

Wonderful! 95: Baritone Chili's

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[theme music plays]

Rachel: Hi, this is Rachel McElroy.

Griffin: [deep, sultry voice] Hey, this is Griffin McElroy.

Rachel: And this is Wonderful!

Griffin: I bet the wheel's already spinnin'. You're like, "What bit's he gonna do?"

Rachel: Yeah.

Griffin: Aren't ya?

Rachel: I always get a little nervous. I'm gonna be honest with ya.

Griffin: [deep, sultry voice] Let me get back into the bit. Hey, everybody. This is Griffin. Got a new friend in the studio that we've added, and we've got a few new friends. Haven't talked about, uh, blinds. Welcome to the studio, blinds. [voice slowly returning to normal] You keep the sunlight out, and you keep the people on the street out from looking at me while I play Beat Saber, 'cause that's fuckin' embarrassing.

Rachel: [laughs]

Griffin: [deep, sultry voice] But also, I want to talk about our new friend, oil diffuser.

Rachel: Yeah!

Griffin: Oil diffuser, welcome to the studio. You put that good calming stink up in the air.

Rachel: Hey, what smell are you working on these days?

Griffin: Peppermint. I like smellin' it.

Rachel: Ohh.

Griffin: It's some sort of mint. But it's a—I think it's a peppermint, like a soft peppermint breeze, coming through the wind. It's like if a tornado hit a peppermint factory, and I lived some miles away and just got the scent of it. Ohh. Are you feeling soothed?

Rachel: I mean, I can't smell it right now.

Griffin: Do you feel soothed and oily? I don't know if you're supposed to run it like, all day, every day. Is there a... can you diffuse too much oil?

Rachel: I think it wouldn't make sense to do it when you were not present.

Griffin: Yeah, but I do want it to be minty when I get back in the room after I've used the... y'know, a good overnight mint soak, and then in the morning, I can just like, scrape this mint jelly off the walls, and like, put it on my yogurt or something. Uh, yeah, I just love it, man. It's like I live at the spa. [laughs] Not like I didn't already.

Rachel: Mm-hmm.

Griffin: [laughing] I love that mud.

Rachel: Mm-hmm.

Griffin: I'm a real mud man. Should we start over? I feel like you don't like the spa bit.

Rachel: [laughs] I think you kind of... you lost me at peppermint. It surprised me, and I didn't know where to go from there.

Griffin: Ohh. What kind of oil do you want?

Rachel: Maybe more of a floral or a citrus.

Griffin: Interesting.

Rachel: Peppermint just makes me think holiday season.

Griffin: Yeah, that's a benefit. I feel like I'm at a holiday spa. I feel like I'm at Santa's chill workshop, and I got little elves rubbin' my feet, and I got Mrs. Claus doing a kelp wrap next to me, and we're just gabbin'. Gabbin' the night away, while Ho Ho himself goes and delivers presents. How is this fantasy I'm whipping up? Holy shit.

Rachel: Are you in love with Mrs. Claus? Because now suddenly I'm jealous.

Griffin: I mean, we've done some stuff.

Rachel: Yeah.

Griffin: But you said that was okay.

Rachel: I bet she smells like peppermint too, huh?

Griffin: [laughs] Gingerbread, actually. Babe, she was on my list.

Rachel: [laughs]

Griffin: We both have lists. Your number one, Scott Bakula. I respect that. And mine is Mrs. Santa Claus.

Rachel: [laughs]

Griffin: So yeah, we've done some stuff, but it was—

Rachel: Does she even have a first name?

Griffin: Uhh... Patty?

Rachel: Patty Claus?

Griffin: I think so. And uh... I mean, uh... the only name I knew was what I—this was—it was before we met.

Rachel: Oh no. Oh no.

Griffin: It was before we met. But I hooked up with Mrs. Claus. Do you have a small wonder?

Rachel: [laughs] I do.

Griffin: Alright.

Rachel: It's pretty broad.

Griffin: Okay.

Rachel: Toys.

Griffin: Toys are great.

Rachel: Henry's getting into the age where he really appreciates a new toy.

Griffin: Yeah, he does.

Rachel: And I just find myself just... almost on like a hobby basis, just researching what toys are available that he might be interested in.

Griffin: Cool. I'm into that. I mean, it's tough for me, because I've been into it my whole life.

Rachel: I haven't found a good PAW Patrol toy. And I really want to get him one, 'cause he loves the PAW Patrol, but there's just so many dang dogs in that group.

Griffin: There's a lot of dogs.

Rachel: [laughs]

Griffin: I feel like, in my day, we had, y'know, Power Rangers. Ah, no, but, see, even Power Rangers had a bit of a member bloat after a while.

Rachel: Yeah, see, I like the PJ Masks, 'cause it's—

Griffin: PJ Masks is three. You're in, you're out.

Rachel: Gekko, Owlette, and Catboy.

Griffin: Yeah.

Rachel: PJ Masks. Okay.

Griffin: Okay. Six fucking dogs.

Rachel: PAW Patrol. Let me see if I can do it. Marshall, Zuma, Rocky, Skye, Chase, and then there's another one.

Griffin: Marshall.

Rachel: I think I already said Marshall.

Griffin: I don't think you did. I don't know. See, this is the problem. By the time you get to the fifth one, you've forgotten what the first one you said was. It's so many fucking dogs.

Rachel: So many dogs.

Griffin: And one's like a firefighter dog, one's a cop dog, one's like a flying dog, and it's like, oh, okay, you're losing the plot a little bit. And then it's like... "I'm the recycling dog!" And it's like, that's important. Y'know, save this world and protect all the geese and turtles and shit. But there's a firefighter dog.

Rachel: I know.

Griffin: What are you doing here, recycling dog?

Rachel: Recycling dog's playing the long game. [laughs]

Griffin: He is. Yeah. [laughs] He's saving the earth. Not from fire, but—well, kind of. Uh, I'm gonna say... shit, man. Guacamole. Man, oh man, oh man.

Rachel: Have we not... has that not come to the table?

Griffin: Maybe. Maybe not. But damn, it's good. We just had some Torchy's Tacos, with their—

Rachel: Oh, it's so good.

Griffin: Here's the problem. A lot of places do bad guacamole. I feel like the guacamole, for me to get on board with it... first of all, I need a salty chip. Second of all, I need like, zesty guac. Like, I need flavor in there. It can't just be like, "Here's a big avocado soup." I want fuckin' garlic, and I want, y'know, spices, and peppers, and maybe a little cotija on top. I want it—I want authentic shit.

Rachel: [laughs]

Griffin: I think I talked about elote, which is different.

Rachel: Mm, yes.

