

Still Buffering 312: "GoldenEye 007"

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[theme music plays]

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

Sydnee: I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Sydnee: I had an exciting morning.

Rileigh: Oh?

Taylor: Oh?

Sydnee: Mm-hmm. Yeah. I, uh... when Cooper woke up I— she was yelling for me, and I went in, and I was hugging her, and I had my hand on, like, the back of her neck. And I felt something, and I was like, "Ooh. What am I feeling?" And I looked, and there was a tick on her.

Rileigh: Oh no.

Taylor: Oh no!

Sydnee: I know. She was very brave. I said, "Hold still." And Charlie said, "[tearfully] What is it? What is it?"

I said, "There's a tick."

And Charlie starts, "Oh my God! Oh my God!" [laughs]

Rileigh: Of course.

Taylor: Oh no.

Sydnee: Cooper held very still and was very brave while I grabbed tweezers and some tissue, gently removed the tick by the head.

Rileigh: Got all the parts.

Sydnee: Oh, it was alive. It was alive and well, and wiggling around after I got it off. I don't think it had been on very long. All signs pointed to a recent...

Rileigh: Ticking?

Sydnee: Recent ticking. [laughs quietly]

Taylor: Yikes.

Sydnee: So, they were rolling around out in the yard last night, so I think it had only been on there overnight.

Rileigh: Those West Virginia ticks. They're everywhere!

Sydnee: Yeah, they are!

Rileigh: Happens every summer now. And I had never— I'd never had a tick or worried about 'em when I was a kid. I mean, I didn't worry about 'em, and I guess that was fine, 'cause I never ended up having one that I remember. But there— I— your kids every summer somehow get one.

Sydnee: Well, for a while that one little outdoor couch thing at Mom and Dad's house was, like, full of ticks. We figured it out because that's where Mom would drop the bathing suits, and all the bathing suits were full of ticks. [laughs quietly]

Taylor: Oh, God!

Sydnee: Which is just nightmarish, like you say it and it's like, "That's nightmarish."

Rileigh: [simultaneously] That is nightmarish.

Sydnee: But that was how we figured out. She was like, "Look at this! All these suits have ticks in them!" I'm like, "Well, there's the— there's our problem."

There's your problem, right there! [laughs quietly] There's where the ticks are comin' from!" [laughs quietly]

Rileigh: Not a bathing suit full of ticks...

Sydnee: So...

Taylor: Sounds like a medieval torture device. [laughs quietly]

Rileigh: Yeah.

Sydnee: But it's okay. The tick was removed properly. Cooper did wanna save it. She was like, "Can I keep it?"

And I'm like... "No... "

Rileigh: No, honey.

Sydnee: No. I mean, like—

Taylor: It's— it's your pet now.

Sydnee: We have kept all kinds of... bugs. Like, stink bugs that have been pets, ladybugs that have been pets, ants that have been pets. We have kept many creatures. I don't think I can justify keeping a tick... [laughs quietly] as a pet.

Rileigh: That's fair.

Sydnee: They're just some— I mean, as a medical professional, ticks, mosquitoes, there's just some things that I can't... [laughs]

Rileigh: How do you— how would you even— what does it rely on for sustenance?

Sydnee: Blood.

Taylor: Yeah.

Rileigh: Okay, but then how do you keep it?

Sydnee: Right!

Raleigh: Like, you're not—

Taylor: It's your little vampire friend, you know? You could give it a little bit of blood here and then.

Sydnee: Yeah, except that maybe it transmits to you, like, rickettsial disease or ehrlichiosis or something.

Taylor: Well, that's when it's— that's when it's gotta bite you. You just give it a little dish, just a little dish of blood, and it's like, "Okay, thanks!"

Raleigh: Lickiosis?

Sydnee: Ehrlichiosis.

Raleigh: Oh. I thought you said lickiosis. Like, "Or lickiosis." I was like... "Why is it called that?"

Sydnee: [laughs]

Raleigh: That is a bad name.

Sydnee: That would be a bad name. "What do you wanna call this disease?" "Lickiosis ." "Ew! Why?" [laughs]

Taylor: [laughs]

Sydnee: "Why do you wanna call it that?" [laughs] Uh, Cooper would probably dig a pet that you fed a little dish of blood to.

Taylor: I was gonna say, that sounds right up her alley.

Raleigh: She'd be really into that.

Sydnee: She went with Justin to donate blood. He went to the Red Cross and donated blood, and she went along with him. Um, like, he said, "You know, I'm gonna go do this. Do you think Cooper would wanna come?"

And I was like, "Oh, God. Probably."

Rileigh: Yeah.

Sydnee: And so we asked her and she was like, "Absolutely! There will be bags of blood there? Yes! I need to see this place." And she was— she loved it. Fascinated. And everybody there was so excited 'cause they were like, "This kid wants to know all about it!"

So they were all coming over and showing her, like, "Look! We just took this bag of blood out of that person." [laughs quietly]

Taylor: [laughs]

Sydnee: And she was like, "This is the coolest thing."

Rileigh: And she asked, like, "When do I get to take one? When do you give me one?"

Sydnee: As long as she knew she wasn't also getting a needle.

Rileigh: Right.

Sydnee: That she was like, "No needle in my arm." "Nope, no needle in your arm. Kids can't do this." "Okay, great."

Rileigh: Take your little kid blood. [laughs quietly]

Sydnee: Yeah. But she was so enthralled. They gave her so many little bags of Oreos, too. She really liked that—

Taylor: Yeah.

