliders? Gross!

Griffin: Remy's going on what he's called a slider quest, which is, he's going from table to table, just trying trying all the sliders, 'cause maybe there's different sliders at the other table. Oh no, this is the same slider, but I'll keep trying.

Clint: All four of these tables have all these different kinds of foods, and all these different really interesting things. And like I said, the jukebox, the songs don't stop, people keep going up to the jukebox and making song requests, you've got the four food stations, you've got the full open bar where you could serve yourself, but Parson has decided he'll just have some fun and he'll get up there. Alphabet City by Prince, requested by Abbey, is playing right now. At least, that's what the scroll says, and so—

Griffin: I look at Abbey and give her a big thumbs up. Good call.

Clint: It's playing. So you got your four tables, six people at a table, and the table that you are at right now is the table that has you three, and your three directors sitting there. So, this seems to be kind of the meet-and-greet portion of the mixer, so take the opportunity to kind of get to know each other. Your department heads have introduced you just barely, but y'know, I think everybody at the table would like to know a little bit about ya, so...

Travis: Nadiya gets up to go request a song.

Clint: Okay, what does Nadiya request?

Travis: Uh, I'm going to type it in the chat.

Griffin: Oh boy.

Clint: [laughing] Okay.

Griffin: If it's gonna be like, LMFAO, that would be quite a surprise for—oh, Justin actually wrote "Aspect: allergic to peanuts," thank you.

Clint: [laughing]

Griffin: Okay, that's a very good song for Nadiya.

Clint: "She Blinded Me with Science" is playing, by Thomas Dolby, so it says, "She Blinded Me With Science by Thomas Dolby, requested by Nadiya." So that starts thrumming up after Alphabet City.

Irene: Grace, um, I uh wanted you to know that I—I uh, I checked on Godfrey's uh, uh, insurance. You were asking me... he will be eligible next, um, month, first of the month, if he wants to switch, because it's on an every six month basis, so he'll be able to switch then.

Grace: That's nice, Irene, but this—this is a party, honey! This is a party, you don't have to worry about working!

Irene: I know, yeah, I know, I know. I just wanted to let you know, so I'll check in with him on it, and... sorry, I'm really nervous.

Grace: Ah, don't worry, do you want to share a little bit honey? Y'know, tell each other about each other, do you wanna tell everybody about yourself? Do you guys wanna ask Irene a question?

Nadiya: No.

Griffin: I feel like I probably know Irene, 'cause I have an Aspect that is sort of Irene-focused. Unless you don't want that, unless you want this to be the first time we met, but I'm just thinking, she's in Human Resources, I've probably dealt with her at some point. Probably not—

Justin: She's met—I feel like she's probably met everybody, but on a pretty cursory basis.

Clint: Yeah, you've only be here for like a day or two, so, you know about each other. You know about each other, Remy, because you're information technology, and you—

Griffin: I've read their emails.

Travis: [laughs]

Clint: [laughing] And you've been gathering information through the process. You guys have been through this really long, detailed interview process, and screening process to get vetted. So do you guys wanna share anything about each other?

Griffin: Yeah, so I look at Irene and say...

Remy: I'm actually relieved, because for a second there, I thought you were actually asking us to say grace before we ate dinner, which seems like an irresponsible thing for somebody in HR to do. Do you want a slider?

Griffin: And I motion to the pyramid, the slider pyramid, that I built on the table.

Irene: Uh, yeah, uh, what are—what—what kind are they?

Remy: Meat and... bun. But just take it from the top and not from the bottom, 'cause I don't want it to fall over. I've worked pretty hard on this.

Irene: Is the top one... is that okay?

Remy: Yeah, I didn't touch it super a lot.

Irene: Oh, okay, I'll have the top one. Th-thanks.

Justin: And she... and she does. Adding Aspect "sliderful."

Clint: [laughing]

Travis: Nadiya, during this, is scribbling out various formulae on napkins, on cocktail napkins.

Griffin: I look at Nadiya and I say...

Remy: You know it's a party, right? I don't think we have to be working right now.

Nadiya: Oh, no, this is—this is fun. I'm—I'm—it's a thought experiment where I try to challenge myself to see if I can come up with a formula that I can't solve. So far, not yet.

Justin: I just want to check on something—this is Justin now.

Travis: Uh-huh.

Justin: I just want to know sort of what the next few months of my life are going to be like. Are your guys character voices just not—just they're—they're just you guys? Is that sort of what we're doing?

Griffin: Mine's more of—mine's kind of me, but like, very positive.

Travis: Well here's the thing, yeah, I—

Justin: Is this your way around the Justin McElroy character voice sort of policing?

Travis: I was trying to come up with a character voice for Nadiya and I—I feel like it'll find itself, y'know what I mean?

Griffin: Yeah, let's not—let's not sweat it. Let's just do our own thing.

Travis: I don't want to force it.

Justin: Alright, okay.

Clint: And I'm doing 22 character voices at least, so...

Griffin: Yeah, tell me about it.

Justin: That's great.

Griffin: I ask Nadiya to see if she can use math to help me with my burger pyramid. Maybe there's some way that I can make it sort of more structurally sound, using some sort of formula.

Nadiya: You want—you want me to stop what I'm doing... to help you figure out how to stack... your small burgers?

Remy: Burger pyramid. Yeah, they're—yeah, sliders. They call them sliders. There's a name for it.

Nadiya: Okay. Maybe you could try eating one small burger at a time, and leaving some... for everyone else?

Remy: Oh, no, I'm gonna wimpy down on pretty much all of these, but—

Clint: [laughing]

Nadiya: Great. Great, great, great. I'm... gonna go back to my napkin now. Excuse me.

Irene: Nadiya, I—I—I hate to interrupt, I—I do want to mention just as long as we're both here, um—

Nadiya: Yes, HR person?

Irene: I—I did still need the—your expense reports for your meals on the way in here.

Nadiya: Right, right, right.