Griffin: It's different from—it's the corn version.

Rachel: Yes, one is corn, and one is not. [laughs]

Griffin: One famously is corn, and one is the green... the strange green fruit we call guacamole. Uh, I go first this week. Y'know what? I was gonna do this second, but it's gonna be weird if we do not talk about it. Um, for y'know, the first half hour of the show or whatever, is that we... my first thing is meeting Carly Rae Jepsen.

If you ever have the chance to meet Carly Rae Jepsen, it's a really nice experience, I think.

Rachel: And she's very generous with her time, it seems, so...

Griffin: Very generous with her time.

Rachel: You are welcome to the opportunity, yourself.

Griffin: Yes. I posted a picture of the three of us. We did get a picture with Ms. Jepsen, and uh, I was... we were both—we were both glowing. Bliss Delight was back in full force.

Rachel: Yes.

Griffin: Uh, it really was a profound experience, I think, for both of us. And I just kind of want to walk you through it.

Rachel: Okay.

Griffin: I guess I—for a while now, I have been thinking about doing like, positive celebrity encounters on the show. But I feel like this is a kind of crystallized version of that. In one celeb encounter, arguably, like, the most important musician encounter I could have at this point in my life.

Rachel: Uh-huh. [laughs]

Griffin: So, the show appeared on ACL, the ACL at the Moody Theater, Austin city limits, and I was looking at tickets, and I was texting with Rachel like, "Do you want to go to this show?" And then I saw that there were VIP tickets available, and I thought, "If not now for this, then what?" So...

Rachel: Griffin gave me like, three minutes to respond to that text. And when I didn't, he texted me again in a feverish...

Griffin: Yeah, I was worried they were gonna get snatched up. But they didn't. We managed to get a couple tickets, secured a babysitter, which was a whole ordeal.

Rachel: That was a thing.

Griffin: It was a thing. And then, uh, yesterday, or... what day is it? Yeah, Saturday, this last Saturday, uh... we went. We went to the show. There was a little check in area, waited in a long line of folks... uh, we got recognized a lot during the show, which was great.

Rachel: Yeah! A lot of Austin listeners.

Griffin: I mean... okay, if you wanted to find me and Rachel, the Carly Rae Jepsen show in Austin is a pretty—you're pretty much—there's no chance we're not there. Of course we are there. Met a lot of nice people, got to go in, got to do the sound check... not do it. She called me up on stage. She was like, "Can you play the trumpet in run away with me?" I was like, "You know I can." It was a saxophone. Why did I say—trumpet would be a wild version of that song.

Rachel: A little ska version. [laughs]

Griffin: It was great. And then she did a Q&A, and as we were walking in, while we were checking in, we were asked, "Do you want to submit a question to the Q&A?" And I want everybody at home to try, over the next

ten seconds, to think of a question that you can send in to Carly Rae Jepsen. Or any musician that you admire.

Rachel: There was a question she got asked twice, which was about her hobbies, which you gotta understand, people were just desperate. [laughs]

Griffin: Yeah. I think... that's the way I was leaning.

Rachel: Do you have any hobbies? [laughs]

Griffin: Uh, and of course, you also don't want to be the person, like... y'know, do you... now do you love swords? Do you love the swords bit? Which Rachel did not know about.

Rachel: I didn't.

Griffin: When the photo session happened, which was the next thing that happened, she saw a few people holding swords. Like, plastic swords and stuff. And uh, the backdrop of the photo, like, area was uh, like its back was to us, so we just see silhouettes of Carly and other people wielding blades against the flash. And I had to explain to Rachel, uh... internet irony humor.

Rachel: And perhaps you should explain to our listeners, in case, also, they're not familiar.

Griffin: There was a period of time there where, like these things do, just like... someone decide Carly Rae Jepsen needed a sword. And then, all of a sudden, there were petitions, and uh, y'know, fan arts, and protests.

Rachel: So it wasn't like you, where she like, put a sword in her mouth, and then everybody thought that was like, her thing?

Griffin: Well, she was... before she did her breakout hit, I believe off her second album, which was a title called 'Call Me Maybe,' she was a sword swallower in the circus.

Rachel: [laughs]

Griffin: Uh, but yeah, then one day, somebody threw her a plastic sword at one of her concerts, and she caught it in the air like Excalibur, and she was the Highlander, and there can be only one. Anyway.

Uh, we got some insider scoops from the Q&A, though. Uh, she's a real charmer, folks. She's been playing a lot of Catan with her crew on the bus. I'm into that. And also, she likes to read books.

Rachel: [laughs]

Griffin: You can print that, TMZ. Credit me, though.

Rachel: Did you know any of the musical artists she listed? Because I felt very embarrassed that I was not familiar. Except for Lykke Li.

Griffin: Uh, no, except for Lykke Li, which we saw in concert.

Rachel: But she announced several others that I have never heard of.

Griffin: Several other artists. I think there was one, but it has left my mind. Anyway, here's where things got surreal for me. And this is what I wanted to focus in on.

Rachel: I'm glad you are.

Griffin: We waited in this line to get our photo with, and actually like, meet Carly. And we were in this line for 20 minutes, and panic started to set in in my heart. Um, and that panic led me to this like, full-blown, out of body, transcendental experience. It's like in, uh, Doctor Strange, when Tilda Swinton punches you in the chest, and your soul goes flying backwards out of your body, and you can see the curvature in the earth, and the raw tapestry of time that I have spent upon it.

Rachel: [laughs]

Griffin: Um, we're standing in this line, and I am trying to think of something good to say when we meet Carly. Trying to think of something... I guess memorable. Something that is going to be beneficial to all parties involved in the exchange.

Rachel: Did you—let me ask about this, because I don't have this instinct. Did you think that if you said a certain combination of words, she would look at you in a meaningful way and say, "Thank you so much for sharing that with me."

Griffin: I don't—here's what's wild. While I was in this headspace, I wasn't thinking of the end result, and I certainly wasn't thinking of anything that would benefit her in the end of the exchange, right? It is inherently like, kind of a weird...

I want to say this. I want to preface this. Like, we do get recognized, like, more often when we're at cons or something. It'll happen sometimes here in Austin, because we live here, and there's a bunch of fans who live here. And like, when that happens, like, I am always cool to say hey and chat and meet folks. Uh, most of the time, no matter what.

Rachel: You're very friendly.

Griffin: I try to be, unless I'm like, hanging out with Henry. Like, I don't want to take pictures or anything like that. Like, obviously, that's gonna take precedent. And if I'm like, late for a flight or a panel if I'm at a convention, like, sometimes I've had to like, run away. But like, I'm always down to talk and say hey, because I'm genuinely like, super grateful for the life that our fans allow us to live. Or lead. Not live. Our fans haven't killed us yet.

