

Still Buffering 236: "Among Us"

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[theme music plays]

Raleigh: Hello, and welcome to *Still Buffering*: a cross-generational guide to the culture that made us. I am Raleigh Smirl.

Sydnee: I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Sydnee: Good morning, good morning. I hope you're both having a lovely morning.

Taylor: Yes.

Raleigh: Good morning.

Sydnee: And all of you at home, lovely—well, I don't know what time this'll be published.

Raleigh: [simultaneously] Whatever time of day it is.

Sydnee: So it might not be—it is morning now, but... uh—

Taylor: There are mornings still, I think.

Raleigh: I think. [laughs quietly]

Taylor: Time—time is, you know. But mornings exist, most places. [laughs quietly]

Sydnee: I'm not a morning person, so we could abolish the idea of mornings if we'd like to.

Raleigh: I would like to do that.

Sydnee: As part of 2020's, like, "Time has no meaning anymore," could we get rid of mornings? [laughs quietly]

Taylor: [laughs]

Raleigh: Yeah.

Taylor: It's just super late night. That's all that is.

Raleigh: Yeah. It's just really late at night right now.

Taylor: Yeah.

Sydnee: That's my time of day anyway, so... [laughs]

Raleigh: And in about 30 minutes it's gonna be afternoon. [laughs]

Sydnee: [laughs]

Taylor: [laughs]

Sydnee: Excellent. [laughs]

Raleigh: Good. We've done good work here. Thank you for listening. [holding back laughter] This has been *Still Buffering*.

Sydnee: We're done. This morning, Justin and Charlie—

Raleigh: Sorry, this what?

Sydnee: This, uh—this early—this late night—

Raleigh: Okay, thank you.

Sydnee: —this... final phase of... the—we're gonna have to come up with something else for it.

Raleigh: [laughs quietly]

Taylor: [laughs quietly]

Sydnee: Uh, night-dawn.

Taylor: Night-dawn! Oh, I like that.

Rileigh: Nigh-dawn.

Sydnee: Okay. This night-dawn—[laughs]

Rileigh: [laughs]

Sydnee: [crosstalk]

Taylor: That sounds like a name for an edgy video game that's set in space, but really is social commentary. [laughs quietly]

Sydnee: [through laughter] It does! [laughs] And maybe kinda sucks.

Taylor: [through laughter] Yeah.

Rileigh: [laughs]

Sydnee: Uh, this... so, Charlie and Justin always get up earlier than Cooper and I, and so then we have to go looking for them. Where are they hiding from us? They're not really hiding, but we have to go find them.

Taylor: That's scary! [laughs]

Sydnee: [laughs]

Taylor: Small people that are just somewhere in your house every morning?

Sydnee: Uh, yeah. Cooper comes in our room, by the way, most nights. Instead of, like, waking me up by talking to me, she just comes right up next to my face and slams both hands down on the bed as hard as she can.

Rileigh: [breathless laughter]

Sydnee: So...

Rileigh: I mean, it—it works.

Sydnee: She's a sociopath.

Taylor: Y—yes.

Rileigh: Yeah. [laughs]

Taylor: Maybe.

Sydnee: So, we went—we found them downstairs, and at night we leave the TV on downstairs with shows for the cat, 'cause she gets lonely otherwise.

Rileigh: [holding back laughter] Sure.

Taylor: Uhh... okay. Alright.

Sydnee: Is that bad?

Taylor: Well, it makes me very sad for the cat. Um...

Sydnee: Well, I mean, she could come visit with us, but she hates humans, so...

Rileigh: [laughs]

Taylor: [crosstalk]

Rileigh: She hates being touched. [laughs] And loved.

Sydnee: I try! I try—now on almost a daily basis I, like, try to get her to interact with me, and she won't let any of us touch her. Uh, but we do leave—we leave bird shows on, Tey.

Taylor: I was gonna ask, like, 'cause obviously if she doesn't like humans you can't leave human shows on for her, so bird shows—how—I have not had cable for a long time. You just have access to bird shows 24/7?

Sydnee: I don't know where Justin found it, but it's just a channel—

Rileigh: Probably YouTube.

Sydnee: —yeah, I bet it's just a YouTube of birds.

Taylor: Oh.

Sydnee: It's just, like, a—but it's like a forest scene. It's like a lovely little tree branch, and birds alight upon the branch and do their bird stuff, and then fly away, and new birds come. Um, and it's just that, and she loves it. She loves those birds.

Taylor: You gotta hook me up with that bird channel.

Sydnee: I—I'll—[laughs quietly] I'll find—

Raleigh: Taylor just wants to watch. [laughs]

Taylor: I also hate humans and love birds!

Raleigh: [laughs]

Sydnee: Well—so, Amelia, our cat, was watching it. And then Charlie and Cooper both saw it on the TV and just stopped and stood there in their little *Frozen* nightgowns, staring, mouths agape, at this bird show. Like, it instantly [laughs quietly] enchanted both of them.

Taylor: Aww yeah!

Raleigh: [laughs]

Sydnee: Yeah. And, like, now both my children and the cat are all sitting there just staring.

Taylor: [laughs]

Raleigh: [laughs]

Sydnee: Com—[laughs] I—[laughs] like, completely locked on this bird show! And I was like, "Well, this must—I mean... I didn't know it was so—wow, okay."

And so I'm sitting there and I'm thinking, like, "I wonder what they're thinking while they're watching this bird show, 'cause they're so into it." And all of a sudden Charlie goes, "I just saw that bird's butthole."

Rileigh: [wheezes]

Taylor: [laughs]

Sydnee: And then Cooper says, "[little kid voice] Yeah, there's another bird buttho!"

Rileigh: [laughs]

Taylor: Well...

Sydnee: So they proceeded to watch it and point out every time they saw what they were perceiving—

Rileigh: A bird butthole.

Sydnee: —as bird buttholes.

Taylor: That's... well, that's one way to watch—

Rileigh: [laughs]

Taylor: —content.

Sydnee: And finally I said, "Okay, enough. I can't with this anymore. We're going upstairs." [laughs quietly]

Taylor: How—how many—

Rileigh: I—go ahead.

Taylor: —how many shows does Charlie watch just for the random presence of a butthole, do you think?

Rileigh: Yes.

Sydnee: I don't know! But that's what she wa—I'm sitting here thinking, like, "Well, these girls really like these birds."

Raleigh: [laughs] Nope.

Sydnee: Nope. Just lookin' for butts.

Taylor: Aren't we all just lookin' for butts? Isn't that just...

Raleigh: Your children... I don't under—first, this morning they watch the bird show for the buttoles.

Sydnee: Mm-hmm.

Raleigh: Then I bring them cake pops—

Taylor: [laughs]

Raleigh: —that are vanilla cake with white chocolate. They are delicious. I bring them cake pops and—

Sydnee: And they look like snowmen.