Irene: I—I don't know if you saw. I asked everybody to send those in as soon as you can. It's—it's no big deal.

Nadiya: No, no, no, totally.

Irene: Not a big rush.

Nadiya: I'm sorry, I'm just—yeah. You know what, that one's on me, 'cause I was working on life-saving technology and science, but y'know what? Now that you mention it, it is important that I get you that Wendy's receipt. So, um...

Remy: Hell yeah, Wendy's!

Nadiya: I—cool.

Clint: [laughs] At this point, Joe speaks up...

Joe: Ah, listen, ah... listen there, Nadiya. This is a party, and everybody... starting tomorrow, you guys are gonna be pretty busy with your work and with the big changes in your life. So why don't you just blow off a little steam and get to know each other, okay?

Remy: Love that—love that voice, dude, where ya from?

Joe: Fargo.

Justin: [laughs]

Remy: Excellent.

Joe: Fargo, North Dakota.

Justin: Dad got about three seconds into that before Travis typed in the chat, "Aspect: Nadiya does not care for Joe."

Joe: Well, y'know, nobody does like their boss. Nobody cares for their boss.

Justin: Like three syllables.

Clint: Just then, "She Blinded Me With Science" is starting to end. It was a big choice too, put quite a few people on the dance floor.

Nadiya: Excuse me.

Travis: And Nadiya goes in to request it again. [laughs]

Clint: Well, before it plays, "Everybody Wants to Rule the World" by Tears for Fears, requested by Martine, that shows up. After a few minutes of this incredibly warm and bonding conversation, Hugh gets up. Where did I put Hugh...

Travis: Is he the floating brain or the cat?

Clint: No.

Justin: Diversity Inclusion.

Clint: Yeah, Diversity Inclusion.

Travis: Okay.

Clint: So, Hugh gets up and Hugh says...

Hugh: Uh, hi everybody, my name is Hugh. Welcome.

Travis: Hi, Hugh.

Hugh: To our little get-together. It's, uh... I'm happy to have you all here. Now, I'm kinda introducing the next phase of our—our little program. Um, I'd like everybody, if you aren't already at your tables, to please move to your... to your tables.

Uh, and, uh, the other department heads are, uh, are bringing to your tables, to your spot, these, uh... well, I guess we're calling them swag bags. Uh, these swag bags are, uh, are our gift to you. But they're more than just gifts. They're things that you'll—you're really going to, uh, to want to use.

Travis: There an iPod Touch in here?

Griffin: I didn't know how bad I wanted to hear that voice say the word swag until you did it, and now—

Clint: [in Hugh's voice] Swag bag.

Griffin: And now it's changed—

Travis: [imitating Hugh] Swag!

Hugh: And we welcome you to the Do-Good Fellowship here at the Berg. And, uh, we are based—I think you already know this from your own research, and from when we talked to ya, that we are based on the old concept of The Junto that Ben Franklin started centuries ago.

And every meeting of the Junto started with 24 questions, and, uh, those 24 questions are very important to how we operate here at the—at the Do-Good Fellowship. So I think you all have copies of them. I'd like to share those questions with you. I'd like ya to each take a couple and read them out loud. And, so, um, so this is kinda of like our Pledge of Allegiance, but we'll do it, uh, separately. I'm gonna start with this table over here.

Clint: And you hear these voices, and they start to read the 24 questions.

Voice: Have you met with anything in the author you last read, remarkable, or suitable to be communicated to the Junto, particularly in history, morality, poetry, physics, travels, mechanic arts, or other parts of knowledge? What news story have you lately heard agreeable for telling and conversation? Three. Hath any citizen in your knowledge failed in his business lately? And what have you heard of the cause?

Justin: If you were to look over at Irene during this, you would note—and you looked closely, you would notice her mouthing the words. She's like, deeply, deeply into this.

Clint: Well then, let her go next.

Griffin: I think—I think I—

Travis: I also—I also want you to know that uh, when number three is read, "Has any citizen in your knowledge failed in his business lately?" Um, Nadiya is just like, staring at Remy.

Griffin: I did my best. I'm taking—I don't notice, 'cause I'm taking notes. 'Cause I really wanna ace this... test?

Clint: Let's start with your table. Irene, why don't you start?

Irene: What unhappy effects of impertinence have you lately observed or heard of imprudence, of passion, of any other vice or folly? Have you or any of your acquaintances been lately sick or wounded? If so, what remedies were used, and what were their effects?

Voice: Remy, would you take over please?

Irene: Oh can I—I'm sorry, can I do one more? Ten's my—

Voice: Okay, do one more.

Irene: Ten's my favorite. Who do you know that are shortly going on voyages or journeys if one should have occasion to send by them?

Voice: M'kay, Remy?

Remy: Yeah, sure, uh... Do you think of anything at present in which the Junto may be serviceable to mankind, to their country, to their friends, or to themselves? Uh, hath any—hath? When was this... Okay. Uh, hath any deserving stranger arrived in town since last meeting that you heard of? And what have you heard or observed of his character or merits? And whether think you, it lies in the power of the Junto to oblige him, or encourage him as he deserves? Do you—

Justin: This is out of character. Listener, that was Number 12, we're halfway there, baby. We told you it was gonna be rough going, we're going to read this very—I thought something was gonna explode, honestly. I thought we were gonna get three questions in, and then he was gonna be like, "And then Skeletor was like, "Fuck all of this!""

Clint: Alright, can we post this, too?

Justin: Uh, the whole list? Yeah.

Clint: Post the whole list and we'll move on.

Justin: And then they did the rest of them, and everyone was into it.

Travis: And then as the propellers spun, it cut to the end of the list, number 24!

Nadiya: Do you see anything amiss in the present customs or proceedings of the Junto which might be amended?

Clint: Ooh! Good, I'm glad you skipped to that one.

Travis: Yeah.

Clint: And this like the Kiwanis that they say the Kiwanis' pledge, at the beginning of—of every—

Griffin: Every meeting, they stand there and they read these 24 questions?