Rachel: [laughs] That too.

Griffin: But, there are things that people... can say to me during those exchanges, that make me like, a little bit uncomfortable. And it's never anything like, especially sinister. But it's this idea of them like, generating... [sighs] Like, scripting out something charming and memorable to say to a person they admire.

Rachel: And then you were in that exact same position.

Griffin: Right. And what it made me realize is like... at the end of the day, when you are doing that, to anybody, um, and y'know, most commonly, like, a person that you recognize from whatever, and have this impulse to like, want to impress or be memorable or charm or whatever, like... when you're scripting out that thing to say in that way, you are not treating the other person like a human being. Right?

There is something inherently dehumanizing about like... I can't talk to you like a human, so instead, I'm going to, uh, y'know... try and land some sick joke or something.

Rachel: Well, it's so condensed, right? Like, part of it is that you think, "Maybe I will never see this person again. I only have the opportunity to say a few sentences. So I want to capture everything I've always wanted in this two second exchange." Y'know?

Griffin: Sure. Again, this is not me... I swear to god, this is not me like, knocking our fans, right? This doesn't happen that often, and when it does, like, it doesn't really bother me that much. But it's like, the thing... in that exchange, the thing I feel best about is earnest like, conversation about like, y'know... "I like your stuff."

"Oh, thanks! Tell me a little bit about yourself. Oh, cool, cool."

Like you would talk to a person. Like you would talk to another person.

Uh, and there's a way to be memorable and charming and funny while you do that. But I do not think it's possible, when you start the approach from where I was at in that line for 20 minutes, which is like... "What's a good fuckin'... oh, what's a good cold open here?" And that's—

Rachel: Griffin really did test out like a dozen things.

Griffin: I throws a bunch of stuff at Rachel, and she kept saying, "No, don't, no." And I was like, "Well, what am I supposed to say? Like, hey, I'm

a huge fan of your work and I'm really excited to meet you?" And she was like, "Yeah."

Rachel: Yes. [laughs]

Griffin: "Say that." And so, that's what we did, and she gave us both hugs, and we took a great picture with her.

Rachel: I sincerely went in for the handshake, just not even thinking about it.

Griffin: You did. She juked you.

Rachel: And when she gave me the hug, I felt like, "Oh, I don't deserve this."

Griffin: She fuckin' stiff armed you. Got you wrapped up in a big hug.

Rachel: [laughs]

Griffin: I'm trying not to be preachy here. I genuinely—it just was this moment of weird like...

Rachel: Also, there was a point where like, when I went to pose for a photo with her, and like, my hand kind of brushed her lower back, 'cause I was trying to position—

Griffin: There nothing you can do about—yeah.

Rachel: I just felt like, "Oh god, I'm blowing it." [laughs]

Griffin: [laughs] Meeting a—having a positive celeb experience is amazing, and this moment that I specifically had... 'cause it's been a while since like, I've had an experience like this, where I had been in this place that I... y'know, I had obviously met a lot of—I'm not saying I'm Carly Rae Jepsen, either.

Rachel: [laughs]

Griffin: But I have met a lot of people who are like, super excited to meet me. And it was just this weird like, we're all in this fuckin' together, man. Like, we're all... we're all folks, and we all have the same impulses when it comes to these like, really tense anxiety-causing experiences, 'cause holy shit, mine was through the roof.

Uh, and I just felt so... I felt a oneness with the rest of humanity in that moment. And so, that is a big wonder for me.

Rachel: [laughs]

Griffin: What's your first thing?

Rachel: Uh, my first thing is community organizing.

Griffin: Community organizing. This seems like a fairly broad concept.

Rachel: Yeah.

Griffin: Okay.

Rachel: Yeah.

Griffin: So like, when I get all my Yu-Gi-Oh heads in Austin out, and we go meet up at the Long John Silver's.

Rachel: Do you know there's actually a definition of community organizing?

Griffin: Oh, is there really?

Rachel: Yeah.

Griffin: Okay, what is it? What is it?

Rachel: Uh, method of engaging and empowering people with the purpose of increasing the influence of groups, historically underrepresented in policies and decision making that affect their lives.

Griffin: Yeah, that's way more important than my Yu-Gi-Oh joke.

Rachel: No, I mean, we could keep going with Yu-Gi-Oh, though. How would you say that you and your Yu-Gi-Oh folks have gotten together to increase your influence and to change policy and decision making?

Griffin: Well, okay. Um... [sighs] We meet at the Long John Silver's.

Rachel: Uh-huh.

Griffin: There are these five cards that, if you play them all together, it forms like, this big killer robot that instantly wins the game.

Rachel: Uh-huh.

Griffin: And so, sometimes, I don't have all the cards. But when I meet up with everybody else, and they have the big, killer robot cards, and then we use them together...

Rachel: I was really hoping you'd tell me about changing the policies at Long John Silver's. [laughs]

Griffin: Well, also, they have a... [laughs] Yeah.

Rachel: In the basket, there are seven fish pieces. Sometimes there are eight. It is our policy that it become eight permanently.

Griffin: Permanently. We obviously much prefer it when it's eight. Obviously, also, they only let you play Yu-Gi-Oh in there without buying something for like an hour and a half before they do call the police on you.

Rachel: [laughs]

Griffin: And that's a policy I would like to change... Dennis. He's the manager at Long John Silver's.

Rachel: Mm-hmm. Uh, I want to give you an example of community organizing that I think has been particularly effective.

Griffin: Okay.

Rachel: Can I do that?

Griffin: Yeah.

Rachel: You heard of Moms Demand Action?

Griffin: Yes.

Rachel: Uh, it all started just because, uh, Shannon Watts, who was a mother of five and a former communications executive, got on Facebook in 2012 after the Sandy Hook tragedy, and had a message that all Americans can and should do more to reduce gun violence. And so, then, that Facebook group turned into this kind of online, grassroots movement that now has representation in all 50 states.

Griffin: That's wild. I listened to a Reply All about like, that happening. Not necessarily that group, but like, that idea of Facebook, like...

Rachel: Yeah.

Griffin: Not even Facebook groups sometimes, but Facebook events spiraling into these like, huge, huge, like, influential blocks.

Rachel: Mm-hmm. So, they... I mean, there's obviously no way to really classify this, but they say they have six million supporters, which I guess can take, y'know, a variety of forms. Either there are people that are active

in their state groups, or there's donors, or there's people that have, y'know, purchased merchandise.