Rileigh: I thought you were gonna say bags of blood.

Taylor: [laughs]

Sydnee: [laughs] "I went to this place. They showed me blood. They gave me Oreos. This is my favorite place." [laughs]

Taylor: Sounds like a fun afternoon!

Sydnee: It really was. She was thrilled with it.

Raleigh: When she's, like, an angsty teen, that's gonna be, like, her escape place. When she just needs to, like, get away and her parents don't understand, she's gonna go to the Red Cross and just, like, watch them donate blood.

Sydnee: She can go volunteer there.

Raleigh: Yeah.

Sydnee: Aww, I'll encourage her to do that! They take volunteers. She can go volunteer to hang out at the Red Cross [through laughter] and watch people donate blood!

Raleigh: Hand out Oreos to people.

Taylor: That does sound like a very good Manic Pixie Dream Girl character trait.

Raleigh: Yes.

Sydnee: You know what? That also sounds like the kind of girl who would end up, like, dating a vampire in some sort of YA novel.

Taylor: Yeah, that's true.

Raleigh: *Twilight*.

Sydnee: Yes.

Raleigh: Yeah.

Taylor: The vampire volunteers at the blood bank. That's how they meet. Um...

Sydnee: [laughs]

Raleigh: Hmm!

Sydnee: Ooh!

Rileigh: That's a good story.

Sydnee: Let's keep— let's keep this going! [laughs]

Rileigh: Keep going. [laughs]

Sydnee: C'mon!

Rileigh: What's his name?

Taylor: I can't give it away!

Rileigh: Or her name.

Sydnee: Oh, you're in the midst of writing it right now.

Taylor: Yeah, yeah. You can't...

Sydnee: [laughs] Well, I'm excited to read it. Can we not have any vampire pregnancies in this— in this vampire series?

Taylor: I'm fine with that.

Sydnee: I found the vampire pregnancy to be a lot.

Rileigh: Yeah. I think everyone did.

Sydnee: [laughs] I found that to be a bit much.

Rileigh: I think we all were like, "Stephanie... "

Sydnee: [laughs] [concerned noises]

Rileigh: Hmm.

Taylor: It's pretty accurate though, right? That's what they do to you. The babies, inside you, they just suck out all your... all your life.

Sydnee: Uhhh... well... [laughs] sort— I mean, not to that extent.

Taylor: No? They make your teeth fall out and stuff!

Sydnee: Doesn't the baby, like, break her spine?

Taylor: Yeah, that's normal, right?

Sydnee: No...

Taylor: Oh. Okay.

Sydnee: [laughs]

Rileigh: Well, doesn't it, like... like, kill her? That's why she becomes a vampire?
[quietly] 'Cause he brings her... back to life?

Sydnee: Yeah. Like, during delivery, yeah.

Rileigh: Yeah. Like, it— the baby kills her.

Sydnee: Yeah.

Rileigh: So... you know.

Taylor: Re— Reese's— Meesies— Rezzy... Rezy Meezies? What was her name?
[laughs]

Rileigh: [laughs] Renesme.

Sydnee: Renesme.

Taylor: [through laughter] Oh, that was it.

Sydnee: Reesee Meesies.

Rileigh: That nightmare baby that they CGI'd her face.

Sydnee: Oh my God. It does— it does kill her, and then there's debate. Did the baby— could the baby— 'cause Renesme bites her.

Raleigh: Yeah.

Sydnee: Immediately. But then Edward also does his weird thing, so I don't know. [laughs quietly] I don't know who brought her back. One of them brought her back.

Raleigh: And then Jacob's, like, "Mmm, I'm in love with your baby." [laughs]

Taylor: This is all— none of this is good.

Sydnee: [simultaneously] It's so weird! [laughs]

Taylor: None of this is good.

Raleigh: [laughs]

Sydnee: It starts— I read all those books, and it starts out— I was like, "Oh, I can dig this. Like, this is some... you know."

Raleigh: Yeah.

Sydnee: Girl's in love with a vampire. There's a werewolf there too. Okay, I— okay, I'm in here! And then after a while it's like, "What? What?" [laughs]

Raleigh: [laughs] It feels like Stephanie Myer started out legitimately, and then people got so into it she was like, "I wanna see how far I can take this and how ridiculous I can make it before people call me out for making it too ridiculous, or if they're just gonna keep reading everything I make." And then they all got turned into movies.

Taylor: It's funny, 'cause it feels like it— it advances into, like, fanfiction of itself that you would find on, like, a website somewhere. But then that is the process of how we got the... the, um... *30 Shades of Grey* movies, right?

[pause]

Sydnee: Mm-hmm.

Raleigh: Mm-hmm.

Sydnee: Yep. That's exactly it, yep. That was fanfiction. And now it's movies. [laughs] Uh, I just wanted to— I always just want to know more about the Volturi, who had lived so long that they were just bored with everything now. Those characters fascinated me the most. [laughs] I don't know.

Taylor: You know, I— none of them seemed to have been around long enough. Like, I get that maybe, you know, eternity eventually could get like that. But it's like, you've just been alive for a couple hundred years, bud. Like, aren't you... like, we just got iPhones. Isn't that cool to you? [laughs]

Raleigh: [laughs] Don't you wanna just chill and, like, get an iPad? Do some Facetimes?

Sydnee: I wanna know how Carlyle has been practicing medicine for that long and doesn't experience burnout.