Justin: They do all 24?

Clint: Well, the Kiwanis don't have 24.

Travis: Now that the first hour and fifteen minutes has passed, we shall begin the meeting of the Junto.

Hugh: So, we're gonna give a little bit more time to check out your uh, your swag bags.

Clint: So uh, these swag bags are—it's not really fair to call them swag bags, because they do have, uh, a purpose. They're almost... they're like, cylindrical almost. Made of, uh... made of a kind of unusual fabric. Like a duffel bag, but you could wear it as a backpack, or you can wear it as a duffel bag. And there's a flap, and the flap has a triangular indentation on the front of it.

Travis: Um, I think there's been some kind of mistake, 'cause my swag bag is just filled with koozies.

Clint: No, you haven't opened them yet.

Travis: There's just like, 70 koozies in here. Is that weird?

Clint: [laughs] You haven't opened it yet.

Griffin: I have a, um... I have an Aspect which is just restless. So I think like, I'm definitely into these questions, and I definitely want to do a good job today. Uh, it's very important to me that I do that. But like, I am definitely opening that bag like, while the last few questions are being read, 'cause I just can't wait anymore.

Clint: How did you open it?

Griffin: I popped open that triangular latch, I just started fiddlin' with that—

Clint: How did you—how did you do that?

Griffin: With my... adult hand.

Clint: No. Well you're close.

Justin: Your tongue.

Griffin: With my tong—do you want me to french kiss the bag? I tried to french kiss the bag, but it's not—

Travis: Nadiya is just watching this.

Justin: With your fingerprint!

Griffin: Okay, I stick my thumb right in that opening.

Clint: And it pops open.

Remy: Y'all just thumb it! Just thumb it right in there!

Clint: Thumb it!

Nadiya: Yeah...

Clint: You all do that. Inside these swag bags, the first thing you notice are these really cool vests. These are like utility vests, in the fact that there are inside pockets and outside pockets. These will hold all your electronics, your cellphones, your tablets, your anything else. Um, and they're like a dark charcoal gray. And you notice, there's another triangular indentation on the left breast of these vests.

Griffin: I put my fidget spinner in it and spin it. It doesn't—I don't think anything happens there. I don't think that was the solution to the puzzle, but I just wanted to establish, Remy does have at least one fidget spinner.

Clint: Inside the swag bag, in addition to that, are triangular badges that have the uh the 24 question mark logo on it. But when you touch it, boom, a picture of you pops up on the badge. It is triangular shaped—

Remy: Whoa!

Clint: It is triangular shaped.

Griffin: Um, I take the badge and I put it on the vest where the hole is?

Clint: Yeah! And it kinda makes a little sound, and more information about you pops up on the badge. Your name, uh, your department, and your DH.

Griffin: Like, Remy—Remy loves gadgets and tech shit so much that this is just—this is wonderful for him. He is—he is, with childlike glee, just opening all the pockets and touching all the things.

Travis: Nadiya doesn't really wear badges. Uh—

Griffin: Well I have a—I had a question. Does Nadiya like, know about this stuff ahead of time? 'Cause we've talked about that a little bit, that she's in R&D, which, I don't know if she knows what this bag and badge and—

Clint: She's... I don't think she's familiar with this technology, but coming up, technology that she is familiar with. Also inside the bags are these like small pointers. Pen lights. But when you thumb the little bulb on it, you really can't see any reactions, so you kinda put those up—and a bag of Werther's.

Justin: Nice!

Clint: Yeah.

Travis: Really?

Clint: Yeah, I'm just looking for sponsorships.

Travis: Oh, okay.

Clint: By the way, "Walk The Dinosaur" by Was (Not Was) requested by Pridmore has shown up on the scroll.

Griffin: I look at—

Travis: Hell yeah.

Griffin: I look at Pridmore with a sneer. Not my favorite. Um—

Travis: Nadiya throws a thumbs up. That song rules. [laughs]

Clint: Hugh also mentions that, when you activate the uh the vests with those badges, the fabric itself takes on almost like a protective armor kind of thing. It's very... it will—I mean, it's not gonna stop a mortar, but it might

deflect a blade. It might deflect bullets. Something that might come in very handy, uh, when you guys start going on your missions.

And so, while you're looking at the bags, again, there's a little lull in what's going on, so Hugh says...

Hugh: Uh, we'll let you look at your stuff and kinda share with each other, and uh, we'll continue with our activities in uh, in just a few minutes.

Clint: So, what do you do?

Griffin: I look at everybody at my table and I say...

Remy: Hey, I gotta say, this is starting to feel a little bit like a test? Kind of, maybe a little bit? Anybody else kinda getting that vibe that—that maybe we should be on our best behavior right now?

Nadiya: Oh, see, I was gonna say cult.

Remy: Oh. It's not—

Griffin: I look at uh, Potts, the IT lead, and I like...

Remy: This isn't a—it's not a cult, right? 'Cause I can't... that doesn't sound great.

Irene: Actually, the Do-Good Foundation is a charitable organization that's been working for, uh, a lot of years to make the world a better place. And uh, cult is not actually accurate.

Remy: Okay! I trust your instincts.

Clint: Potts says...

Potts: Listen, I uh, I understand where you're coming from. But no, it's not a cult. But we are true believers.

Travis: [laughs] Oh, oh, oh, okay, then. Fine! Alright!

Justin: That is... I will point out that is what cults say. [laughs] Like...

Travis: That is what a cult would say. "Oh, it's not!"

Justin: Yeah, very few cults are like, "Oh yeah, it's a cult."

Potts: Okay, we're a cult.

Travis: Yeah, you got me.

Potts: We're a big-ass cult.

Remy: Um, Potts, is this a test, though? 'Cause I wanna... if it is, I wanna do a good job. I just... I'm kinda nervous now.