Um, the great thing about this group, because it has become so state-focused and so social media focused is that they've been able to kind of accomplish a lot and rally a lot of support. So they have looked into specifically businesses that were allowing individuals to bring guns into the business, and then protested that, or spread awareness of it.

And so, through that, they have approached and been successful in removing guns from Starbucks, Chili's, Chipotle, Sonic, Target, Kroger, and Panera.

Griffin: That's all of them!

Rachel: Yeah. [laughs]

Griffin: That's every business!

Rachel: That's all the businesses in one.

Griffin: Wait, they didn't get Chili's.

Rachel: They didn't get Chili's?

Griffin: Right? Did you say Chili's?

Rachel: I did say Chili's.

Griffin: [yells] That's all of `em!

Rachel: [laughs]

Griffin: I thought you didn't say Chili's.

Rachel: No, I would always say Chili's. If Chili's is on a list, I'm gonna say Chili's.

Griffin: I love the deep, ironic love that Austinites have for... I occa—I am not a big Reddit user, but I will occasionally pop onto like, the Austin Subreddit to see if there's like, anything going on this weekend that I missed. And there's almost always a handful of posts from like, "I went to this exquisite southwestern place."

Rachel: Can I ask you, actually... this is a question that is maybe a culture question, but...

Griffin: Sure.

Rachel: In your head, is there a difference between Chili's and Applebee's?

Griffin: We didn't have a Chili's for a long time while I was growing up in Huntington.

Rachel: Mm-hmm.

Griffin: Applebee's—so, Applebee's for me is the fuckin' old dog, like... if I want to go get like, some uh, puddin' shooters and a steak with a fuckin', like... y'know, a whole roasted pig on top of it, and then also 65 appetizers for a dollar each, I'll go to Appeti—App—see, I call it Appletizersbee's.

Rachel: [laughing]

Griffin: I go to Appletizersbee's. But if I want to have a true, southwestern experience... a true—

Rachel: Oh, that's a good point.

Griffin: Then I'll go to Chili's.

Rachel: Chili's is more of a southwestern vibe.

Griffin: Yeah, man.

Rachel: [laughs] We take it for granted, because we live in the southwest.

Griffin: Yeah, sure.

Rachel: But for our friends that are not in the southwest, Chili's is what connects them to us.

Griffin: Yeah. Can't throw a basketball down a hill without hittin' a Chili's.

Rachel: Unless you're in West Virginia.

Griffin: In which case, there is no basketball. You can throw no distance, unless you can cross state lines.

Rachel: Can I talk more about Moms Demand Action?

Griffin: Of course. I can't believe you let me talk about Chili's that long!

Rachel: [laughs] You know how I am!

Griffin: It's up to you—listen, it's up to you—when we're talking about something serious, it is up to you...

Rachel: [laughing]

Griffin: To keep your hand on the rudder, okay?

Rachel: You're right. [laughing] Uh, so, this group has gotten together, not just to go against our beloved Chili's, but to look at political action. Whether it's candidates, or particular bills that they want to support actions against gun violence.

So in 2018, they worked together to help 20 states pass stronger gun laws, with nine signed into law by Republican governors at the time. They passed red flag laws, which are laws that temporarily remove firearms from people believed to be at high risk of harming themselves, and they have... they have seen that uh, of the Moms Demand Action supporters, that many of them have moved onto local and federal office.

Griffin: Oh, wow!

Rachel: Yeah. Uh, so just recently, this came up. They were in D.C. for their national conference when the shooting in El Paso happened. And so, two thousand people were in town for that conference, so they just all got up and marched, like, immediately, because they were all in the location already.

Griffin: Wow.

Rachel: So I just... I find it—I find it really inspiring that this group of people that felt largely powerless, but had kind of a huge stake in the outcome, y'know... I mean, obviously, they're welcoming anybody to march with them, or protest with them.

But this idea that, y'know, as a result of Sandy Hook, you feel this kind of immediate terror and responsibility for the lives of your children, and to work together with other moms to kind of do the best you can to protect them is so admirable, and so inspiring, and really makes times like this more bearable, to know that there are people out there that are working together, and that you have an opportunity in your state—

Griffin: That's the—yeah.

Rachel: --to do the same.

Griffin: That's the thing, like... it would be not great if it was just a salve, and you're like, "Ooh, okay. Glad somebody's taking care of this."

Rachel: Yeah.

Griffin: But the fact that it's like, accessible... There's a few groups that are doing, like, good, good work in that regard.

Rachel: Yeah! So, I wanted to talk about it because they have representation in every state. So if you're in a position, y'know, where you want to do something, you don't have to start from scratch.

Griffin: Yeah.

Rachel: Y'know, there is a group of people that are already working together, and have become quite powerful. So I just wanted to bring that up, because it was helpful to me to kind of know that that is available, and that there are people doing the work, and that there's an opportunity for me to help out that group.

Griffin: Yeah. Um, so... should we do like one last Chili's joke as a sort of buffer?

Rachel: Ohh, yeah. I mean, there's something about quesadillas...

Griffin: [sung in a low, gravelly voice] Iiiiiiii... want my baby back, baby back, baby back...

Rachel: Oh.

Griffin: [sung in a low, gravelly voice] Riiibs! Chiiii's, baby back riiibs.

Rachel: Griffin, you could do so much better. I'm not...

Griffin: [in a deep, gravelly voice] Barbecue saaauuce...

Rachel: I'm not really sure—

Griffin: I'm trying to see how low I can do it!

Rachel: Oh, okay.

Griffin: [in a very deep voice] Chiiii's!

Rachel: [laughs]

Griffin: Can I please? [in a very deep voice, but no lower than before] Chiiii's baby back riiibs. Barbecue saaauce. [bursts into laughter]

Rachel: [laughs]

Griffin: [laughing] Did I steal you away? That was so low! Did you hear how low it was?

Rachel: You know listeners are gonna think you just altered that with your fancy software.

Griffin: I didn't alter that! Rachel, tell them! Tell them I didn't!

Rachel: It was real. He really did it.

Griffin: It was real! Damn! Holy shit, babe, I didn't know I could do that!

Rachel: You're very talented. [laughing]

Griffin: Oh my god! I'm gonna join an a cappella group tonight!

[music plays]

Griffin: Uh, okay, we have sponsors. And we need to get really serious and not talk about my low voice. God, I hope Chili's is one of them. Let me check, let me check, let me check... no. But the first one is Third Love, if you want to tell me all about that.

Rachel: I would love to.

Griffin: Uh, three times? [laughs]

Rachel: Yes. [laughs]

Griffin: No.

Rachel: Uh, Third Love... they sell the bras. Have you heard of bras?

Griffin: Yeah, man. It's underwear, but up top.