Taylor: [laughs]

Sydnee: [laughs] Well, I mean, seriously!

Taylor: Well, or these kids going to high school for that long. That's a...

Sydnee: Oh my God...

Taylor: That's an eternity.

Raleigh: Why would you choose to go to high school?!

Sydnee: I... listen. If I become part of the undead, I am not... I am not gonna go back to— well, I mean, also I'm 39. But still! [laughs]

Taylor: Yeah, it'd be weird.

[all laugh]

Sydnee: "Hi, I'm in high school now?"

"Aren't you in your 30's?"

"Mmm... "

Rileigh: "No."

Sydnee: "Well, tech— technically I'm 200! But I'm in high school."

Taylor: [laughs] "I just wanted a— I wanted a place where I could play baseball. You play baseball here, right? That's what vampires like to do."

Sydnee: [wheezes] "I'm very good at baseball!"

Taylor: "I like to drink blood and play baseball, and I'm all out of blood."

Rileigh: Oh, that vampire baseball. I forgot about that.

Sydnee: [laughs] Oh...

Rileigh: We did a whole episode about *Twilight*, guys.

Taylor: We did. I don't know.

Sydnee: Yeah, we should stop talking about *Twilight*.

Rileigh: [laughs]

Sydnee: Um... we— instead, we should talk about *GoldenEye*.

[pause]

Rileigh: Just like those vampires and their golden eyes.

Sydnee: [stammers]

Taylor: [stammers]

Sydnee: Yes! Sure. There you go.

Rileigh: One of 'em does, I think.

Taylor: [simultaneously] I thought they were red.

Sydnee: That was a tra— yeah.

Rileigh: I don't know.

Sydnee: Well, no, they're only red if they drink human blood.

Taylor: Oh, okay.

Sydnee: And when they're newborn. When they're newborn their eyes are red, and then if they, um... [laughs quietly]

Rileigh: Yeah? Mm-hmm? No, keep going.

Sydnee: [laughs] If they— if they continue to eat humans, their eyes stay red. But if they eat animals, then their eyes are golden, and when they're hungry, their eyes are black.

Taylor: [quietly] Wow.

Sydnee: That is the guide to vampire eye colors. [laughs]

Rileigh: That information is taking up space in your brain, and has been for, like, over a decade now.

Sydnee: Think about eye— there could be a cure for COVID that I could've figured out if I didn't have that brain power being used for that.

Rileigh: [laughs]

Sydnee: [through laughter] What great things could I have done?

Rileigh: We'll never know.

Sydnee: Uh, so, *GoldenEye*, the video game. Not the movie. Nothing wrong with the movie, I'm just not talking about that. I'm talking about the video game. Uh, it was— it came out in— I was looking at the year— 1997. Um... I— I didn't ever love video games where you shoot people? That was never, like, really my— like, to this day I've never quite understood that. Um, didn't mind fighting games where you punch people, but didn't really like— but for whatever reason, *GoldenEye* was the exception.

Rileigh: It seems like this was not— I always thought this was just, like, an our family thing. Like, I remember you all playing it when I was very, very young. Not that I joined in, but I remember this happening. But then I, you know, watched— I didn't actually get to play the original *GoldenEye*, but I watched videos of people playing it and read about it and stuff. And it was, like, extremely popular. It was not just an our family thing. Um, and that really struck me, because I then saw, like, the graphics of the game and, like, the actual mechanics of the game, and I was like, "This... this is the popu— this is it?! This is the big one?"

Sydnee: Yes. No, it was.

Rileigh: It was 1997.

Sydnee: Well, and that's the thing. Like, I know— so it was, like, a... there was a story line you could follow, right? Like you could play it as a single player, following the story line and doing the... I don't know. Whatever spy stuff James Bond is doing. He's doing spy things. There are things— there's, like, data... you have to pick up and take places, and...

Rileigh: [simultaneously] Whoa! Data?

Sydnee: ... people you have to murder. And, like, you know? Like, there's the normal, like, spy, James Bond-y adventurey stuff. But I'll be honest, I don't know— I maybe played it on that mode... a handful of times, ever.

Taylor: Yeah.

Sydnee: I certainly never beat the game, let me say that. Like, I assume you can— can you beat— I assume you can beat the game. I never tried, so I don't know.

Taylor: I feel like we weren't alone in that, though. 'Cause same for me. I never played through the game. But I feel like everybody got it because of the multiplayer aspect of the game. That was the real draw.

Sydnee: That was exactly the draw was, like, you could play with your friends and you could split, like, the sc— the screen would split up to four. So you could play with three of your friends. And take turns, 'cause usually there was a bigger

group than four of you. And, um... what was tricky, though, is like, everybody could see everyone else's screens.

Rileigh: Right.

Sydnee: But... that was a lot to focus on. And as you saw, the graphics weren't, like... amazing.

Rileigh: Crystal clear.

Sydnee: So, it's hard enough to figure out where you are sometimes, let alone where everyone else is. [laughs quietly]

Taylor: Yeah.

Sydnee: In some of those levels where you're, like, underground and in caves it's like, everybody's screen is just brown, so, like, I don't know. [laughs]

Taylor: Just textured brown.

Sydnee: Just textured brown all around you.

Rileigh: Wow. So multi— like, the— the multiplayer aspect of it, was that a new... thing for video games like that?

Sydnee: Uhh... uhh...

Rileigh: I mean...

Sydnee: I mean, I don't know, timeline-wise, certainly. Tey, I don't... do you know?