Potts: Well, y'know, I think that everything in life is a test. I mean, everything that you do. You're always being watched, and you're always being checked out to how you respond. Not—not in a judgmental way, but just, y'know, these... even though we vetted you guys and screened you and interviewed you, y'know, there's still, y'know, a getting to know period. It's not just you getting to know each other, it's us getting to know you, too.

Remy: So it's a—it is a—it's a test, I think, a little bit. Alright! That's fine. [laughs] I got this.

Clint: Just then, the scroll on the screen says, ""The Dance" by Garth Brooks, requested by Gray."

Griffin: Graaay!

Justin: Killing me.

Clint: Grey loves country music, you guys. At this point, a new person stands up.

Justin: I will say, also, The Dance is a beautiful song that transcends genre, so I think that they're fine.

Clint: And it is Garth Brooks.

Travis: I mean, it's no Thunder Rolls, but it's alright.

Justin: Callin' Baton Rouge, are you kidding me?

Travis: Oh, God, yes.

Justin: Crank that.

Clint: So Martine stands up—

Justin: Justin goes up and requests Callin' Baton Rouge by Garth Brooks.

Griffin: Justin Purple Rose of Cairo's into the screen.

Justin: I'm there. [laughs]

Clint: Justin is there. He crashed the party. Uh, Martine stands and introduces herself as Martine. She's the head of security, and she overheard Remy, uh, asking Potts if this is a test and she smiles. Uh, you can tell that she has a sense of humor about her. She says that, uh...

Martine: We've designed a fun exercise so everyone can get to know each other.

Irene: Yay!

Clint: And she says...

Martine: Department heads?

Clint: And all the department heads leave the tables.

Nadiya: Just quick question - is this mandatory?

Martine: Yes it is.

Nadiya: Okay.

Justin: Is it just the three of us in here? Or are there like—

Clint: No, the other operatives are at the other tables.

Justin: There's like, what, nine others? Is that right?

Clint: There are nine others. Right.

Justin: Okay.

Clint: So, as they're leaving through the one exit—there's only one exit. As they're leaving through the exit, Joe kinda looks back over his shoulder and says...

Joe: Uh, see you tomorrow, you guys!

Clint: As they leave, Martine gets ready to leave, and she says...

Martine: Here's how the test works.

Griffin: Egg-spoon race, like, fingers crossed, like, hunched over.

Remy: Egg-spoon race, egg-spoon race... God, I'll crush a fucking egg-spoon race.

Martine: You have one goal and that's—

Travis: Take the egg across the floor.

Remy: Get to the room with the spoon, please!

Martine: To leave the room. All you have to do is, your table mates and you have to leave the room in the correct order.

Clint: And the door is left opened as they walk out.

[theme music plays]

Griffin: Hey, everybody. This is Griffin McElroy, your... well, I guess I'm just your best friend, now. I'm your game player and best friend.

Thank you for listening to The Adventure Zone. It's the first proper episode of the first sort of mini, experimental arc that we are gonna be doing as we transition into season two, and I'm so happy to be playing, and I'm so happy to see what my dad has made for us, and happy to be playing a new game, Fate, and checking out this new genre. We're all super, super excited, and we hope that you are as well.

If you did not, you may want to go back and listen to the world building episode we did a couple weeks ago if you are sort of lost about these characters in this world, or how the game works. You can find all those explanations in the setup episode that we did for the last episode. But yeah, uh, otherwise, I think it's pretty self-explanatory, and we'll be back in a couple weeks with another episode of TAZ: Commitment.

For right now, though, let's talk about some of our sponsors. Our first sponsor this week is Nature Box. We all want to eat better, but when it comes to snacks, sometimes, it feels like the whole world is either delicious and a billion calories, or boring and tasteless. But it doesn't have to be that way, 'cause Nature Box is here to help us all out.

Nature Box has over a hundred snacks that taste good and are actually better for you. All snacks are made from high quality, simple ingredients,

which means no artificial colors, flavors, or sweeteners, so you can feel good about what you're eating.

I have been absolutely tearing down... uh, I got a bag of some dark cocoa nom noms that were... I say 'were,' 'cause they're all gone. They were fantastic. I got some pumpkin spiced chocolate chip biscotti. Like, they're on their game right now.

Uh, just go to NatureBox.com and choose the snacks you want, and Nature Box will deliver them right to your door. And right now, Nature Box is offering Adventure Zone fans 50% off your first order when you go to NatureBox.com/Adventure. That's NatureBox.com/Adventure for 50% off your first order. One last time, NatureBox.com/Adventure.

Also want to tell you about Blue Apron. We love Blue Apron here. I've been a subscriber for a little over a year now, and it basically is like... I went from cooking nothing to like, knowing how to cook actually pretty well, which is very exciting.

Over the last five years, Blue Apron has created over a thousand recipes, and for less than ten dollars per person per meal, Blue Apron will deliver those recipes, along with pre-portioned ingredients that you can use to make delicious, home cooked meals.

Each meal comes with a step by step, easy to follow recipe card and pre-portioned ingredients, and can be prepared in 40 minutes or less. You can check out this week's menu and get \$30 off your first meal with free shipping by going to BlueApron.com/Adventure. That's BlueApron.com/Adventure. Blue Apron: A better way to cook.

We got some jumbotrons to read. Or I guess, I do. Nobody else is here. I'm all alone. Um, but if you want to get a jumbotron on the show, I have good news – they are going back on sale Wednesday, November 1st, at 11:00AM Pacific time. Max Fun will be selling all spots available for the first six months of 2018, so go to MaximumFun.org/Jumbotron for more details.

If you tried to get one on last year, you probably know that these things sell out pretty quick. So if you want to get a message on The Adventure Zone during the first six months of 2018, make sure you go to MaximumFun.org/Jumbotron, and get ready to purchase a spot on Wednesday, November 1st, at 11:00AM Pacific time.