Rachel: [laughs] So uh, Third Love uses data points generated by millions of women who have taken their fit finder quiz to design bras with breast size and shape in mind for a perfect fit, premium feel. To find your fit with Third Love's fit finder quiz, answer a few simple questions to find your perfect fit in 60 seconds.

Griffin: Ooh! Sounds like a race.

Rachel: And then, this is easy to remember, because every customer has 60 days to wear it, wash it, and put it to the test. If you don't love it, return it for free.

Griffin: And when you do that, they'll donate it to a woman in need.

Rachel: Yeah.

Griffin: I think that's really nice.

Rachel: That is really nice. So go to ThirdLove.com/Wonderful now to find your perfect fitting bra, and get 15% off your first purchase. That's ThirdLove.com/Wonderful for 15% off today.

Griffin: Do you know how hard hiring used to be? Do you remember? '90s kids remember this. It was really hard to hire people back in the day.

Rachel: [laughs] You used to like, look in the newspaper and then wait for the like—

Griffin: Ugh!

Rachel: For the papers to arrive in the mail.

Griffin: I was looking for an assistant at TCBY where I worked, slingin' that gurt, and I was trying to hire, y'know, a professional assistant. A business assistant for that role.

Rachel: To do what exactly?

Griffin: Help.

Rachel: Just help with the... what?

Griffin: Me.

Rachel: As you did what?

Griffin: Sling the yurt.

Rachel: Okay. [laughs]

Griffin: [laughs]

Rachel: Please continue. [laughing]

Griffin: [laughing] People would come in and be like, "What's it stand for?" And I'd say, "The country's best *yurt*."

Rachel: [laughing]

Griffin: So anyway, now it's easy, because of Zip Recruit. Oh—there goes Rachel. It's easy now because of Zip Recruiter. You send out your thing to

multiple job sites. It shows up, and you get a bunch of resumes in that people send in along with their application. Uh, it's so easy. You just go to one place to get it done, and it goes out to over a hundred of the leading job boards on the internet.

They use powerful matching technology, it scans thousands of resumes to find people with the right experience and have them apply to your job. And it's so effective, that four out of five employers who post on Zip Recruiter get a quality candidate through the site within the first day.

So right now, our listeners can try Zip Recruiter for free at this web address: ZipRecruiter.com/Wonderful. That's ZipRecruiter.com/Wonderful. Zip Recruiter: The smartest way to hire.

Rachel: Can I share a personal message with you?

Griffin: Uh, from you?

Rachel: I like to keep those off air.

Griffin: Oh! She really does, folks.

Rachel: [laughs] What does that mean?

Griffin: I mean, you said it.

Rachel: This message is for Kiddo. It is from Brighton. "Happy birthday, Kiddo! Remember when you said it would be crazy if I got you a jumbotron and laughed? Joke's on you! I love you so much. You're my hero and my favorite person. Thanks for being my best friend since day one. Here's to another year of mall crawls, hand clapping games, six hour phone calls, and eating ice cream out of the carton."

Griffin: [sighs] Oh, boy. I remember six hour phone calls while playing clapping games.

Rachel: Have you ever talked on the phone for a long time?

Griffin: Yeah. I mean, everybody did, I imagine. Uh, if you were courting in primary school...

Rachel: Primary school? [laughs]

Griffin: Yeah.

Rachel: When you were ten?

Griffin: Doesn't primary include... I don't know. When you're in middle school, high school, and you got a beau. Or just a buddy. Or a pen pal.

Rachel: Mm-hmm.

Griffin: Or a, uh... youth pastor who you, y'know, are a fan of.

Rachel: Or Mrs. Claus.

Griffin: Or Mrs. Claus. [laughs]

Rachel: Patty...

Griffin: Patty indeed. I got a message here. This one's for Lauren, Ames, Ashley, Biz, and Leslie. It's from Sarah, who says, "I would've gotten on the McElroy train much earlier if I had known it would lead me to people like you. We come from such different backgrounds, but you're all kind and generous and supportive and fun, and I think you're wonderful. I can't wait to see you at our next McEl-Weekend. P.S. I'm going to keep using that word until it catches on."

Rachel: [laughs]

Griffin: What do you think that means...?

Rachel: I... I imagine they all get together in the spirit of McElroys for a weekend time period?

Griffin: Ohh. I see.

Rachel: Maybe listen to some programs, and...

Griffin: Ohh. They eat, uh...

Rachel: Eat a banana with the peel still on?

Griffin: Funny, funny, funnyyy.

Rachel: [laughs]

Griffin: And they eat some nachos, and then they are all on the toilet, and they go to bed at 8:30.

Rachel: That's... [laughing] That's it. And then watch Shark Tank.

[music plays]

Justin: Hi, everybody. My name is Justin McElroy.

Sydnee: I'm Sydnee McElroy.

Justin: We're both doctors, and—

Sydnee: No, just me.

Justin: Okay, well, Sydnee's a doctor, and I'm a medical enthusiast. And we create Sawbones, a marital tour of misguided medicine.

Sydnee: Every week, I dig through the annals of medical history to bring you the wildest, grossest, sometimes dumbest tales of ways we've tried to treat people throughout history.

Justin: Lately, we do a lot of modern fake medicine, because everything's a disaster. But it's slightly less of a disaster every Friday, right here on MaximumFun.org, as we bring you Sawbones, a marital tour of misguided medicine. And remember...

Sydnee: Don't drill a hole in your head.

Griffin: I'm gonna do my second thing now.

Rachel: Okay.

Griffin: I'm gonna keep it a lot briefer, 'cause I feel like i went pretty, um... pretty deep in the paint with Carly.

Rachel: You got real detailed on Ms. Jepsen.

Griffin: Uh, shag carpeting.

Rachel: Whoa!

Griffin: Yeah, whoa, indeed. Shag carpeting is the, in my opinion, the single best surface to touch with your skin. Other than like, y'know... baby skin's nice. Nice, smooth, soft. Um, the skin of a lover.

Rachel: The skin of a lover. How did I know you were going to say those words exactly? [laughs]

Griffin: 'Cause we've been together for a long time.

Rachel: Um, what makes something so...

Griffin: You want to know what shag carpeting is?

Rachel: At what length does it become shag, I guess?

Griffin: So, shag is defined by its deep pile, which I didn't—I learned a lot about carpets today.

Rachel: [laughs]

Griffin: Did you know what the pile is?

Rachel: I mean, I thought it was kind of like thread count, almost. Like the density of the...

Griffin: It's just whatever is on top of the backing of the carpet is the pile.

Rachel: Okay.