Raleigh: —they look like snowmen. It's adorable, it's delicious. And both of them take a bite and spit it out like it's disgusting! [laughs] And I don't understand! I brought, like—what kind—what other person if you're like, "Please eat this cake pop at 10 in the morning," would be like, "[emphatically] No!" [laughs]

Sydnee: Here is the thing. I have never been a huge fan of cake pops, only because... I know how they're made.

Taylor: Just mushing up cake.

Sydnee: [laughs loudly]

Raleigh: [laughs loudly]

Taylor: And icing with your hand, and shaping it in a ball. It's the grossest process ever.

Rileigh: [holding back laughter] I guess that makes sense.

Sydnee: [holding back laughter] The first time I watched, like, "What is a cake pop?" And I saw someone make one I went, "Oh no." So it's like, "I love cake, but could you touch it more first?" [laughs]

Rileigh: Okay, now—

Sydnee: "I would like if you would touch my cake some more before I eat it." [laughs]

Rileigh: —to be fair, I don't know if this is—they were from Starbucks. I don't know if that's how Starbucks would make their cake pops.

Sydnee: Yeah, I have no idea. I don't know.

Rileigh: There's probably more of, like, a... I don't know.

Sydnee: [holding back laughter] A robot?! [laughs]

Rileigh: Yeah, there's probably a robot. Well, don't they, like, mix it up in, like, a stand—like, a big stand mixer type thing? They just mix it with the frosting and the cake and...

Sydnee: Well, you have to—

Rileigh: ... put it in little molds.

Sydnee: —I mean, you have to bake a cake, and then smush a cake up with icing.

Taylor: I think you have to—it has to be hands on, because you really gotta get it all mushed up in there. I don't think a stand mixer would do that.

Sydnee: I don't know know. But the thing is, Charlie and Cooper don't know that.

Rileigh: Right.

Sydnee: So, like, if they were grownups I could see 'cause, like, I've always had that thought.

Rileigh: Well, I—yeah.

Sydnee: Especially if somebody brings them to, like, an event and they're like, "I made you these cake pops."

Rileigh: [laughs]

Sydnee: It's like, "Oh, that's so sweet, you made something for me! But also, like, I'm looking at your hands and thinking about how much they touched that food I'm gonna put in my mouth."

Rileigh: You touched this cake so much.

Sydnee: You just really got all up in it. I mean, 'cause it—we touch baked goods. I'm not saying—like, I bake bread, I know I touch it. But I don't, like, get all up in it. [laughs]

Rileigh: Yeah.

Taylor: Yeah.

Sydnee: The way you have to with a cake pop.

Taylor: Yeah. Those are... I don't...

Sydnee: I mean, I'll eat 'em anyway, but I'm—[laughs]

Rileigh: Charlie and Cooper can't understand that concept.

Sydnee: No, they don't know that.

Taylor: And your children eat things off the floor, off of, like—

Rileigh: Yes.

Taylor: —they've—that's been hiding in the couch for, like, a couple weeks.

Sydnee: Cooper pulled something off of her foot the yesterday and ate it.

Rileigh: [laughs] Just ate it?

Sydnee: Mm-hmm. [laughs] It was awful.

Rileigh: [laughs]

Sydnee: [laughs]

Taylor: That's...

Rileigh: [laughs]

Taylor: I do want to say, Rileigh, you used the phrase that they just watch the bird show for the buttoles. That sounds like something that means something else. Like... you know, like "You can't see the forest for the trees"? "You can't see the bird show for the buttoles."

[all laugh]

Rileigh: You're just watchin' the bird show for the buttoles.

Taylor: [through laughter] So I—so I don't know what exactly that means, but I want to start using that as a phrase and just—just act like it means something that—it's just an old West Virginia thing. That's what we say, yeah.

Rileigh: That's what I was gonna say.

Sydnee: Oh, you can't see the bird hole—bird show for the buttoles.

Rileigh: There are all those, you know, southern phrases that you hear, like, you know, your parents and your grandparents use that you don't ever really know what they mean, but you know when you should use them. That's like that. You can just use it and say, you know, "My mom used to say it." [laughs quietly]

Sydnee: Well... [laughs quietly]

Rileigh: [laughs]

Sydnee: Uh, moving on from how gross my kids are...

[all laugh]

Taylor: I will—I am genuinely surprised that hand-squished moist little balls are not appealing to them, because that sounds right up their alley.

Raleigh: To be fair, they were delicious.

Sydnee: They were. I took a bite. They were quite good.

Taylor: [quietly] Maybe that was the problem.

Sydnee: [laughs quietly] They were too good.

Raleigh: Too good. [laughs quietly]

Sydnee: No, that's true.

Taylor: They weren't gross enough.

Sydnee: They weren't overly sweet.

Raleigh: Right.

Sydnee: Um... but that's not what we're gonna talk about.

Raleigh: No. [pauses] We're talking about *Among Us*.

Sydnee: Yeah, I had nothin'. I was—

Taylor: I was gonna say at this point, I forgot. [laughs]

Raleigh: I don't know how you would transition to that one. There's something there I could've come up with, but that's it. We're talking about *Among Us*, the video game. [laughs quietly] Um, this is a game, if you—I feel like it's been everywhere recently, so I feel like if you're on the internet at all, you've probably seen something about it. It actually came out two years ago, um, but for some reason has just had a resurgence in the past few months.

Um, basically you're just—you're playing as a little astronaut with all your friends, or with people online—if you don't have friends to play with, you can play with people online.

Taylor: [laughs]

Sydnee: [through laughter] If you don't have friends?!

Raleigh: If you don't have friends to play with!

Sydnee: Okay.

Raleigh: 'Cause, like, there are some times where I—like, none of my friends can play, or are busy, and I'm like, "Well, I really wanna play *Among Us*," so I play online.

Sydnee: Okay.

Raleigh: Um...

Sydnee: [laughs quietly]

Raleigh: ... but you're a little astronaut on a spaceship. If you're a crew mate, you're trying to get all your tasks done on this cruise ship—or on this [laughs quietly] spaceship.

Sydnee: [laughs]

Raleigh: [through laughter] Cruise ship? On this spaceship.

Sydnee: [laughs]

Raleigh: Like, putting wires together and destroying asteroids. But some of—some of you are imposters... among us. And you you're trying to kill everybody.

Sydnee: They're brutal murders, too.

Raleigh: Yeah, it just ends up with your little half body just layin' on the ground. [laughs] Um—

Sydnee: With, like, a bone sticking out.

Raleigh: Yeah. So it's—it's a lot like Werewolf. You just try to figure out which of your friends or family are lying to you and murdering you.

Sydnee: Yeah, you periodically stop and vote, and then whoever gets the most votes gets thrown off the spaceship, whether they were the imposter or not.

Raleigh: Yeah. Um, so I have been playing this now for the past few months to pass some time. I think that's probably why it's gotten so popular recently, is because you play it with your friends and you can, like, talk to them and, you know, interaction—

Sydnee: Even if you're not together.

Raleigh: Yeah, and you can do it all from home. Um, so you don't have to, like—you know, you can still be safe and stay in your home, but hang out with all your friends.

Sydnee: That makes sense. I was wondering—I assumed it came out recently, so that surprised me when you just said that. I didn't know it was an older game, but it does make sense that it would, you know...