This first jumbotron, I want you to check out *Death by Cliché* by Bob Defendi, now on Amazon. And this is their copy, "Or you'll make a kitten cry. Seriously, what have you got against kittens, you monster?" Nothing. They're small cats. They're really good. Big cats are good. Small cats are just... [kiss sound] Perfect.

"Death by Cliché is about a game designer who is," whoa, "shot in the head by a fan and ends up in the worst game of all time. Based on a true story. It's a warm, fuzzy story of massive brain trauma, or it isn't. The main character doesn't know for sure, and so, neither do you. Really, it's one of the few bits of narrative integrity in the damn book." Well, let's not spoil that, then. That's *Death by Cliché* by Bob Defendi, now on Amazon.

Here's another one. This one is for the Unorthodox Tactics Crew, and it's from Ben, who says, "I want to thank the best D&D group I've ever had the honor of DMing for, so that everyone knows you're the best. Thank you Chris, Joe, Stuart, Kat, Eric, Nat, Mike, Noelle, Tom, and Kate." Editor's note: holy shit, that's a big D&D group. How do you manage all these clowns at the same time, Ben? Just running amuck all over your plans. Anyway.

Uh, "That group of people who introduced me to this crazy show in the first place, for which I am very grateful. You are all excellent players, roleplayers, and most important, fwiends." I... he said friends. I made it fwiends. I don't know why I did that. I usually hate that.

Hey, thank you for tweeting about the show using the #TheZoneCast hash tag. We sure do appreciate it, and we appreciate you spreading the word as we sort of work through these experimental arcs. We always worry whenever we try new things in our podcasts about, y'know, listeners dropping off, so anything you can do to help us uh, spread the word. We don't pay to advertise the show at all, and so we entirely rely on word of mouth for how we grow, and we are so appreciative of everybody who

shared the show and said nice things and left nice iTunes reviews. It really, really means a lot to us.

I don't think I have anything else really to say here. Nashville, we're comin' for ya. Sunday, we'll have a new live episode up that I'm very excited, I've been planning for a little while now, and we'll probably put that up between these experimental arcs. And I'm very much looking forward to that.

But yeah, until then, enjoy the rest of the episode. And we will be back with a new episode of TAZ: Commitment on November 2nd. I can't believe how fast this year is moving. Time's a flat circle. See ya later.

[theme music plays]

Clint: Just then, the scroll at the bottom of the screen says, "West Palm Beach, Florida" by Coldplay.

Griffin: Oh God, we've gotta get out of this fucking room.

Clint: Requested by... blank.

Griffin: Well, I don't see any eggs or spoons, so I think that we should probably try to figure out this puzzle. Um...

Justin: So is it the three of—it's, like, three people at each table? Is that what's happening?

Clint: There are three people at each table. Yeah. Let me you tell who's at the tables. Table two—you guys are table one, even though you're in the bottom right hand corner. Um, at table two are Grey, Flanagan, and Addison. At table three, Sylvane, Litti, and Jamie. And at four, Pridmore, Dagney, and Abbey.

Griffin: First of all, Coldplay doesn't have a song—I'm—this is Remy.

Remy: Coldplay doesn't have a song called West Palm Beach, and I'm not proud that I know enough about Coldplay—

Nadiya: Aww, geek check!

Remy: Okay. Yeah, that's—I mean, I'm more familiar with their older hits, like, Garden State soundtrack era shit, but I'm pretty sure I've never heard a Coldplay song called West Palm Beach.

Griffin: Am I getting cell service in here?

Clint: No. There is no cellphone service.

Griffin: I try to—I try to get my cellphone out to like, fact check that. But I—

Irene: Is anybody here... Is anybody here fr—

Justin: Oh yeah, and Irene is sort of yelling as much as she does. Um...

Irene: Uh, is anybody here from West Palm Beach? Out of curiosity?

Clint: Mmm, nope.

Remy: I'm not.

Nadiya: Nope. Okay, first, did anybody here request the song West Palm Beach, Florida by Coldplay?

Remy: I would never request a Coldplay song. I know we just met, but you should know that about me.

Nadiya: Okay, anybody? Did anybody request this song?

Clint: It said, "West Palm Beach Florida by Coldplay requested by..." and there was "blank."

Griffin: Blank. Yeah, I think Jus—uh, Nadiya is just trying to make sure before we move on to any sort of other investigation. Um... West Palm Beach. Alright, we have to leave this room in a certain order. I think we need to investigate like, either the jukebox, or the door, or something. 'Cause I don't think we have enough information to solve this right now.

Clint: Okay, yeah! What are you going to investigate?

Travis: I am going to investigate...

Justin: Now Travis, you're making dice noises. Are you gonna... do...

Travis: Oh yeah! We've got the thing and the thing. Yeah, yeah, yeah, yeah, yeah.

Justin: Yeah.

Travis: I wanted to have the—maybe there are people who only listen to this show to get like, dice sound ASMR, Justin. You don't know.

Justin: They can edit it—they can edit in their own.

Travis: Okay. I want to investigate the high-tech jukebox. How about that?

Clint: Go for it!

Griffin: That's not good.

Travis: No, that ain't great, but I add plus three.

Justin: And Travis rolled a negative one. We do need to say these things.

Travis: Yeah, I rolled a negative one. Plus three is a two.

Clint: Okay. When you go over to the high-tech jukebox, you notice that the song "West Palm Beach, Florida" by Coldplay is not in its database.

Griffin: It doesn't exist... What are we hearing? Like what—are we hearing like an original Coldplay composition that they wrote specifically for this test?

Clint: [laughs] It's just kind of a generic song that would sound kinda like—

Griffin: You're describing a Coldplay song.

Justin: [laughs]

Clint: Yeah.

Griffin: Okay, okay.

Clint: So that's it, it's some kinda Coldplay-ish music.

Griffin: I wanna roll Notice just for the room, just to see, like—this is basically a perception check, right? So this will be like, uh...

Clint: Okay.