Griffin: And so, if it's a, y'know, a thick, deep, fluffy pile... and the big thing that makes it shag is that the material, uh, typically, y'know, wool or whatever, is looped. So it's not just like, one single strand coming out of the backing. It's looped, which makes it...

Rachel: Ohh.

Griffin: It gives a little bit more sink. Gives a little bit more softness to it.

Rachel: I always thought shag carpeting had to be like, super long. Like, two inch long, like...

Griffin: I mean, it is, historically, pretty long stuff. In our... we have like a playroom in our house that has this huge ten by ten shag rug. This big, dark blue shag rug. And man...

Rachel: Oh, it's awesome.

Griffin: I could just lay on the floor all day on that thing.

Rachel: [laughing] Griffin and I... it's funny, something about when we enter that room, we're both immediately on the floor.

Griffin: It's like our bones disappear. Well, I mean, we get very tired trying to keep our son entertained, and so, we'll go in his playroom, and we will sit in this soft, beautiful bed of blue comfort, and just instantly, y'know, we just melt right into it. And it's so nice.

Rachel: We put a little plastic slide in there, and so, Henry just goes down the slide over and over again, and we just lay on the floor and watch him.

Griffin: Good job, son.

Rachel: [laughing]

Griffin: Stay safe. It's just like this freshly cut, soft, loamy, blue grass. It's so good. I don't sit on the floor. I'm not like a person who enjoys sitting on the floor, but there's no chairs required on this big shag rug. Uh, and I like it. Our friends had shag in their basement growing up, and I remember just like, being so cozy and comfy when I was down there barefoot. Uh, I became a real basement dweller.

So, I found some info from our friends at Floor Coverings International of Orange County, New York.

Rachel: Oh, how's Jim doing?

Griffin: Jim's doing great. He's doing an exposé on linoleum.

Rachel: Did Julie come out okay from the procedure she was having done?

Griffin: When Julie had to get the linoleum removed from her head... skull?

Rachel: [laughing] Uh-huh.

Griffin: Yeah, she came out great.

Rachel: Okay, good.

Griffin: It went really good.

Rachel: I love those folks.

Griffin: Yeah, they're good. It's a shame what happened to Julie, but that's why it's good that Jim's doing this exposé, isn't it? Too many—we've lost too many of our best and brightest minds in the carpeting industry to the dangerous flooring material that I call linoleum, which I've hated my whole life.

Uh, so, shag.

Rachel: [laughing]

Griffin: Peaked in the '60s and '70s, when hippies needed a surface to lay down on as they, y'know, did drugs and partied and did a lot of, from what I understand, a lot of kissing.

Rachel: Ooh.

Griffin: Heavy petting, and all that kind of stuff.

Rachel: How do you spin a bottle on shag carpeting, I wonder?

Griffin: Yeah, I don't know. But I bet the shag soaked up the 'ganj' smell real nice. Uh, but, before then, it was a thing, like, reaching into ancient history. There's a lot of different cultures that have had, uh, y'know, big, shaggy, soft surfaces to stand on. One of the earliest examples of it is the flokati rugs of ancient Greece, which were constructed from long strands of woven goat hair. Uh, which I don't know how soft goat hair is.

Rachel: I don't think it's very soft. I mean, you've pet a goat before, right?

Griffin: I've pet a goat before, and it... yeah.

Rachel: Pretty coarse.

Griffin: Pretty coarse. It had other things. It had other qualities I admired. Um, so, in the '80s, like, shag was thought of as being like... y'know, tired and passé. Um, and it didn't help that like, the common colors for shag back then were like, gross green, brown, like, uh, y'know, hard to accessorize colors.

Rachel: Yeah, we had a lot of like, orange and orange-brown in our house.

Griffin: Yeah. But now, it's actually coming back, and is sort of a contemporary style. The big thing that is sort of shag-inspired is—and I might mispronounce this—frieze carpet? F-R-I-E-Z-E carpet? Which is actually what I think we have. Like, what we are currently, uh, is underneath us right now.

And in that, instead of having like, these loops, the material is twisted so much that it curls back on itself, rather than being stitched into a loop. And it's soft like shag. It's not quite as deep, but that's like, the hip, contemporary style of flooring.

Rachel: People, when they come over to our house, they always compliment our carpeting.

Griffin: Because it's soft as hell. It's really, really nice, and it's wild, like... we're very close to shag. Like, it's shagadelic here, baybee.

Rachel: Noo. Nooo.

Griffin: I promise that's the only one. I promise that's the only one.

Rachel: Okay.

Griffin: Um, two drawbacks to shag, 'cause I'll be—y'know, we gotta be fair and balanced here.

Rachel: Does it... does it make you horny?

Griffin: Uh, baby?

Rachel: [laughing]

Griffin: You're about to open Pandora's box.

Rachel: No!

Griffin: And that's not my box, baybee.

Rachel: Noo!

Griffin: Yeah, see?

Rachel: It's happening!

Griffin: Uh, they are... shag carpet is a nightmare to maintain, and maintain correctly. This is from our friends at Floor Coverings International of Orange County, New York.

"Shag rugs must be vacuumed once a week, as well as deep cleaned frequently. To deep clean a shag carpet, take the hose of your vacuum to suck up the dirt and grime in the corners and under the furniture about every three to six months. Clean your carpet with a steam cleaner, allowing the carpet to be shampooed without flooding and ruining the room."

Rachel: Oh, we should do that, huh?

Griffin: Yeah. Not a fuckin' chance, guys.

Rachel: [laughing]

Griffin: Not a chance. Uh, drawback two, and this is the last drawback. Uh, I was doing some modifications to a couple Joycons, slapping the hot lil' atomic purple skin on `em.

Rachel: Oh, did you lose some soldiers?

Griffin: I dropped one screw, like, this microscopic, tri-wing screw, and it took me 45 whole minutes to find it... under my chair. Like, it was under my chair. I knew where it was in a one by one foot radius, and it took me 45 fucking minutes to find it. It was a nightmare.

Rachel: It's a real Honey I Shrank the Kids situation.

Griffin: It was. If those kids got stuck in this carpet, game over, man. No chance. No chance. What's your second thing?

Rachel: My second thing, and I'm excited to talk about this for the seven people listening that might also know what I'm talking about.

Griffin: I'm excited to hear you talk about it.

Rachel: There was a game in 1985 called Little Computer People.

Griffin: I had heard of this game, just through osmosis.

Rachel: Or potentially, House on a Disc, depending on...

Griffin: Interesting.

Rachel: There were two names for it.

Griffin: Was it like an international... like it had a different name?

Rachel: Yes.

Griffin: Okay. Which one is better? Little Computer People is way better. House on a Disc could be anything.