Taylor: I don't think that was— I mean, there were other multiplayer games. I think it just was one that had a particularly popular multiplayer aspect.

Sydnee: It was— I think that it was the combination of, like— it was the multiplayer thing, but you were specifically just playing against the other people. Like, it wasn't like— there weren't, um, NPCs in there. It was just you and your friends. And— [laughs quietly]

Rileigh: Look at you, knowing video game words. NPCs!

Sydnee: And— [laughs] and there were a variety of levels. And there were also a variety of modes you could play on, and a variety of weapons that might be involved. And then there were other aspects that you could unlock. Um, if you knew codes or had beaten the game or whatever. Like, there were also extra secret things.

Rileigh: Okay.

Sydnee: And I think it was all of that added up to a multiplayer experience that you— it could be different every time. Like, every time you played, you could change it just a little. And then what grew from that was not just, like, within the game there were all these different ways you could change it. People came up with their own games to play.

Rileigh: Ohh.

Sydnee: So for instance, king of the bathroom.

Rileigh: Oh...

Taylor: Oh yeah.

Sydnee: Do you r— do you remember playing king of the bathroom, Tey?

Taylor: Yeah, was that— was that at the facility?

Sydnee: I think that was at the facility. In one of the levels, there is a bathroom. [laughs quietly] And the way king of the bathroom works is, one person gets to be king of the bathroom and try to kill anybody who comes in the bathroom. And then if you can kill that person, you're king of the bathroom, and have to defend the bathroom.

Taylor: Mm-hmm.

Sydnee: And I know we were not the only people playing king of the bathroom.

Taylor: [laughs] You could, like, open the stall doors in the bathroom, which just because of, like, the limited space on your screen and the— the low quality

graphics, it was a pretty good distraction if you're just trying to, like, get away from somebody. Just open a door, and then it's like, "Oh no! My whole screen is turquoise now."

[all laugh]

Sydnee: Yeah!

Taylor: Just a whole door. That—

Sydnee: That's exactly what would happen! You could open a door and block their vision of everything for a minute, and it's like, "Oh no!" [laughs]

Taylor: You could also, like— yeah, I guess you would call it— or you get on top of the toilets— you couldn't go anywhere, but...

Sydnee: There was a vent in the bathroom.

Taylor: Oh, that's true. I think there was one.

Sydnee: Yeah, that was one of the rooms where it had a vent that you could crawl into and get to a different room.

Raleigh: Wow!

Sydnee: Mm-hmm. I know. [laughs]

Raleigh: Wow.

Sydnee: So, like, you could drop into the— so that was always part of the strategy was, like, trying to drop into the bathroom and surprise somebody.

Raleigh: Surprise the king.

Sydnee: But also if they had all the doors open, then you were screwed 'cause you couldn't see anything. [laughs]

Raleigh: [laughs]

Sydnee: I forgot how much you could obscure somebody's vision [through laughter] by just opening one of the stall doors!

Taylor: Yep. Yep. That was a move.

Sydnee: [laughs] But, uh... so one of the— one of the things you could do— because like many multiplayer games, you could run around the levels and pick up, you know, body armor or weapons or hand grenades or whatever. Um, you could also just play with your hands. Or slappers.

Taylor: Slappers only.

Sydnee: Which— it's funny that it's called slappers, as if, like, when you hold your hand in this position it becomes another thing that we call a slapper.
[laughs]

Raleigh: That sounds right.

Sydnee: Like, can you— I mean, like, imagine— like, in real life what we're talking about is, like, you hold your arm up sort of in a slapping position and say, "This is my slapper." [laughs quietly]

Taylor: It's slappin' time now!

Sydnee: [laughs]

Raleigh: I think if you were trying to be a little bit threatening, that sounds like it would work!

Sydnee: It would be intimidating. It would seem so unhinged. Like, "This is my slapper!"

Raleigh: You do one of those, like, Dad things where it's like, "You don't wanna know what I've got in my pocket." And you stick your hand in, and then it comes out still just your hand. "I've got my slapper!"

Sydnee: [laughs] "This is my slapper!"

Taylor: Fully loaded.

Sydnee: And I'm gonna slap you to death, is what you could do.

Taylor: And it really was just kind of a stilted just... waving motion that you did at each other, you know? It's not like, oh, it's like a fighting game, right? Where you fought physically. No, no, no. Those— those were definitely there. I mean, that just was not how this game functioned.

Sydnee: It didn't look like a slap as much as, like, a chop.

Taylor: Yeah.

Sydnee: Like, it looked like a chopping... a one-handed chopping motion that you were doing repeatedly at the other person.

Taylor: I never understood people that liked playing slappers only. It always drove me... crazy. Like, it just took so long, and there was no finesse to it. You just... ran up to each other and pushed this— just button mashed at each other.

Sydnee: I was gonna say, for those of us who were button mashers it was a fun way to play.

Raleigh: Yeah. Why is that a mechanic in this first person shooter game? Why is a chop or a slap— why is that a part of it?

Sydnee: I mean, I guess practically speaking in like, the game itself, not just in the multiplayer but in the game, um, you could run out of ammo. And so very practically speaking, you had to— like, if your character ran out of ammo...

Raleigh: The next best thing to, you know, shooting a villain, is a slap.

Sydnee: You run up to them and slap them. [laughs loudly] [through laughter] You run up— you run up to all these armed people and slap them.

Raleigh: Uh-huh.