Griffin: Jesus Christ, that's zero. So everything looks good to me! I didn't—I'm still looking for spoons and eggs over here, so um...

Clint: But y'know what, even a zero, I think I will give you one.

Griffin: Okay.

Clint: You notice that, uh, at table two, Addison is really taking a long hard look at the penlight pointer in his hand.

Remy: Uh, Addison did you figure something out? What's the—I don't know if we're supposed to be sharing information right now, but what's up with your... what's up with your pen?

Addison: Uhh, I'm not really open with sharing the information with you, but uh, y'know, the fact that they would give us a light... And if you look at the little bulb thing, it does light up. It just doesn't shoot a beam of light that I can see.

Justin: Uh, Irene takes out her pen light she's got. It's the inverse of Kardala, so her investigation is a plus two, and let me get that quick roll going. Uh...

Griffin: Would love a good roll. Nope. Still no, that's a zero.

Justin: That's a zero. It's a two, though, which in the ladder of Fate is fair. Um... She uh, takes out her penlight and does a Notice check, um, around the room, just to see if the light coming out of it has any effect anywhere in the room.

Clint: And you notice that when you just kind of flash it around the room, it seems like there was a flash when you pointed it at Nadiya.

Justin: Weird. Okay, I point it at her again.

Griffin: I try—I am now also tricorder-ing Nadiya with my pen, just to see if it also flashes.

Travis: And I'm kinda scanning myself with it.

Clint: That's—that's good.

Justin: Okay...

Travis: Palm! At the palm!

Griffin: You gotta shoot it at her beach... I mean her palm—shoot it at her west palm, your left hand palm, I guess?

Clint: You shoot it at her palm, and you see the number 582.

Griffin: Alright, so she has to leave the room 582nd.

Clint: But when you shine it on your own palms... nothing.

Justin: 582...

Clint: Just then, the scroll on the bottom of the screen says, "Walking On Sunshine," and it starts playing.

Justin: Uh, Irene checks her feet with the light.

Clint: Nothing.

Griffin: I check my feet with the light?

Clint: Nope.

Remy: I'm sorry Nadiya, I think it's just you got stuff written all—you remember someone writing five-eight-two on your hand?

Nadiya: Man, I don't know.

Remy: Alright, super helpful.

Travis: Uh, Nadiya checks her feet, I guess.

Clint: Nothing.

Griffin: M'kay.

Clint: Now you've got—remember, there are three of you, and there are three other tables.

Irene: Addison, did you uh... have you figured anything else out? 'Cause I would—I would really love the help, and I wanna make sure that uh, we can

all sort of work together as a team. That's really important to me. So maybe you can kind of share something, then I can share something.

Remy: Yeah we've gotta cool—we've got a number. It's got three digits, so that's three clues, basically.

Justin: I'm going to use Empathy to try to convince him.

Griffin: Well, that would be Rapport probably, right? Empathy is like, trying to tell if somebody was lying to you or figuring out their emotional state.

Justin: Okay, yes, Rapport. Which, she has a plus three on Rapport, so...

Griffin: Hell yeah!

Justin: Oh! Hell yeah, that's a three.

Clint: Aw, really good.

Justin: That's a three plus... plus three, so six, which in the Fate system is fantastic Rapport.

Clint: That's fantastic.

Addison: Well... yeah, let me tell you. Y'know what—

Travis: I feel like I've known you my whole life!

Addison: You're friendly, and y'know, I... I like everybody! I try to get along with just about everybody, and hey, great googa mooga, you are one of the nicest people at this party. So let me tell you this—

Irene: Thanks, thanks.

Addison: We got one—we saw you guys shining it on the palms, so we shined it on our palms, and Flanagan... Flanagan was the only one with a marking on her hand. On her palm. It was a zero.

Griffin: Hmm.

Nadiya: Okay wait, so everybody at the tables, raise your hand if somebody at your table had something written on their hand when you shined the penlight on it. And if you haven't tried it yet, try it now.

Clint: And table three starts to respond, but Jamie at table three makes them stop. And Jamie says—

Travis: I'm going to Intimidate the shit out of Jamie.

Jamie: Guys don't—don't tell 'em anything. Don't tell 'em anything. This is a competition and I want to win it.

Travis: I get, uh, two—well, so I rolled equal to zero, plus two to Intimidate... to intimidate Jamie.

Clint: Okay.

Justin: In the Fate system, two is fair.

Clint: So Jamie says, um...

Jamie: Why in the world would we want to help you beat us... fucker.

Griffin: Whoa!

Justin: Shit!

Griffin: [laughs] I don't like hearing my dad say that.

Clint: Yeah, I—your dad didn't. Jamie did.

Griffin: Okay.

Justin: Nice.

Griffin: Uh, I look at a—

Clint: And she—she reaches out and gives you a shove, Nadiya.

Justin: Whoa!

Remy: Hey Irene, you're in HR right? You're seeing all of this? Just checking...

Nadiya: No I—I got this.

Irene: Yeah, I—

Nadiya: Jamie, I would like you to look around this room. Right? See everybody, look everybody in the eyeballs. All of you together do not equal my mind. So you can either help me now, and I will help you in the future... Or I will work and use every bit of my mind to ruin your time here.

Jamie: That works.

Griffin: Oh, by the way, the whole time this conversation is happening, fucking "Walking on Sunshine" is playing, and that is so good to me. That's a very good scene that's happening right now.

Clint: Jamie holds up her palm. You shine your light on her palm and it says 467.

Griffin: Okay, so these are all distinct numbers. Um, can I check the jukebox and see if somebody requested Walking on Sunshine?

Clint: You sure can. Martine did.

Griffin: Martine—Martine's not here though, right?

Clint: That's right.

Griffin: Hm.

Justin: Oh, wait!

Griffin: [mumble-singing "Walking on Sunshine"]

Justin: We're still missing one number, right? Four tables with three people?

Nadiya: Third—fourth table?