Rachel: Well, yeah. So, Little Computer People really gets at the mythology of it.

Griffin: Right, yeah. The mythology's so great. This game is so wild.

Rachel: So, before there was the Sims...

Griffin: Right.

Rachel: And even before there was Tamagotchi, if you wanted to take care of a little creature in a game, you could find it in Little Computer People.

Griffin: I love that it didn't start with like, you're taking care of a little virtual monster... you're taking care of a guy.

Rachel: Yeah, like a guy.

Griffin: There's just a guy in there. You gotta take care of him.

Rachel: It took me forever to find this game, because what I didn't realize at the time is that each disc you would buy of this game for your Commodore 64 had its own, like—the character had its own unique name.

Griffin: Huh.

Rachel: So ours was named Rob.

Griffin: [laughs]

Rachel: And so, for the longest time, I was looking for the game under 'Rob.'

Griffin: [laughing] I want to know about Rob's tiny house game.

Rachel: [laughing] I was like, "Computer man Rob typewriter piano shower."

Griffin: I bet you got some cool results with that heuristic.

Rachel: Uh, so, as I mentioned, this game was released in 1985. You were, as the player, a researcher. And so, the way that they presented the game, they sold it in this like, brochure, magazine-style packaging. And the idea was that these little people have been living in your computer from the very beginning. Uh, and they—they had made an astonishing discovery at Activision, and then you had a whole magazine all about like, here's how you find and connect with your people in your computer.

Griffin: That's so good!

Rachel: Mm-hmm. It was originally called Pet Person, which I think they decided... [laughing] Was a little confusing. Uh, so what it was... so, when the game loaded up, you entered your name, the date, and the time. And that allowed the game to address you in the real time of the year that you were playing.

Griffin: Right. This is 1985, too, so this is not like a common thing.

Rachel: It was always a male character that was assigned to you. Although, apparently, there was a Japanese version that came out in '87 where you could have a woman computer person.

Griffin: Okay.

Rachel: So, once you loaded the game, that was like... that was canon. Like, it saved to your disk, as this is your person, and this is your house, and all that.

Griffin: And what they looked like was also different, based on what the serial code of the disk was, right?

Rachel: Yeah. So it was like a three story house that you saw kind of a cross-section of, and I mean, it had like, a kitchen, living room, bedroom, like, upstairs attic space, like, bathroom... the whole thing. And he would just walk around the house, and you could type in there and instruct him to do things.

Griffin: Right. Actually, I watched this—when you said you were bringing this, I watched a let's play of it, and actually, for the first ten minutes, the guy shows up and like, looks around the house, and gets familiarized with his environment... and then he just fuckin' leaves before you can do anything with him. So it's like, this is a good game.

Rachel: [laughing] Yeah. The video I watched today, uh, was a person kind of playing it again, and he noted that the person left the house for like, five minutes. [laughs] Comes back with a dog.

Griffin: Yeah. I just got you this house, and you've already brought a pet into it. Cool.

Rachel: Um, but yeah, you could type in things like 'take a shower,' 'watch TV,' 'play the piano,' 'dance,' 'play a record,' um... and then he would do it.

Griffin: Right.

Rachel: What was tricky, though, is that he would only do things in certain parts of the house. So I remember this – he'd be downstairs on the bottom floor, and I'd be like, "Play the piano." And then, it would take him like, two minutes to walk up the stairs.

And sometimes, if you didn't type fast enough, he would be halfway downstairs before it would register your command. So I'd be like, "Play a record." And then he'd already be down in the kitchen, and then he'd like, slowly walk back up the stairs. [laughs]

Griffin: [laughs]

Rachel: But um, but yeah, so you would refill his little water jug, and you'd feed the dog, and you'd tell him to eat and sleep and all this stuff. And then, apparently – and this is what terrified me as a kid. So usually, you had a little smiley face. But if you stopped feeding him, um, or letting him sleep, his little smiley face would turn to a frowny face, and then he would turn green.

Griffin: Yeah.

Rachel: And then his little correspondence... so you could send him up to the typewriter, and ask him like, little questions, and he would send you a little message. And his message would be like, "Low on supplies."

Griffin: Dying, Rachel. Help me. Help, help, help. Skip school today. Play with me.

Rachel: Um, yeah. So that was a lot of responsibility for me. And sometimes, and they pointed this out in one of the let's plays that I was watching today, is that they think they were building a potential expansion.

Griffin: Yeah.

Rachel: Because a lot of times, in his little typewriter letters that he would write for you, he would say, like, "Really would like to have a party." Or like, "Really wanting a cat." And so I used to like, type in there, like, "Have party! Get cat!" [laughs]

Griffin: Get a cat!

Rachel: And he would never do it, and I always felt bad, and they were suggesting that maybe it was like...

Griffin: Ohh.

Rachel: If the game took off, you could buy some kind of expansion where it would allow you to do those things.

Griffin: Okay.

Rachel: But yeah, the game... I like, I loved it. But it also really kind of stressed me out, which is why I never got a Tamagotchi, because I just thought, like... I am feeling a tremendous amount of responsibility for this little computer person. And it is like, kind of making me anxious.

Griffin: [laughs] Uh, this reminded me of a game that we had that I just had to look up the name of, called Creatures. Did you ever play that one? Similar thing. You had these—

Rachel: Were they like, little monsters in eggs?

Griffin: Yes? I think so? But you could like, talk to them. You had to like, teach them how to talk and stuff like that. There was like a whole series of them. This reminded me of that.

Rachel: Yeah, we had that. I think once I loved Little Computer People so much, we got that one. Uh, we also got the little dogs. You could buy like, little dogs and cats for your computer screens. We did that, too.

Griffin: Oh yeah. Oh man. That was so good.

Rachel: Um, so within this game, they also had this weird kind of feature where you could ask him to play a game, and he would play poker, or uh, war, or anagrams with you.

Griffin: The three main games that there are.

Rachel: And so, the screen would change. He would sit down at the kitchen table with his cards, and the screen would change. Now, at this point, I had no idea how to play poker, so I was just pressing buttons. And then, sometimes, he would be like, "Nice job, Ace." And I'd be like, "Oh, I guess I did something I was supposed to do."

Griffin: [laughs] Okay, when you were a kid, were you like, bought into the meta narrative that this was like, an important soul inside of... 'cause this came out in '85, so you must've been like, pretty young when it dropped.

Rachel: Yeah. I mean, I definitely wasn't playing it when I was three. But uh, we had it. And I remember... I mean, I'm kind of that way with games, too. Like when Sims came out?

Griffin: Oh, yeah.

Rachel: I could never, like... light my Sims on fire or anything, y'know?