Sydnee: Um, yeah. That was not... [laughs quietly]

Raleigh: Man.

Sydnee: Um... but yeah, no. I don't know. I found it fun sometimes. 'Cause it was a little more similar than once you're playing. Although, like, a really, um... low tech, no-fun version of like *Street Fighter*...

Taylor: [laughs] 'Cause you got one move, yeah.

Sydnee: You just run up and go pshew, pshew, pshew, pshew. [laughs quietly]

Rileigh: And you can't see your little guy, like, you know, boppin' back and forth like in *Street Fighter*. Like, it's just... a hand.

Taylor: Yeah.

Sydnee: That is all you saw was just your hand going across the screen in a chopping motion. Um, but that— I think you preferred the modes that required more strategy, is what I'm hearing.

Taylor: No, I liked— I liked the game as it was intended. As a— as a shootin' game. Because then you had the people that got a little too— too intense, that liked to play proximity mines. That was too much strategy.

Sydnee: I liked the proximity mines.

Taylor: See, I didn't—I hated playing proximity mines.

Sydnee: So proximity mines were— so you could play one mode where you just— everybody carried around— I don't remember how many you got to start with. Five or six or something— proximity mines. And it was a little land mine that would explode if somebody got within a certain radius of it. So you could hide them throughout the level and try to kill your opponents by them just walking in the wrong place.

Rileigh: That seems... a very quick way to end the game.

Sydnee: Or try to just, like, throw them at a person when they're... [laughs] when they're standing somewhere.

Taylor: Yeah. Retreat and throw a— throw one in their direction.

Sydnee: Mm-hmm. Well, 'cause what would also happen is if you walked over your own proximity mine, that's it, too.

Taylor: Yeah.

Rileigh: [laughs] What if you can't remember where you placed it among all the grey pixels?

Taylor: That—

Sydnee: Well... [laughs]

Taylor: You know. That was part of it.

Rileigh: [laughs]

Sydnee: In some of the levels, that was quite possible. 'Cause everything sort of looked the same.

Rileigh: Everything's just, like, one color. Just big chunks of it.

Sydnee: [laughs quietly] Well, that's why— like, those are the levels that you would wanna play proximity mines on. The ones that were more distinguishable, like the facility, you didn't want to, necessarily. 'Cause, like, you knew you put the proximity mine in the bathroom or whatever.

Taylor: Once you put the proximity mine in the bathroom, no one's the king of the bathroom.

Rileigh: Yeah.

Sydnee: Yeah, the bathroom's off limits. [laughs] If you have to go to the bathroom, that's just too bad. There was also that room with all those big tanks. I remember that room.

Taylor: Yeah.

Sydnee: Um... we should talk more about, like, other aspects of this game. Especially, like, the special unlocked aspects.

Rileigh: Special— special bits.

Sydnee: The special bits. But before we do that.

Rileigh: Let's check the group message. It's— it's a bit of an early morning recording session for us here at *Still Buffering*, and I wanna tell you all about what I put in my tummy before I came to record this morning.

Taylor: Already.

Rileigh: Um, that's Magic Spoon. Because I— I love me something quick I can have in the morning, something that tastes good but also I feel like I'm starting my day off with something that's good to put in my body. Like starting my fuel... intake off at a good— good level. Um, and Magic Spoon does all of that, because it has 0 grams of sugar and 13 to 14 grams of protein in every serving. So you're eating a bunch of, like, the sugary stuff that comes in a lot of cereals to start off your day, which I don't know about you all, but sometimes that makes my stummy hurt. But also, you're getting a good protein, a good bit of protein in there. Uh, and that's something that I feel like I don't get enough of in the rest of my food intake. So starting off with, you know, good protein, build up those big muscles I got, and not intaking a bunch of sugar.

It's also keto-friendly, gluten free, grain free, soy free, so fits all of the various dietary needs you may have, so you can still enjoy Magic Spoon.

Not only are they good to put in your body, they taste good [through laughter] going in your mouth.

Sydnee: [laughs]

Taylor: That's good.

Rileigh: To get— to get to rest of your body. Um, and you can build your own box, and build your own custom bundle. You can pick from flavors like cocoa, fruity, frosted, peanut butter, cookies and cream, maple waffle, blueberry, cinnamon, plus the newly reformulated honey nut flavor that will now be added to Magic Spoon's personal— er, permanent collection. Personal collection? Permanent collection. [laughs quietly]

Taylor: Ooh.

Sydnee: But it could be your personal collection.

Raleigh: Could be.

Taylor: This is the private collection.

Raleigh: Could be your personal collection. Uh, so you get to pick out— all those flavors sound great. Build your own custom bundle of all the flavors you want to try. I like the fruity ones. Maple waffle and cinnamon sound delicious. I bet you could combine those in one bowl, into a tasty little treat. Um, like some cinnamon waffles, maybe that kind of— that kind of vibe. Um, but however you like to enjoy your cereal, whether it's a midnight snack, whether it's in the morning, whether it's just a little grab and go situation, you should check out Magic Spoon. So, Tey, if our listeners want to check out Magic Spoon, what should they do?

Taylor: Well, they should go to magicspoon.com/buffering to grab a custom bundle of cereal, and be sure to use promo code "buffering" at checkout to save \$5 off your order. Magic Spoon is so confident in their product, it's backed with a 100% happiness guarantee. Again, that's magicspoon.com/buffering, and use the code "buffering".

Sydnee: Calling all cat owners!