Clint: So the information to be—let me be fair. The information that came up when you checked the jukebox said, "Walking on Sunshine by blank, requested by Martine."

Nadiya: It's Katrina and the Waves.

Travis: Don't ask how Nadiya knows that.

Griffin: Um, we all know a lot of things that we shouldn't. Yeah, we walk over to the other table. Or I walk over to the other table and say...

Remy: Uh, do one of you have numbers on your palm that shows up when you shine the light on it? We have someone. We're happy to share it. Maybe we can work together. I watch a lot of Survivor, and it seems to help when you, y'know, cooperate with the enemy a little bit. So what do you say?

Clint: Pridmore speaks up, and Pridmore says...

Pridmore: Listen, I really need this job. I really need to do well here, and anything I can do to curry favor with the people here in the Fellowship, I'm

gonna do. So it just doesn't seem to make a lot of sense to me to give up our information quite so easily. What, uh... what can you offer me?

Griffin: Um, I reach into my wallet—

Remy: I have like, 13 dollars. I have a library card, a Gamestop membership. Um...

Pridmore: Wait! Hold on, hold on just one little second. Is that an Olive Garden card in there?

Remy: Uh, yeah. It's not the Pasta Pass, but I think it has like, 12 bucks on it. Uh so that's probably enough for some fettuccine. What do you say?

Pridmore: Tell ya what, give me the cash and give me the card, and we'll share our number with you.

Remy: Really cleaning me out here.

Griffin: Of course I hand it over, it's nothing!

Clint: Okay.

Justin: [laughs]

Griffin: It's garbage!

Clint: She loves pasta.

Griffin: Okay.

Pridmore: Okay, show `em, Abbey.

Clint: So Abbey—it's Abbey like Downton Abbey. Abbey holds up his hand, you shine the light on it, and it's 602.

Justin: What? Okay, wait a minute. Is it... uh... this is nothing, nevermind. Are the numbers on—are the songs on the jukebox numbered?

Clint: No.

Justin: Damn, that would have been dope.

Clint: Just then, the scroll on the middle screen shows ““Color My World” by Chicago, requested by Jonesy.”

Griffin: Alright, we’re getting back on track. Um, alright, Jonesy’s the engineering head...

Remy: Uh, Pridmore, this song have any sort of significance to you? Or Jonesy?

Pridmore: I, uh... it doesn’t make any sense to me.

Remy: M’kay.

Pridmore: I love the song.

Remy: No, Chicago’s a great band—

Pridmore: [sings] Color my woorld with looove!

Remy: Just fuckin’ belt it. Love it. Uh... Oh, the map! The map with all the different color coded areas on it, right? Maybe that’s anything?

Irene: Shine your light on that. Maybe something will happen.

Griffin: Okay. Yeah, I shine my light on the map of the Berg.

Clint: When you shine your light on the map of the Berg, all of a sudden, it goes back to the main section. It goes back to the main map, showing all of

the different departments. And the colors as I said, are color-coded, and each department has their own color.

Travis: Cool!

Griffin: Okay. What is, uh... can you tell us IT, Humanities, and R&D color?

Clint: Sure! IT's color is amethyst, which is a blue violet. Uh R&D's color is yellow, which is 582. And Humanities is violet... 403.

Griffin: Was there a number for amethyst? You didn't tell us that.

Clint: Amethyst is 439.

Griffin: Okay, so we have some num—we have 582, right? And that was... was that the number that we started with?

Travis: Yeah, so I'm 582.

Griffin: Wait, why do the colors have numbers?

Justin: Okay, you're telling us this information—

Clint: All of a sudden, Walking on Sunshine plays again.

Justin: Okay.

Griffin: But wait, wait, wait—

Justin: You're telling us—okay.

Travis: Ahh, it's the wavelengths of the visible spectrum. That's what the colors are. So zero is black. And then, as we go through, it's uh violet is 380, or—yeah, 380 to 450. Blue is 450 to 495, green is 495 to 570, yellow is—

Clint: All of a sudden, table two stands up and starts moving towards the door.

Remy: Well, stop, stop, stop! Don't—

Justin: Fuck it.

Irene: Let's just go—let's just go in order. Me, uh—

Nadiya: Yep, go.

Irene: Me, Remy—

Remy: Alright.

Irene: Me, Remy, and—

Clint: Grey, Flanagan, and Addison break into a run.

Griffin: Yeah, we're running too! Can I roll Athletics? I'm super-fast.

Justin: But you can't go first.

Griffin: I know.

Justin: I have to go first.

Clint: Well, you're closer to the door.

Travis: Okay, we're running.

Griffin: Alright, we—

Justin: We're running.

Griffin: We sprint through it, Irene, me, Nadiya.

Clint: You have solved the color puzzle.

Justin: Yaaay!

Griffin: Yaaay! I do a flip through the door as I go cause that's how I—who I am.

Travis: And uh, Nadiya flips off uh the other team.

Clint: As you come out, Joe and Potts and Grace are there, and Joe says...

Joe: I knew you guys would be the first three to do it. I knew you'd win!

Nadiya: Shut up, Joe. Joe, shut up.

Remy: Thank you, Joe. That means a lot.

Justin: Irene turns to the people coming through the door now.

Irene: Hey guys, that was so much fun, thank you! We'll get—you'll all get 'em next time. We just barely made it. Wasn't that fun, though? It seemed really fun!

Clint: And Sylvane just looks at you like he could stab you in the head.

Griffin: Your vest won't protect against that, so be careful.

Clint: Potts says...

Potts: Alright, listen you guys, that was awesome. We're very proud of you. But as you know, you have a very big day tomorrow. Tomorrow is the day we do the augmentation, so... go to your rooms.

Justin: Whoa! Whoa. I don't see Potts on my guest list, what does Potts do?

Griffin: He's IT head. He's my—

Justin: Potts?

Clint: IT head. Remy's boss.