Griffin: Sure.

Rachel: As much as I understand, this is fictional and will not count against my permanent record, there is part of me that like, when I see people that are just like, "Oh yeah, y'know, I took all the doors out of the room, and so he's just gonna walk around in a circle until he dies." Like, I can't. I can't. That's too much.

Griffin: You're so special to me.

Rachel: It's too much. [laughing]

Griffin: Your heart is so special to me.

Rachel: [laughing] Um, so, yes. So the last thing, um, I'll say about it is that, unfortunately, the game didn't take off.

Griffin: No. Because it was, apparently, kind of a slow starter.

Rachel: But when Sims did come out, the creator kind of credited this as one of the games that inspired him to make it. Although, I don't know why it took him 15 years. [laughs]

Griffin: [laughs] Well, I mean... well, there was a lot of other stuff going on in the Sims. Uh, the guy who actually designed Little Computer People was a guy named David Crane, who made Pitfall.

Rachel: Oh, yeah, okay.

Griffin: Uh, before that. And...

Rachel: Yeah, they were citing him in the things I was reading. It talked about how it was Sam Nelson and David Crane, and I didn't have context for who either of those people were.

Griffin: David Crane also made, uh... he had a studio that I think only made... I don't know all the stuff they made, but they made an NES game called A Boy and his Blob that I loved, where you were a guy—it was like a platformer, and you were this boy who had this sentient, white blob that would chase you around, and you could feed him different flavors of jelly beans to make him transform into different shapes, that could like, do shit. So he could like, turn into a ladder or a trampoline. It was such a good game. And then like, I don't think they ever did anything else. Such a shame.

Rachel: So those of you that have recognized this game I'm talking about, congratulations. You are one of few. Um, and if you can't remember the name of this game, because yours had a different name than mine, apparently there were 256 names that could potentially come up.

Griffin: [gasps]

Rachel: And I went to this website that promised that, if you clicked on this link, you would download a list of all the names, and then I got scared and didn't do it.

Griffin: [laughs] You're such a good internet user!

Rachel: I was like, "Is this a virus? I'm not opening it."

Griffin: I'm so proud of you.

Rachel: [laughing]

Griffin: That's the right choice. Uh, can I tell you what our friends at home are talking about?

Rachel: Yes.

Griffin: Uh, they all said Little Computer People!

Rachel: [laughs]

Griffin: That's wild. Uh, let me see here... my font is just so small. Uh, Megan says, "I live in a town that's incredibly well-connected by bike paths. Nothing makes me happier than morning runs and bike rides, and getting to say good morning to all my neighbors I meet along the way. It makes me feel like a true part of the community." Just sounds like some Beauty and the Beast... [sings] Bonjour! Por que! How is your family?

Rachel: [laughs]

Griffin: I don't think that's how it goes. Uh, Diana says, "One of my favorite things right now is videos of people making things out of resin and other stuff. Combs in resin, pencils in resin, dried flowers in resin, wood in resin. They pour it into a mold, and when it's dry, they turn it on a lathe to shape and polish." Ooh! I love a good resin video.

Rachel: Yeah, we have been looking for some new videos, 'cause there's been a real slowdown in content.

Griffin: We're done with the Bon Appetite gourmet makes. We're doing with the Bomb Gardener art restoration. We've watched all the Kiwami Japan knife videos.

Rachel: Yeah, and now we're just kind of waiting.

Griffin: We are hard up.

Rachel: On pins and needles.

Griffin: Uh, we got one last one here from Taylor, who says, "It's wonderful when you get a can of soda from the freezer just before it gets to actually freeze. It's like the perfect slushy in a can." Playing a dangerous game, Taylor.

Rachel: Yes. This is... [laughs] This whole episode is about me being scared to do things. But I am definitely scared to put a can of soda in the freezer.

Griffin: Yeah. I mean, I haven't drank a can of soda in quite some time, but when I was a kid, like... I feel like I did it once, and it went pretty bad. And then I had to clean that up. And I said, "That's not worth it."

Rachel: People inevitably forget about that can.

Griffin: Yeah.

Rachel: And then it's all over for you.

Griffin: Instead, we would get those big glass, like, mugs that we would put in the freezer.

Rachel: Oh, that's nice.

Griffin: Ooh, haven't done that in a bit.

Rachel: Put a root beer in there.

Griffin: Damn. I used to put some stuff in a freezer, though.

Rachel: [laughs] Like what?

Griffin: That was not foo—I don't know man, like cups. Uh, I guess just cups.

Rachel: That's wild. [laughs]

Griffin: It is wild. How much space did we have in that freezer? It wasn't— anyway. Uh, thank you all so much for listening. Thanks to bo en and Augustus for the use of our theme song, Money Won't Pay. You can find a link to that in the episode description. Uh, thanks to Maximum Fun.

Rachel: Oh, thank you Maximum Fun for hosting our show, and so many other great shows. You can go to MaximumFun.org, and new shows get added every day.

Griffin: Yeah. Uh, it's... y'know, it's a McElroy family show, but Sawbones, I really like. It's a good show. And Shmanners is a good show. They get touchy when you just say one of them without doing the other one. Y'know? It's like—

Rachel: And 'they' being your family?

Griffin: Yeah.

Rachel: [laughs]

Griffin: Those... [sighs]

Rachel: There's no way to end that.

Griffin: Mmm... uhh... wankers.

Rachel: Woof.

Griffin: Woof, you can't. You hate to see it. Anyway, thank you for listening. Thanks to um... the... farmers.

Rachel: Mm-hmm.

Griffin: Thanks to...

Rachel: The sun and the moon and the apple tree?

Griffin: Yep. They're doing it. They're locking it. They got it locked down.

Rachel: Is that how it goes?

Griffin: Uh, sun and the rain and the apple tree. The moon doesn't really factor into the apple growing process, but maybe that's why Johnny Appleseed was on some next level shit.

Rachel: [laughs]

Griffin: 'Cause he could plant stuff based on, y'know, the cycles. Anyway, bye.

Rachel: [laughing]

[theme music plays]

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Elliott: Have you ever watched a movie so bad you just needed to talk to somebody about it?

Dan: Well, here at The Flop House, we watch a mad movie, and then talk about it.

Stuart: Yeah, you don't have to do anything. We'll watch it, and we'll talk it. We do the hard work.

Dan: Featuring the beautiful vocal talents of Dan McCoy...

Stuart: Stuart Wellington...

Elliott: And me, America's rascal, Elliott Kalan.

Stuart: New episodes every other Saturday at MaximumFun.org, or wherever you get your podcasts, dude. Bye bye.

Elliott: Bye bye.

[music plays]