Raleigh: Whoa.

Taylor: Hi.

Raleigh: That's not me.

Sydnee: Hi, Tey.

Raleigh: That's you two.

Sydnee: [laughs]

Taylor: That's just— that's just me and you.

Sydnee: Uh, I bet you're tired of cleaning out your cat's litter box. I know I am.

Taylor: [through a yawn] Yeah. Yeah.

Sydnee: Yeah. It takes too much time. It's difficult. It's smelly, sometimes. And then you've gotta add new litter, and litter gets all over the floor. It's a big mess. I know that you have those problems if you have a cat, 'cause I have a cat, and I do too.

Uh, but Kitty Poo Club has found an easier way. There's gotta be a better way! Kitty Poo Club found it. Every month, Kitty Poo Club delivers an affordable and recyclable litter box that's pre-filled with the litter of your choice, right to your house. Uh, so you just— you've got the box. You open it up. The litter's already in there. And the box itself is recyclable, so once your kitty does all the things that kitties do in a litter box... that's pee and poop.

Raleigh: P— poo.

Sydnee: Yeah. Then you, uh— you clean out the litter, and then you recycle the box, and you get a new one! So it's— that's a lot easier. 'Cause those litter boxes, no matter how hard you try to keep 'em clean and filled with fresh litter, they get pretty gross. Um, and then you end up eventually decided you need to replace it, and you might be throwing out, like, a big plastic box. So this is such a better way for the Earth! You got this recyclable box, it's already pre-filled. Um, takes away a lot of the hassle. It's a lot more convenient, and it's a good thing to do for the planet.

You can also customize your subscription at any time. You can add toys, treats, accessories, whatever you want that will make you and your kitty happy. Kitty Poo Club has you covered. So Tey, what should our listeners do if they want to check out Kitty Poo Club?

Taylor: Well, right now Kitty Poo Club is offering an awesome discount on your first litter box order, and free shipping when you set up an autoship. Just go to www.kittypooclub.com to save on your first autoship order of litter boxes with free shipping! And be sure to let them know *Still Buffering* sent you after you check out. That's kittypooclub.com.

Raleigh: I just wanted to see how many times you both would say "Poo."

Sydnee: [laughs quietly]

Taylor: Many!

Raleigh: It was many.

Taylor: [quietly] Many.

Sydnee: Uh, the thing that I also liked about *GoldenEye*, um... well, first of all, there was one other mode that I will say, Tey, I don't know how you felt, but I hated this mode the most. The, uh— the golden gun mode.

[pause]

Taylor: Um... who was— that wasn't one shot, one kill, was it?

Sydnee: Yes.

Taylor: Oh, it was. Oh, yeah.

Sydnee: That was the golden gun.

Taylor: Yeah.

Sydnee: If people had golden guns, then one shot and you were dead.

Raleigh: Oh, okay.

Sydnee: So I always hated that mode. Um, I was never very good at sniper rifles either.

Taylor: No. No, my favorite way to play was just... I mean, I guess it was pretty boring, but I liked automatics or power weapons, because I think— I mean, I know— or maybe it was automatics. My favorite gun was the RCP-90, which was just—

Sydnee: That was automatic, yeah.

Taylor: That was a good gun. Just never had to worry about ammo. No— no— no reload. Just... keep shootin'. My kind of weapon.

Sydnee: Yeah.

Rileigh: It's funny—

Taylor: Guns are bad, but they're— they're fun in games. [laughs quietly]

Rileigh: It's funny for me that our family and you all were so into this game, as people that aren't, like... you know, gun— gun people.

Sydnee: Yeah.

Rileigh: Or like people that necessarily would usually get into those kinds of games. Like, uh, or... entertainment, I guess. Especially you, Syd. 'cause I know you play less video games than, like, Tey has. So the fact that you were just as into this is surprising to me.

Sydnee: I— I mean, it really, like— it was fun to play. Like, it was fun to play against your friends and against people you know. I don't quite understand, like, the draw of playing against random people on the internet. Which is I know is, like, that's what you do now with games.

Rileigh: Could you— I assume you couldn't do that.

Taylor: No.

Sydnee: You couldn't. And so—

Taylor: [laughs] The 64 was not—

Rileigh: I almost asked, could you? And then you thought, "No, no."

Sydnee: No. No, this—

Rileigh: "No, there's no way."

Sydnee: That was not possible. Uh, but I didn't— I never quite got the draw of that anyway. That always seemed like, well, what if you hurt their feelings or whatever?

Rileigh: [snorts]

Sydnee: But, like, when you're sitting next to your family and friends and playing, like—

Raleigh: You're allowed to hurt their feelings.

Taylor: Yeah.

Sydnee: Well, it's all— it's all part of the social thing. 'Cause they're, like, there with you. And, like, you take breaks and eat pizza, or pizza rolls, or bagel bites. Some sort of pizza product.

Taylor: Yes.

Raleigh: Sure. Totinos.

Sydnee: Pizza's essential. Totinos, yes.

Raleigh: Sure.

Sydnee: Hot Pockets, perhaps. Something with pizza.

Raleigh: A party pizza.

Sydnee: A party pizza. [laughs]

Raleigh: Mmm, party pizza. That sounds good.

Sydnee: Ooh, a Mexican pizza from Taco Bell.

Raleigh: Oh, they're back now!

Taylor: Mmm, yeah.

Sydnee: They're back. [laughs quietly]

Raleigh: Sydnee loves those Mexican pizzas.