Raleigh: Yeah.

Sydnee: Hit a resurgence now.

Raleigh: Um, so we played this game last night with us and Justin and our parents.

Sydnee: Mm-hmm.

Raleigh: In preparation for this episode.

Sydnee: Not the kids, 'cause I thought the murders seemed like a lot.

Raleigh: It would freak 'em out a little bit.

Taylor: Yeah.

Rileigh: Can you imagine if Meemee just came over to them [holding back laughter] and cut them in half, what Charlie would do?

Sydnee: Yeah, really. [laughs quietly]

Rileigh: [laughs]

Taylor: I mean it, frankly, was a little jarring for me, the first time that my father murdered me. I was like, "Oh, right! This is just gonna happen." [laughs quietly]

Sydnee: Dad was the imposter—

Taylor: [through laughter] "Oh yeah."

Sydnee: —all the time.

Rileigh: Yeah. Um, I want to know your all's thoughts, though, what you thought of the game, because Taylor, I know you had played very, like... like, very minimally before last night, and Sydnee I know you'd only played once.

Sydnee: Mm-hmm. I had only played one time, and actually the one time I had played, we were doing that livestream, and Justin was playing. I was just sort of... assisting? I didn't want to play too, because I didn't know if one of the kids would wake up or something, so I was just kind of, like, hanging out with him. So I hadn't actually controlled a character before.

Rileigh: Right. So, what did you all think?

Sydnee: Uh—go ahead, Tey.

Taylor: Oh, no. I, uh—I enjoy it. I mean, I [laughs quietly] feel similarly to it the way I feel about Werewolf, where I like trying to figure out who the imposter is. I like the tasks involved. I do not like being the imposter, 'cause it makes me feel bad. Um...

Rileigh: [laughs]

Taylor: ... but I understand that is part of the game. Uh, but it's a fun—it's a fun little game. It's creepy, too! I like the music, I like the—the little bit of gore that there is is pretty funny. Uh, yeah.

Sydnee: I, uh—I didn't like being the imposter, either. Um, and I kept getting frustrated, 'cause I was trying to just do my tasks, and people kept killing me.

Raleigh: Uh-huh.

Taylor: [laughs]

Sydnee: And that I found irritating. But no, I think it's a fun game. I like it. Um, I like that it has the task element so that you have something you can be doing, and I also like how you can use it as a cover story, because... it's something that, like, "Oh, I can—I can really quickly run around and memorize a few of these tasks and then refer to them every time, just in case I'm the imposter." And I liked being able to use that.

Raleigh: Yeah. I would like to say, though, even though both of you all have said you don't like being the imposter, both of you, when you were the imposter, were very good at it—

Taylor: [laughs]

Raleigh: —and sneaky about it, and also I think murdered me every single time.
[laughs]

Taylor: Yeah...

Sydnee: Yes. Yeah...

Taylor: Well, I got—I got you thrown out of the airlock once, but...

Raleigh: That's true.

Taylor: For my murders. [laughs]

Raleigh: I have the unfortunate, um... position in this game that I just like figuring out who it is, so I will talk a lot during the meetings, even if I am the

imposter, or even if I am not. But it does make me seem suspicious sometimes.
[laughs]

Taylor: Yeah.

Rileigh: Uh, but not as suspicious as our mother, perhaps, who I think intentionally makes people think she's the imposter [through laughter] when she's not!

Taylor: Mom has this crazy way of playing games like this, because it's the same in Werewolf too where she'd be like, "Maybe I'm the werewolf." And you'll be sitting there as the werewolf, like, "No, you're super not, but—but go ahead! [through laughter] Like—"

Rileigh: Yes!

Sydnee: No, she'll do that, but, like—yeah, that was always—she was doing that in the game. Like, "No, but we're a team trying to figure out—if you're not the imposter, then we're all sort of working together, those of us who are crew mates, to try to figure out who the imposter is. And if you're throwing me off... "

Taylor: [laughs]

Rileigh: I think my favorite was mom's reason one time. Sydnee was like, "Why were you chasing me? Like, it was like you were gonna kill me." And what'd she say? "I was chasing—"

Sydnee: She said she was chasing me.

Rileigh: "I *was* chasing you."

Sydnee: She said, "Well I don't think Sydnee is, because I was chasing her around for a while."

Rileigh: [laughs]

Taylor: Yeah!

Sydnee: And I was like, "I know! I was running from you 'cause I thought you might be the imposter and you were trying to kill me." And she was like, "But I chased you so then I could stop chasing you and you would see I wasn't."

Raleigh: And then we said, "Well, what tasks were you doing while you were chasing Sydnee?"

"Oh, you know. Finding things. Doin' tasks. You know." [laughs]

Taylor: Which sounds like for sure then you're the imposter, except she wasn't that time! [laughs]

Raleigh: Yeah.

Sydnee: And she was super chasing me! I ran through, like, the entire ship from her like, "Why—oh no, she must be the imposter! She's trying to kill me!"

Raleigh: Um... yeah.

Taylor: Mom is a pure agent of chaos in these games.

Raleigh: Yes. [laughs quietly]

Taylor: And that is a great person to have. You know, it never gets boring when mom is involved. [laughs]

Raleigh: I—I just enjoy that in these games, like Werewolf and like *Among Us*, it's gonna be different for every person who they play, just depending on, like, their personality. So, like, you're never gonna have everybody playing and everyone, you know, is, like, trying to figure out who the imposter is and not doing tasks and just chasing people around. Like, you're gonna have people like me, who just wanna do their tasks, and just wanna figure out who it is, and is okay with being killed because then I'm just a little ghost that can do my tasks.

Taylor: [laughs quietly]

Raleigh: Um...

Sydnee: Yeah, and you can get around faster when you're a ghost. [laughs]

Rileigh: Yeah! You can go through walls and—yeah. Um, but then you'll have people like—like dad, who are always the imposter, but somehow always manage to play, like, the "I don't know how to play" card. [laughs quietly]

Sydnee: Dad did frequently play that, and so it became impossible to tell, like, "Well, what tasks were you doing?" And he never really knew. Um... [laughs quietly]

Rileigh: Which I never knew if that was because he was because he was the imposter, or if that was because he just genuinely didn't know what he was supposed to be doing. [laughs]

Taylor: [crosstalk]

Sydnee: Right, yeah. No, I—

Taylor: The only key that I knew when it wasn't dad is if somebody did a sabotage, and I knew dad did not know how to do that.

Rileigh: Yeah. [laughs]

Taylor: So if sabotaged, like, "Well, dad's not the imposter this round." [laughs]

Rileigh: He also would—'cause we were all together and Taylor was on the phone with us, we all could hear each other. Um, so whenever someone would walk into the room with dad he would think everyone was the murderer, so he would always go, "[high pitched] Ah!"

Sydnee: [crosstalk] Run out of the room.

Rileigh: [through laughter] Whenever someone would walk into the same room as him.

Sydnee: Uh... mom, her strategy the few times she was the imposter was to murder people in plain sight.