Remy: Hey, Potts? Can you uh, back up and start over and particularly focus on sort of the augmentation part of it this time around? Am I gonna get a... third, maybe a fourth leg? What's—what are we talking about? Blasters in the chest? What are you—what do you—hey, Potts? What are you talking about, man?

Potts: Y'know what? You guys have had a lot thrown at you today. Bright and early tomorrow morning, the prep crew—

Remy: You can't—Potts, you can't just mention body augmentation and then walk it back, Potts!

Potts: Well, we'll tell you about it in the morning. We'll have a big debriefing tomorrow morning, a big breakfast debriefing, so be thinking about what you wanna eat. And we'll talk about it, and we'll give you the waivers. This is totally your choice. We'll talk about it in the morning, okay?

Nadiya: So it's not a cult? Wait, it's not a cult?

Remy: I don't think it's a cult. I think we're probably good on that front. Is it... Potts. On the scale of ear piercing to second head attachment, where are we landing vis-à-vis augmentations? I hate to get hung up on this.

Potts: Let's say 75 percent more towards the head thing.

Remy: Oh my God...

Potts: But I'm telling you, it is going to transform your life. It is absolutely amazing what's gonna happen to you.

Nadiya: Okay, so just one last time... not a cult.

Potts: Not a cult.

Nadiya: Okay.

Potts: It... It might be cult-ish.

Nadiya: Alright, cult-adjacent.

Remy: Uh, one last question, can we go back into the room now that we've just solved the test?

Potts: Yeah! Are you still hungry?

Griffin: I go get my pyramid of burgers.

Remy: I'ma finish these in my room, I'll see you guys tomorrow!

Irene: Alright, get some sleep.

Remy: I'm not gonna be sleeping great after eating 20 sliders, but we'll see about that.

Clint: Okay, um, next morning rolls around. You go to a, uh... one of the private dining rooms um in the section—matter of fact, each one of the wings has their own private dining room. And for right now, you're in Humanities.

Remember, Humanity in the Do-Good Fellowship also includes medical, so your three department heads are actually all three there. You sit down at a table - they give you chairs this time - and you're having a breakfast. And so, uh, Joe and Potts and uh, Grace are talking to you. And uh, Joe starts off, 'cause he's the head of R&D. He says...

Joe: Alright, I know you folks have a lot of questions about the process, and I wanna tell you about it. It's called the Stimplant Process. Stimplants are these very tiny molecular bonds that we introduce into your system. And the Stimplants automatically go to places in your body to emphasize, whether it's mental, whether it's physical, whatever it is that act as little, tiny, bio-organic enhancers.

The process... we have a really good idea how it works, and ironically, it's based on research that Nadiya here has done. Nadiya, uh, tell 'em a little about the research that you do with the artificial skin.

Nadiya: Yeah, um, so basically, what I've created is a kind of smart biopolymer. Um, it acts, where you would normally need skin from a donor, it acts as both the skin and a bandage. It mimics human skin, it grows, it changes, it heals, and over time, bonds with the person who receives it and becomes part of their body. It's basically amazing, and a miracle, and I did it, and you're all welcome.

Griffin: I rai—Remy raises his hand and waits.

Joe: Yes!

Nadiya: Yeah... yeah Remy?

Remy: I... think I'm good on skin. I appreciate the offer, but like, I have plenty of skin already, and I don't need extra skin. Where would it go, even, I guess is my first question? On top of the skin that's already there? Or would it just kinda dangle off? Cause that's—

Clint: Now this—and this is where Grace steps in, and she says, um...

Grace: The technology that we use almost introduces you into a cocoon that sort of covers your entire body.

Remy: Skin cocoon...? Oh...

Grace: And it—well, now, wait. You emerge from the cocoon after the Stimplants are injected to you. So that’s—you’re not gonna have extra skin hanging off of ya like a big goiter or something. It’s just the way that we get the Stimplants into your system. There’s no pain involved whatsoever.

Nadiya: Can we please stop talking about my miracle creation like it’s a gross skin thing?

Remy: No, it’s good—it’s good skin.

Nadiya: It’s like plastic, or silly putty, or some kind of... it’s not skiiin.

Remy: Yeah, I guess—I guess I’m confused. Are we talking about steroids here? Cause I’m—I don’t think I wanna do that. I don’t wanna get DQ’d from the next qualifier. It’s not steroids, right?

Clint: And Potts—Potts says...

Potts: Well, I gotta tell you, you... are gonna be permanently changed. This is not a reversible process, and that’s why we have to make sure that all three of you want to go through this process. There’s something else you need to know about the process.

Once it’s established with these Stimplants, and once you three have gained these abilities, these abilities only work in these three parts. In other words, the three of you have to be within a hundred yards of each other for these abilities to function.

Nadiya: Is that mandatory?

Griffin: [laughs]

Potts: I think I’m gonna be telling you that everything’s mandatory from this point on. In other words, you three have to function within that proximity of each other for your abilities to work.

Travis: Um, I am actually going to do a—what’s it called when you make yourself do something? A...

Griffin: Compel?

Travis: Yeah! I’m gonna do a Compel on myself. One of my aspects is “Remy needs to be pushed.” Um, and I’m going to do that now, and turn to Remy and say...

Nadiya: Don’t be a coward. There’s no jumps in technology without risk.

Travis: And Nadiya rolls up her sleeves and shows a patch of this smart polymer that she tested on herself.

Nadiya: When I couldn’t get approval to test this on humans, I did it myself. And now, I’m in the running for the Nobel Prize, sooo...

Remy: Yeah, no—

Nadiya: Don’t be scared, and try it.

Remy: I’m not scared. I mean, you—earlier, I think someone said the term ‘skin cocoon,’ and I—that’s gonna be sort of rattling around my cage for a while. But um, I—just to be—I need to clarify something real quick. Hey, Potts?

Potts: Mm-hmm?

Remy: Are you about to give us superpowers?

Potts: Remy, Irene, Nadiya... We are about to make you gods.

[theme music plays]

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