Sydnee: Gosh, I do. There are so many pizzas you can eat while you play [laughs] *GoldenEye*, uh, was part of the attraction. Like, it was like— it was a

party thing. It was a gathering thing, so it was a very... I mean, for me it was like, not just the game but, like, the social aspects that the game facilitated.

Raleigh: mm-hmm.

Taylor: I feel like there was— 'cause it was sort of the same vibe, like, a few years later when we got *Halo*, you know? That was another one of those games that— it was a shooting— I mean, it was a first person shooter. Uh, other elements in that game, but the thing that really caught on was everybody played the multiplayer together.

Sydnee: Yeah.

Raleigh: Hmm.

Sydnee: And that was the fun for me. And then, and like I said, then you could unlock all these other kind of cool, weird things like, um, you could play with a lot of the other characters. So they had, like, the set characters that you could be that were like, James Bond, and then some of the villains and, like, whatever.

Raleigh: Oh, see, I guess I assumed it was just James Bond.

Sydnee: No, they expanded it. Especially if you could unlock all the extra players, you could play as the female scientist.

Raleigh: Ohh.

Sydnee: [laughs quietly]

Taylor: Who was just named that. Female Scientist, yes.

Sydnee: Yes.

Raleigh: Oh.

Taylor: Yeah, there were—

Sydnee: [laughs]

Raleigh: Is that who you wanted to be?

Sydnee: I was always—

Raleigh: Yeah.

Sydnee: — the Female Scientist.

Taylor: Which is funny, 'cause there were, like, two, uh— two women that were lead characters. There was Natalya and there was Xenia. That was her name, right?

Sydnee: Mm-hmm.

Taylor: Uh, that you could play as that were in, like, the original set that were, like, cool female characters. But no, Sydnee liked the scientist, 'cause she was labeled as the scientist.

Sydnee: I did. I— I played Natalya before we figured out how to unlock all the other ones, but—

Raleigh: Did you get, like, a lab coat or something?

Sydnee: You do.

Raleigh: Oh my gosh.

Sydnee: You run around in a lab coat. I think you're carrying a clipboard, maybe.

Taylor: [laughs]

Raleigh: That's your weapon.

Sydnee: But it's like, glasses and a lab coat. I was so like, "This is me! I see myself in a game!" [laughs] "Female Scientist!"

Taylor: The, uh... the female characters. Oh, man. You know, I remember them being in my head, they were— they were hot. And then looking at the art, like the pixel art, and like, "Oh, that's just... that's just little... little squares." [laughs]

Sydnee: [laughs] They're just squares!

Taylor: And then some triangles for boobs.

Sydnee: Yes. The boobs were triangles. Yeah, I, uh— [sighs] were the male scientists labeled Male Scientist?

Taylor: I don't actually know if it was Female Scientist or Male Scientist. I think it was just Scientist, like, 1, 2, 3 or A, B, C. Like, I think there—

Sydnee: I am— I feel... okay. Maybe I'm misremembering. In my mind, it was labeled Female Scientist.

Taylor: It is possible.

Sydnee: Um... but I do not reme— I never played as at male scientists, so I don't remember if they were labeled, like, Male Scientist, or just Scientist. Which would've... I mean, it was 1997. [laughs quietly] That could've happened. But you could— yeah. That— that really excited me, when I had the option of playing as... [laughs] you know sometimes when a female scientist loads herself with proximity mines? [laughs] And wanders around the facility, of course, which is just called the facility, and puts [laughs] puts proximity mines all over the place.

Raleigh: Sorry, I got distracted because I needed to see pictures of the women in these games. I hadn't. Uh... um... the... [laughs quietly] the tri— the triangle boobs, and then just feet that are just recta— like, what is... what is this?

Sydnee: [laughs]

Taylor: They did have little—

Raleigh: Hold on, what is—

Taylor: — square feet.

Raleigh: They had just square feet!

Sydnee: I mean, maybe this was also—

Rileigh: And the arms are all just one width. Just, like, one straight, like, tube of arm.

Sydnee: The— okay.

Taylor: Yeah.

Rileigh: [laughs]

Sydnee: Maybe this is part of why it didn't upset me. Especially as much as, like, those sorts of games today, I just can't get into, um, because they look more like people. And like, this— this— this is humanoid.

Rileigh: Yeah.

Sydnee: But, like, we're not in the uncanny valley here. No, we're nowhere near it. [laughs] This is— these are— these are boxes.

Rileigh: There's no modeling after real people or, like, tracking movement or anything happening here like they do now where it, like, looks like a real face and a real person. Um, this is— this is a box. It's like unintentional *Minecraft* or *Roblox*.

Sydnee: Which made it— which again, like, detached it from anything— it didn't— I don't know. I mean, I— it didn't feel violent. It just felt like strategy and fun and, like... it was like playing capture the flag with your friends or something. You know?

Taylor: Yeah. Yeah. The, uh— well, and they did— you did get, like, bloody as the game progressed. But... it just kind of— just some red sort of stains on the— on the sprite. Not really, like, blood.

Sydnee: Yeah.

Rileigh: Red squares.

Taylor: Yeah.

Sydnee: Well, and you also couldn't see yourself.

Taylor: Right.

Sydnee: Unless you looked on someone else's screen. [laughs quietly]

Rileigh: So why, then, did you enjoy so much being the Female Scientist if you couldn't see yourself being the Female Scientist?