Taylor: Yeah.

Rileigh: Yes.

Taylor: Yeah, there was no remorse there. That kill button would light up, and that was it.

Sydnee: Mm-hmm. And she kept saying, "Well, I was just gonna kill both of you." And we kept trying to explain to her that there is a period between your murders where you can't murder, and—but I, like—like, Raleigh, I watched her murder you. I was standing right next to you, and she came running up and murdered you, and then just stood there. And I was like...

Raleigh: Next to my body.

Sydnee: "Well... "

Raleigh: "Well, mom." [laughs]

Sydnee: "Well, mom."

Taylor: I walked into a room, and there was a dead body, and there was mom. I was like, "Well, you're not gonna—you haven't reported this, so... clearly... [laughs] you caused this."

Sydnee: [laughs]

Taylor: And she's like, "No, you didn't see it!" [laughs]

Raleigh: The very first time we played was just, like, a practice. But I was like, "But you know, you wanna keep secret whatever you are."

And mom is, like, starting to play, and I hear her go, "[quietly] Fake tasks... "

[all laugh]

Raleigh: "What—what?" And go "Okay, everybody. We figured it out."

Sydnee: Yeah, it was hard—it was really hard to feel like a real Sherlock moment there. Like—[laughs]

Raleigh: Yeah. [laughs]

Sydnee: When mom was the imposter you'd be like, "Well, I... figured it out, 'cause I... totally saw her do it, so."

Rileigh: It does make you just completely turn on everyone you love, though.

Taylor: Yeah.

Rileigh: It's like, I can't trust any of you, I don't want to be doing tasks with any of you, you all might kill me.

Sydnee: And Justin kept throwing us off, 'cause in the chat—

Rileigh: [laughs]

Sydnee: —he kept saying it was my dad, and I didn't know why he knew something I didn't know but I believed it.

Rileigh: And you knew dad couldn't read the chat, so he was just opening the chat and just going, "It's Tommy!" [laughs]

Taylor: Well, but the thing is, is he was right several times in a row, so that made me start trusting what Justin would say in the chat. And then he caused us to murder dad one of the few times that it wasn't dad. It was Justin, so he used that—he used that strategy effectively.

I discovered an effective strategy, because I didn't know that—I didn't know how to report bodies, and so when I was the imposter I would kill someone, but then I'd tap the screen and then report the body. And I did that twice, but it worked pretty well as a way to be like, "Oh, it certainly wouldn't be me! Why would I report my own dead body? Why would I do that? That would be crazy!"

Rileigh: Mm-hmm. Yeah.

Taylor: It was a good strategy.

Sydnee: I wanna talk more about, like, the game generally, and why it's taken off so much and what—you know, those kinds of elements. But before we do that...

Rileigh: Let's check the group message.

So, um, in *Among Us*, everyone's astronaut suits are all the same size, are all the same little—little guys. One size fits all. Except our colors and hats. Know what I mean?

Sydnee: And pets.

Rleigh: And pets, sure. But that should not describe your beauty routine. Each of us is unique! Like our hats, or like our colors, or like our little pets. [laughs quietly] And Function of Beauty gets that, but in real life.

Sydnee: Sure, sure.

Rleigh: [holding back laughter] They offer—Function of Beauty offers 100% custom solutions just for you. I use their hair products, their shampoo and conditioner, and it is so easy to get your personalized products. All you have to do is take a quick but thorough quiz and tell them a little about your hair goals, so answer questions like, "How long is your hair? What's the texture of your hair? What problems do you have?"

Like, I put in, you know, I have straight hair, but sometimes it gets really dry, so I need something to help with that. And then you can choose the color and fragrance you prefer, so mine is a lovely purple color that smells like lavender. It is very nice.

Um, and then Function of Beauty determines the right blend of ingredients, and bottles and ships your custom formula to order. And now, not only do they have these products for your hair, but they also have them for your skin. They have a brand new skincare line. It is the same quality and customization you expect, but now for your skincare routine.

So, they're still gonna be giving you your personalized, unique products that fit your skin needs, just like your hair needs. My hair has not been this soft, this moisturized, this shiny, uh, in a very long time since I started using Function of Beauty products. So, Tey, if our listeners also want to check them out, what should they do?

Taylor: They should go to functionofbeauty.com/buffering, take your hair quiz, and save 20% off your first hair care order. That's, again,

functionofbeauty.com/buffering. Let them know you heard about it from our show, and get 20% off your hair care order. Once again, functionofbeauty.com/buffering.

Sydnee: So, we're all looking for different ways, slightly new, different ways to celebrate the holiday season, 'cause this year looks a little different than it has in the past. And I have a unique way to celebrate the holidays, brought to you by Native. Have you considered making your armpits smell like candy canes?

Raleigh: [holding back laughter] I had not.

Taylor: I have! You know.

Raleigh: [laughs]

Sydnee: Well, now you can achieve that goal! Uh, it's the brand new holiday scent from Native, candy cane, and, you know, we love their products. We've all tried 'em out and have been using 'em for a while, and I was always a fan of the coconut scent, but you wanna change it up, you don't wanna—you know, it's kind of a summery, beachy scent. I need something new for the holidays, and they've got you covered. Um, they have ingredients that you've heard of, like coconut oil and shea butter. Native products are vegan. They're never tested on animals. And, um, you're—you know, for a lot of us, deodorant is part of our daily routine, and why not freshen it up, try something new, and something candy cane-scented.

Raleigh: Yeah.

Sydnee: It makes for a great gift option, too. All Native products are great stocking stuffers for everyone on your list, 'cause, uh... most of us wear deodorant, and who doesn't like to smell like...

Raleigh: The holidays.

Sydnee: ... the holidays! [laughs quietly] Like, "[sniffs] Is that a peppermint mocha? No. Oh, no."

Raleigh: "It's my armpits." [laughs]

Sydnee: "Those are my armpits." [laughs] So, Taylor, if our listeners want to check out Native and their brand new candy cane holiday scents, what should they do?

Taylor: Well, you can give the gift of Native by going to nativideo.com/buffering, or you could use promo code "buffering" at checkout and get 20% off your first order. Now, make sure you place those orders before December 7th to get your products in time for Christmas. One more time, that's nativideo.com/buffering, or you can use promo code "buffering" at checkout.

Raleigh: So, I want to get a little, uh... I want to get a little st—statistical, and—

Sydnee: Oh!

Taylor: Ooh!

Raleigh: —and factual about this game, a little bit.

Taylor: [singing quietly] Let's get statistical! Statistical, statistical!"

Raleigh: [laughs]

Sydnee: [singing quietly] Statistical! I'm gonna get statistical!

Taylor: [laughs]

Raleigh: Um, so this was developed—actually, inspired by the real games Mafia and Werewolf, and a few other similar games, um all the way back in 2018, and, uh—

Sydnee: [laughs] Which...

Taylor: So long ago!

Sydnee: ... was a million...

Raleigh: It was, like, a decade ago, I think. [laughs]

Sydnee: ... 25 minutes... 35 years ago.

Taylor: I was young then. [laughs quietly]

Rileigh: [laughs] It was first released as an Android and iOS game. Um, it usually only had about 30 to 50 players playing at one time when it first came out in 2018, and they—the team that made it at InnerSloth is the g—the, uh, team that made it, said they were just really bad at marketing.

Taylor: [laughs]

Rileigh: So that was why it didn't do very well. Then they released it on Steam later that year. Throughout the next few years in 2019, they started adding new maps, and then by this year they made it so the game is free on iPhones. You know, it was, what? Four dollars, then it was two dollars, and now it's free, so you can download it on your iPhone, iPad, for free. Um... but then it wasn't until June of this year and July of this year that a bunch of Twitch streamers and YouTubers started playing it, like they said, to keep contact with people they hadn't seen in a long time and hadn't talked to in a long time. Um, and now videos of people playing *Among Us* were viewed 4 billion times in September, and over 13 billion times in October.

Sydnee: And at least a couple billion of those times were by my children, I think.

Rileigh: Right. [laughs]

Sydnee: They—they really like those videos.

Rileigh: Yeah. I mean, like, that's the thing. I have never been one to watch a lot of, like, video game play through videos on YouTube. I don't—I mean, I find them entertaining. I don't see anything wrong with people making them, I just have never been one to watch them very frequently. But watching people play *Among Us* is like watching, like, a reality show. Like, there's fighting and there's drama and there's intrigue. There's just something about it—

Sydnee: And there's hats.

Rileigh: There's hats, there's just something about it that's just, like, I don't know, very chaotic in a video game to watch other people.

Sydnee: That's interesting. See, I don't—I never enjoy watching people play video games ever, much to the chagrin of my husband. I know that that is—that is a tragic twist of fate, that I am just one of those people where I have never, in person, on videos, or in any situation—like, either I'm playing them, or I'm in

another room doing something else. [laughs quietly] I never—[laughs quietly] I never wanna be watching someone else play. Um, but Charlie actually started telling us things about *Among Us*—

Raleigh: [laughs]

Sydnee: —before either of us had played it. And I was like, "What are you talking about? What is this—" I didn't even know—so I had to, like, look at pictures of it to make sure, like, "This isn't... this isn't, like, an inappropriate game... " And then I looked at pic—and I was like, "Well, these little guys look fine."

Raleigh: Yeah.

Taylor: [laughs]

Sydnee: Now that I've played it... [laughs quietly] I mean, there is the murder element, which is kind of intense. Um, but I think there are also, I guess, like, real life *Among Us*...

Raleigh: People have started doing this, like, trying to make real life versions of *Among Us*, like, make in person tasks, and you draw at the beginning to see who's the imposter and who's the crew mate and—

Sydnee: Yes.

Raleigh: —yeah.

Sydnee: I guess she has stumbled on these videos, and so perhaps has not actually witnessed—

Raleigh: The actual video game.

Sydnee: —or murders. [laughs]

Raleigh: Or the murders, sure.

Taylor: Like a tabletop game is what you're saying.

Rileigh: Uh, the ones I have seen, on TikTok at least and on YouTube were, like, in person, full size—like, everyone runs around a house or an outdoor, like, lawn—

Taylor: [laughs] Oh!

Rileigh: —and you set up different tasks, like, on one side, and then you have, like, a centralized area that's your emergency meeting area.

Sydnee: Yes.

Taylor: Oh, that would be—that's what I was hoping, but I could not believe that's what we were saying. That would be so much fun! Like—like an escape room, but, like, just murder? Yeah! Into it.

Sydnee: Yes. That is what—that is what Charlie had described to me, which sounds fun and cool. I will say, it kind of undermines the utility of this game in this time of quarantine. [laughs]

Taylor: Yeah, that's true.

Rileigh: Yeah.

Sydnee: [laughs]

Taylor: No. We can—we can LARP *Among Us* after the plague is gone. [laughs]

Rileigh: Sure.

Sydnee: Yes, exactly. She actually then watched, like, a tips and tricks video, and was telling me tips and tricks, and I was like, "Did you watch a whole video to tell you how to play a video game better that you've never played and you have no access to?"

Rileigh: Yeah.

Sydnee: "You can't play."

She was like, "[quietly] Yeah."

Taylor: I mean...

Sydnee: "Anyway, let me tell you a good trick." [laughs]

Taylor: [laughs]

Rileigh: And the tricks she had, I mean, were gaming strats. They work.

Taylor: What—what were her tricks?

Rileigh: She said one of 'em was you need to watch the task bar up at the top when someone is doing a task, and if it goes up, then they're a real crew mate and they're really doing a task, but it won't go up if they're faking a task.

Taylor: Hmm.

Rileigh: Which is true. Sometimes.

Sydnee: Which is true, although I don't know, in our game I didn't find that many people were faking tasks.

Rileigh: Well, I think part of that is... dad was imposter, like, 90% of the time, and I don't think dad knew where the tasks were enough to be able to fake them.

Sydnee: [laughs]

Rileigh: So he just kind of ran around waiting to kill people. [laughs]

Taylor: [laughs] The only time I could believe he was doing a task was when he would try to explain it to me, and it—it was like, "Well, I thought I was—I read the word wrong, and it said it was gonna scan my body, but I thought I was supposed to take a beaker somewhere, and there were no beakers."

Rileigh: [laughs]

Sydnee: [laughs]

Taylor: "So I just wandered around lookin' for a beaker."

And I'm like, "He was definitely—he's definitely not the imposter. [laughs] He is not—he is not a very good crew mate, but he is not gonna kill us."

Sydnee: That's what dad kept talking about, how little it was. [laughs]

Rileigh: Yeah.

Sydnee: How little everything is. You can't see it! [laughs]

Rileigh: He, uh—it was—it was stuff like that that made it so it was impossible for crew mates in our games to ever win, just by completing all of our tasks. That was never going to happen.

Taylor: Yeah.

Sydnee: Yeah.

Rileigh: I also think that every time mom or dad died, I don't know if they knew you could still keep doing tasks when you were a ghost, so they were just kind of flying around. Um, checkin' everything out, which is fun. Um... yeah.

Sydnee: I did complete all my tasks several times.

Rileigh: I did as well. Um, and that's my favorite part of the game, is completing all of my tasks. I find that very satisfying, and a lot of times that makes it—especially when I'm playing with, like, a full 10 people and there are two imposters, um, which is a whole other thing, so you have two people to worry about, um, it makes me seem very suspicious. I always run off by myself, but it's just because I wanna get all my tasks done!

Taylor: You just want a version of *Among Us* that's just all tasks, no imposters.

Rileigh: Yeah!

Taylor: Like, you just run around, you connect wires, you realign the navigational charts, and then you just all, like, high five each other at the end in your silly hats. That sounds nice!

Rileigh: Yeah. We all hang out in the cafeteria, just have a snack.

Sydnee: That's like *Among Us*, the *Animal Crossing* edition. [laughs]

Taylor: Yeah.

Raleigh: [laughs] That basically is Animal Crossing on a spaceship.

Sydnee: I was gonna say, there you go. [laughs] Uh, one thing when—so, when I played that time with Justin where I just sort of helped, people commented that we all talked too much.

Raleigh: Yeah.

Sydnee: Are there, like... I know they're not rule rules, 'cause, I mean, I think the rules of the game are just... I mean, you just play the game.

Raleigh: Yeah.

Sydnee: Like, vote, don't vote—whatever. But is that, like, a more? Is that a convention?

Raleigh: Yeah, the most, I would say, socially acceptable, like, most played version of the game is everyone—'cause usually you'd be, like, on a Discord call or something like that with everyone else, so they're just in your headphones, um, you would mute yourself so that no one can hear you while you're actually in the middle of a round, which makes it so, like, if you get killed and you gasp or, like, I don't know, someone else is near you, you don't say anything that anyone else can hear that would give anything away, and then you only talk during the actual meetings.

Taylor: Yeah.

Raleigh: Um, so that's, like, the most acceptable way to play socially, but you can also—I mean, you can do whatever you want.

Taylor: And when you're playing—the only other way that I've played, other than with you guys, is with just strangers. And that way, the only way that you're interacting is in the chat, which I think also adds—it adds a level of—of, I think, difficulty to it? You get way less information when it's just whatever anybody's willing to input into the chat. Uh, so I think that's—maybe that's the way that you can play it, that most people are playing it. So I was kind of—that was jarring for me when we started playing, we were all talking. I'm like, "Oh. It feels like we

should just be only using the chat, but that would definitely not make a very interesting livestream." [laughs]

Rileigh: Yeah.

Sydnee: Well, that was my thought for the livestream was that it's more fun if we're... talking, but...

Rileigh: Yeah. Every video I've watched of the game, they don't talk to each other while they're doing a round, but they do, like, verbally talk in an emergency meeting to figure out who it is.

Sydnee: Well, I think that, uh—I think it's more fun to talk the whole time.

Rileigh: I do too. I think that can be fun. 'Cause, you know, it—it adds a level to it.

Sydnee: I talked—even after I had been murdered and, like, nobody knew I'd been murdered and stuff, I still talked normally and just pretended.

Rileigh: Yeah. Um, there is another—not a version of the game. I should say, they were going to make a sequel when it got so popular, and then they decided, "Actually, we're just gonna take all the stuff we were gonna put in a sequel and just make it updates to the original one."

So now it's just, like, the same game from 2018, just constantly being updated, which is cool. Um, but there is a different version of the game where people will start the game, you know, you change your settings so the imposters can't see very well, and everything's kinda dark. You can change, like, your vision to see how far you can see. Um, and then the imposter announces themselves at the beginning of the game, says "I am the imposter."

Everyone else gets, like, a five second head start to run away and hide somewhere, or start doing their tasks somewhere, and then the imposter just runs around trying to find everybody and kill everybody before you finish your tasks, but you don't have emergency meetings, you don't stop. It's like hide and seek.

Sydnee: Yeah! We played that, but I didn't know what it meant when they said that's what we were playing, so it was very confusing to me at first. Like... how does this work?

Rileigh: Yeah. And you can talk the whole time, so it's very fun when, you know, you're the imposter and you're running around trying to find people and, like, you kill someone and you hear 'em yell and try to figure out where you are, and they yell when they pass you, and they can see you. Um, but yeah, it's pretty much just trying to finish all your tasks before everyone gets murdered.

Sydnee: It's really interesting, because I have not—since I have been introduced to it, playing it, I guess, sort of the wrong way—

Taylor: [laughs]

Rileigh: Sure. [laughs quietly]

Sydnee: —um, my—so I... what I likened it to immediately, as you said, was Werewolf, and that makes sense. It was inspired in part by Werewolf. One of the things that always stressed me out about Werewolf is that because there aren't tasks or anything like that really to do, a lot of it is just the sort of, like...

Rileigh: Lying.

Sydnee: Lying. [laughs quietly]

Rileigh: Yeah.

Sydnee: Convincing other people of things. And I would find it very, uh, stressful sometimes, and intense. Which, part of the reason why I'm not a huge game fan a lot of the times is, like, I want my social time to be very casual, and I don't wanna be "on."

Rileigh: Right.

Sydnee: And in Werewolf you have to—[laughs] you feel like you have to be "on." This is a game where I actually don't feel that way. Maybe it's because you can just kinda run around and do your tasks and not be in anybody's way, and so I didn't feel the need to be "on" as much, so I found it a more relaxing, enjoyable experience.

I don't know if I would feel that way if I had to be silent the whole time.

Rileigh: Yeah.

Sydnee: I think my whole perception of the game would flip, and I don't think I would've enjoyed it as much.

Rileigh: Mm-hmm.

Taylor: Yeah.

Sydnee: That's interesting to think about. 'Cause, I mean, that's how most people, I think, have interacted with it, and that's not what I would prefer. But I just like to talk. [laughs]

Rileigh: Yeah. Um, I do think, though, that I also get stressed playing Werewolf, because I don't think I'm a very good liar. Like, I think I can probably come up with a convincing lie, but it's my, like, um... my verbalization of this lie and trying to come across as genuine that usually gets me not believed. Um, and ejected from the spaceship. But at least in *Among Us*, there's more of a strategy you can do to lie and to, like, make yourself blend in when you're the imposter. Um, you know, you also don't have to kill people. You can, like, sabotage things, and you can use the vents to follow people around so you have an alibi. It's not like a Werewolf where you just have to, like, lie.

Sydnee: That's the whole thing.

Rileigh: The whole time. The whole thing is lying. At least in *Among Us*—

Sydnee: It's a trial.

Rileigh: Yeah. There's also the game component, to where, like, even when I am the imposter, even though it stresses me out, I know at least a little bit of a strategy I can do to make it so, like, I'm less likely to get caught, and also have to lie as little as possible.

Sydnee: Mm-hmm.

Taylor: Yeah, these sorts of games always make me feel... kind of bad about myself? [laughs]

Raleigh: [laughs]

Taylor: Because Raleigh, as you pointed out earlier, I mean, Sydnee and I both were pretty adept at it. I'm good at these kinds of games, but that makes me feel like a bad person. Because it's, like, the confrontation of my desire to be good at things, but also to be, like, not viewed as a bad person are, like, butting heads. And I guess my desire to be good at things [through laughter] wins out?

Sydnee: [laughs]

Taylor: [laughs] I just feel a little dirty!

Raleigh: Yeah. [laughs quietly] It's, uh—I noticed this last night, that dad was very similar. Dad ended up being pretty good at being the imposter by the end of it, 'cause he had been it so many times. There were a few times there at the end where I didn't know it was him, and he snuck past us. Um, and that was the same for you all every time. And I have found that I am somewhere in between mom and dad. I am not quite as good at dad at, you know, the... um, the impersonating that you all seem to have inherited from him.

Taylor: [laughs]

Raleigh: I am somewhere in between murdering in front of other people like mom, and being good at being imposter like dad. I just—like, there is a 50-50 chance if I am imposter, someone will catch me. But it always seems to be for a reason that someone should not know it's me. Like, there was a time I was imposter and no one had seen me kill anybody, no one had seen me vent. But I just ran up to where dad was to fake a task where he was so he would be my alibi, but he thought me running up behind him was me running to kill him! So he convinced everybody I was running to kill him, and I got ejected. Um, and I was the imposter, but that was not why. That always seems to happen to me.

Sydnee: Every time he'd see somebody in the room he'd go, "Ahh!"

Raleigh: Yeah. [laughs]

Sydnee: Um... [laughs] I—I've—mom's strategy, though, is kinda next level—

Raleigh: [laughs]

Sydnee: —in that—what mom realized, I think, subconsciously or consciously, is that she's not very good at lying in that context. Like, she's really not.

Raleigh: If you catch her she'll just start laughing. [laughs]

Sydnee: Yeah. And so... she thought, "Well, if it's always gonna seem like I'm lying badly, I'll just always be lying badly."

Raleigh: Mm-hmm.

Taylor: That's true.

Sydnee: And then you can't ever really tell. Because even when she's not the imposter, she seems like she's lying about it. So—I mean, that is... I guess, the 9th dimensional chess we've all been searching for this year.

Raleigh: Yeah. [laughs]

Sydnee: My m—our mom was playing it! [laughs] In *Among Us*.

Raleigh: Yeah. It is kind of a—it is a next level strategy. It's what—I've someone online, like, playing the game online call if you have two imposters, it's like third impostering. Where you're, like, also helping the imposters by drawing the attention away from them and to yourself, or to someone else, without knowing it. Where you're, like, you *are* a crew mate...

Sydnee: But you're d—you're unintentionally doing it?

Raleigh: You're unintentionally, like—you really think it's someone that's not the imposter—

Sydnee: Ohh.

Raleigh: —so you're pressuring everybody, like, "You gotta vote for this person." So you're helping the imposters, getting rid of one person. Or you're doing what mom does, and just making it seem like it's you all the time, so you get voted out and make it easier for the imposter to win.

Taylor: Well, 'cause there is—there's more of an ability to do that than Werewolf. 'Cause Werewolf, there is some kind of—there is that ability to prove who you are.

Sydnee: Yeah.

Taylor: Like, in certain ways. But there is really none of that in this. I mean, you can say, "Oh, I saw somebody doing a task," or "Oh, somebody had the chance to kill me and they didn't." But you can say that.

Raleigh: Yeah.

Sydnee: Yeah.

Taylor: It's just my word against yours. There's really no way to lock anything down. [laughs]

Raleigh: The only—yeah. The only way you really can is, there are some tasks called visual tasks where, like, if you're really doing it, then something on the screen will happen, even for anyone walking by. So, like, the medical scan. If you go to do it, like, someone walks by, you know, it'll see them scanning, so you know that person's a crew mate. But I always turn those off, just because then I feel like, you know... it takes a little bit of the fun of it if, like, "Oh, well I saw two people doing visual tasks, so I know it can't be them." And then if there's only six of us, then it, like, eliminates it, and takes a little bit of the suspense out of it, so.

Sydnee: I would never hang out in a room with one other person long enough to figure that out, unless my plan was just to murder them.

Raleigh: [through laughter] Sure, okay.

Taylor: I like to—when I murder, I like to do the run by murder. Like, if I have to go into a room and kill somebody, there's too much time involved in coming out. I just like to follow somebody and then just *kill*, and keep going. [laughs]

Sydnee: Yeah, that's what I did, too.

Raleigh: I like—

Sydnee: Leave 'em in a hallway. [laughs quietly]

Taylor: Yep! [laughs]

Raleigh: I like the buddy system. I like being with someone to do tasks when I'm not an imposter the whole time, so that, like, you know, I have someone to account for my location, everything. And there were a few times where I would pass Sydnee and, like, try to stop and wait for her to finish a task and then, like, try to follow her to wherever her next one was, and then she would just end up, like, running away from away, running in somewhere else or, like—

Sydnee: I assumed you were trying to kill me.

Raleigh: Yeah, no. Or, like, Taylor did the same thing. Trying to follow Taylor like, "Hey, let me be your buddy!" But no. No one wanted me to be their buddy!
[laughs quietly]

Taylor: [crosstalk] I just keep movin'. [laughs]

Raleigh: Thought I was gonna kill 'em. [laughs]

Taylor: I didn't know that was a strategy.

Raleigh: Yeah. [laughs]

Sydnee: I kept getting killed before I could finish my tasks, and that was very frustrating! [laughs] I just wanted, like—"Just let me finish this task, then you can murder me. It's fine."

Raleigh: I did feel bad. You were in O2 trying to do the leaf task that you were, like, you know, mumbling at your phone about 'cause you couldn't figure it out. And I was like, "[mumbling] Well, Sydnee is alone. I guess I could just... " and then I just killed you [through laughter] right in the middle of it!

Sydnee: [laughs] I couldn't figure out that stupid leaf thing! [laughs]

Taylor: I liked to—I liked to do the oxygen sabotage, [through laughter] and then go wait by one of the oxygen places, and then kill somebody who tries to come fix it.

Sydnee: [laughs]

Rileigh: It's—yeah!

Taylor: [through laughter] That's a good strategy!

Sydnee: That is a good strategy.

Rileigh: It is a good strategy to also just sit there, because then if I run by and I'm like, "Oh, Taylor's taking care of that one."

Taylor: [crosstalk]

Rileigh: "I'll go do the other one." But then no one ever takes care of the first one and we all die!

Taylor: Oops!

Rileigh: I think you and Justin both won by doing that at one point.

Sydnee: Yeah.

Taylor: Yeah.

Sydnee: That's probably one of the best strategies, honestly.

Rileigh: Yeah.

Sydnee: Yeah.

Rileigh: Yeah.

Sydnee: Especially with new players who aren't as familiar with, like, all of us, with the layout of the ship or, like, how to fix that problem. That was a good strategy.

Rileigh: I tried—man, I tried to sabotage the lights and turn 'em all off and then kill Sydnee when it was dark, and then go to the lights and help fix them so they were like, "Oh, well it's not gonna be Rileigh. Look, she helped fix the lights! And she was there, and she didn't kill any of us in the dark."

But, um... [holding back laughter] then Teylor asked during our meeting, "Can imposters fix lights? Can they, like, fix their own sabotages?"

Sydnee: And Rileigh enthusiastically says, "Yes!"

Rileigh: [laughs]

Teylor: [laughs] I was like, "Oh, so you!"

Sydnee: And there was, like, a pause after you said it as we all went, "Umm... well?" [laughs]

Rileigh: And, like, part of it was because—

Sydnee: [continues laughing]

Rileigh: —I genuinely just wanted to help everyone, like, better understand the game. So, like, if anyone asked me questions I was like, "Yeah, you can do that!" Or, "No, that doesn't work that way."

So after I said it I was like, "Oh, well that was... that was not how that should've come out. That makes me look very bad." [laughs]

Sydnee: [laughs] "Maybe I should've said it a little less excitedly." "[excited] Yes!"

Rileigh: [laughs]

Teylor: [laughs]

Sydnee: "[excited] That's what I just did! I mean—"

Rileigh: "[energetic] Wasn't it a good strategy?" [laughs quietly]

Teylor: Right?! [laughs] Yeahh...

Sydnee: Well, that was—

Taylor: [crosstalk]—oh, I was just—it's a little uncomfortable, figuring out who in your family can adequately hide a body and lie about it and pin it on somebody else, but I guess it's good to know.

Raleigh: Yeah.

Sydnee: It's you and me. [laughs]

Taylor: Yeah. [laughs]

Raleigh: It is you two.

Sydnee: Yeah. [laughs quietly]

Taylor: There you go. But Raleigh, hey, if you ever have a body that you need to have properly disposed of and hidden...

Raleigh: There we go.

Taylor: ... you're—you're—you got friends!

Raleigh: Yeah.

Sydnee: And it's too late for mom and dad. They're in jail.

Raleigh: [laughs]

Taylor: [laughs] Yeah.

Raleigh: They killed in front of everyone else. [laughs]

Sydnee: [laughs]

Taylor: [laughs]

Raleigh: Right in front of them, too. While looking at them in the eye. [laughs]

Sydnee: They saw mom, and then they were like, "What about you? Where were you, sir, at the time of the murder?"

And dad was like, "I don't know, I was in... a place, and there were... [sighs] I couldn't do a thing. There was a thing to do... I couldn't see it."

Rileigh: [laughs]

Taylor: [laughs]

Sydnee: "What?" [laughs]

Rileigh: So dad also ends up in jail. [laughs]

Sydnee: [laughs]

Taylor: Well, I think it was aided by the fact that dad chose as his outfit the hockey mask, so...

Sydnee: Yeah.

Rileigh: Mmm, yep.

Taylor: He just always looked like the murderer, but then he also always was. [laughs quietly]

Rileigh: Yeah.

Sydnee: Uh, you can also buy pets in the game.

Rileigh: Sydnee di—[laughs quietly] did.

Sydnee: [slightly ashamed] I did. I bought a little robot.

Taylor: With real money.

Sydnee: With real mo—well, it was so cute, though! I bought, like, a little Wall-e—

Rileigh: [holding back laughter] Mm-hmm?

Sydnee: —lookin' guy to follow me around.

Rileigh: Justin had a little spaceship followin' him around.

Sydnee: Mm-hmm.

Rileigh: Yeah, I just like the hats. I change mine out almost every game. I had an egg, and then I had a nest, then I had some toilet paper.

Sydnee: Mm-hmm.

Taylor: I settled on the pompadour. I decided that was my lewk.

Rileigh: That's a good one.

Sydnee: I like the little pith helmet.

Rileigh: Mm-hmm.

Sydnee: Well, it was fun. Thank you.

Taylor: Yeah!

Rileigh: It was. Thank you all for playing with me. I... enjoy... lying to you all.

[all laugh]

Taylor: We'll have to play again. I think that's—

Rileigh: Yeah.

Taylor: —that's fun.

Sydnee: I think we should play again. And I—I would recommend that it is a good thing to do, um—you can just get it on, like, your phone or whatever. So, I mean, it was really easy to explain to a—a whole range of ages. [laughs]

Rileigh: Yeah.

Taylor: [laughs]

Sydnee: In our family. How to play and, uh, to play remotely, and, like, spend time together when you can't be together, which is a really important thing to think about, because this holiday is gonna be different and, you know, there are ways to be close without physically being close, so... uh, thank you, Rileigh.

Rileigh: Of course! Thank you all for playing with me.

Sydnee: Uh, next week it's my turn.

Rileigh: Yes.

Sydnee: We haven't done music in a while, so I'm gonna [laughs] make Rileigh experience Jewel for the first time.

Rileigh: Oh boy.

Taylor: Oh boy. [laughs]

Sydnee: How have you never heard Jewel?

Rileigh: I don't know. I'm sure I have at some point, just, like, with mom or something, and I just didn't know that's what it was. But, like, to my knowledge, I have never known, like, "Oh, this is Jewel. I am going to turn it on and listen."

Sydnee: Jewel is a—well. I'm gonna focus on *Pieces of You*, which was a huge album when it came out.

Rileigh: Mm-hmm.

Sydnee: And, uh, if you are a person of a certain age, like myself, you listened to it... many, many times. Um... so. [holding back laughter] On my giant... stereo...

Rileigh: [laughs quietly]

Sydnee: ... cassette deck... CD player thing. [laughs] So we'll listen mainly to that. If you want to hear other Jewel, that's fine, but let's focus on *Pieces of You*.

Rileigh: Alright.

Sydnee: Uh, for next week. And, thank you both.

Raleigh: Thank you!

Taylor: Thank you!

Sydnee: And, uh, you can—uh, the things I say. You can tweet at us—

Raleigh: [laughs quietly]

Taylor: [laughs quietly]

Sydnee: —[holding back laughter] @stillbuff. You can email at stillbuffering@maximumfun.org, if you have thoughts or suggestions or questions or comments. And you should go to Maximumfun.org to listen to a lot of wonderful podcasts that you would enjoy, um, especially if you have some time off over the holiday season, this is a great time to get into some shows and—it's another great way to connect with people. Tell people shows you're listening to, and your family and friends, loved ones, and you can play *Among Us* and discuss episodes of *Still Buffering* at the same time.

Raleigh: That sounds like a perfect holiday to me.

Sydnee: There you go. Uh, and thank you to The Nouvellas for our theme song, "Baby You Change Your Mind."

[theme music begins in the background]

Raleigh: This has been your cross-generational guide to the culture that made us. I am Raleigh Smirl.

Sydnee: I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Raleigh: I am still buffering...

Sydnee and Taylor: ...and I... am... too.

Sydnee: Sorry I'm so good at murder.

Raleigh: It's okay. I forgive you both. 'Cause I'm bad at it. [laughs quietly]

Taylor: Somebody's gotta be good at it in the family.

Raleigh: [snorts] That's true.

Sydnee: Sure.

[music plays]

Rachel: Congratulations! You've won a ticket to attend an exclusive opportunity in a relaxing environment with two lovers. [laughs]

Griffin: Wow! Well, this sounds like a sort of... proposition, of sorts, but really it's an ad for our podcast, Wonderful! It's a show we do here on Maximum Fun where we talk about things that we like, and things that we're into.

Rachel: I'm Rachel McElroy, and you just heard Griffin McElroy, and we are excited for you to join us as we talk about movies and music, and books!

Griffin: Things like sneezing, or... the idea of rain.

Rachel: [laughs] Can you get news or information you can use? I don't think so.

Griffin: Absolutely you cannot! Because we're here to talk to you about pumpernickel bread.

Rachel: You can find new episodes on Wednesdays.

Griffin: [gruff voice] So catch—catch the wave!

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