Sydnee: I don't know. I just, like— it's who I was.

Rileigh: You liked knowing that that's who you were?

Sydnee: I just know— I knew— even then, I knew that I was Female Scientist. [laughs] And I— [laughs] I knew that about myself.

Rileigh: Uh-huh.

Taylor: Uh—

Sydnee: And I— and... what were you gonna say?

Taylor: Oh, no. Please continue.

Sydnee: Uh, and there— there were other things, too. Like, you could play— you could play these other characters. You could also unlock [laughs] Donkey Kong mode.

Taylor: That's what I was about to say. If you wanna see something real silly, Rileigh, you should look up the DK mode.

Rileigh: Donkey Kong mode?!

Taylor: Yeah.

Sydnee: Uh-huh.

Taylor: It just changed, like, the configuration of the sprites' anatomy so they had really big heads. They look kind of like... kind of like Donkey Kong. I don't know what the point of that— well, maybe— I think maybe the point was that it was silly. But I definitely remember as a kid theorizing, like— we were like, "Oh

no, it makes your head a bigger target." And maybe that's also part of it, 'cause headshots would more effectively take you out.

Rileigh: [snorts]

Sydnee: [laughs quietly] Are you looking at Donkey Kong mode?

Rileigh: [distraught] What is this?!

Taylor: [laughs]

Sydnee: I don't know why— like, I really... I don't know why it was a thing. Other than, like you said, it was just— it was funny. It was silly.

Rileigh: This is an article called *GoldenEye DK Mode Was the Pinnacle of Comedy*. Um... okay. I take—

Sydnee: It was very funny.

Rileigh: I take back what I said about them not looking— I mean, they don't look real. But when the faces are blown up that much, like, it looks like it could be a picture of someone's face that has just been, like, digitized.

Sydnee: I mean, I think the difference is, like, their faces aren't gonna do anything. Like, they're not gonna move or change or anything.

Rileigh: Well, right. It is just, like, a picture.

Taylor: But, I mean, there definitely was— yeah. 'Cause it looks like Pierce Brosnan. Like, it looks like the characters that played them in the movie.

Sydnee: [laughs]

Rileigh: Yeah it does.

Taylor: Just very pixelated.

Sydnee: But Donkey Kong mode.

Taylor: That is always so fun.

Sydnee: Oh, I love Donkey Kong mode.

Rileigh: The side profiles of these characters cannot be overstated as to how good they are. Like, that's... it's just... it's like they for— they couldn't get what a face looks like. They just got as close as possible.

Sydnee: I mean, I think that was it.

Rileigh: That's probably it.

Sydnee: Uh, you could also play, um, on paintball mode. Which was a lot of fun, because, I mean, one, I guess then you're not—

Rileigh: No-one dies.

Sydnee: Nobody dies. You're just paintballing each other. But two, um, the walls would get covered with all the paint splatters, and it was very pretty. [laughs]

Rileigh: You liked that one 'cause of all the pretty colors.

Sydnee: I did, I did. So, like, for me, like, Female Scientist, paintball mode. Now we're talking.

Rileigh: Oh man.

Taylor: I... how do you feel about throwing knives? A lot of people like to play throwing knives only.

Sydnee: Um... it wasn't the worst for me, but I wasn't very good at it. Like, I didn't— I would never have chosen it, 'cause I wasn't particularly great at that. I've never been much of a precision gamer. [laughs quietly]

Rileigh: Sydnee likes to press all the buttons.

Sydnee: I do.

Taylor: Yeah, alright.

Sydnee: Did you enjoy the throwing knives?

Taylor: I didn't, no. I was also... I mean, it was fine. But I was... always just happier to— just guns. Can we just shoot each other with the guns that the game's about?

Sydnee: Yeah. It's... it— I didn't— I just wanted to hit the buttons and run around. [laughs quietly]

Raleigh: I do remember very vaguely one time when I was very young— maybe, like, Charlie's age or even younger, trying to play with you all when you all were playing *GoldenEye*. And just being given an N64 controller and just, like... what? I'm just gonna...

Sydnee: [laughs]

Raleigh: And then just kind of pressing all the buttons. And then I remember seeing you do the same and I was like, "Alright, well... Syd's doing it."

Sydnee: That's all Sydnee does.

Raleigh: Must be right. Um, it's interesting, though, that I— you know, I was looking at pictures, watching clips and videos and stuff of this game, and this morning, Sydnee, you and Cooper of course were playing *Roblox*.

Sydnee: Mm-hmm.

Raleigh: Which actually is very similar in terms of graphics and how it looks.

Sydnee: That's true, yeah.

Raleigh: And that's just— that's interesting to me that this was, like, 1997, this was peak video game graphics, I assume. This was, like, the best you could get at this point.

Sydnee: Yeah, at the— yeah.

Raleigh: Um, and obviously looking back at it now we think it just looks absolutely ridiculous. But now we're just making games that look like that.

Sydnee: Or like *Minecraft*, yeah.

Rileigh: Or *Minecraft*, yeah. *Minecraft* is, like, slightly more intentionally blocky. But, I mean... *Roblox* is like, that's just... that's just how the game looks. It's interesting.

Sydnee: Yeah. No, that's true. And, I mean, you can get weird things. Like on *Roblox*, I still can't figure out how you change the hair without getting, like, both hair on there at the same time with some extra bald patches in between and, like, I don't know. And then the girls yell at me and they're like, "No, you had to take the hair off. You have to go to the hair remover block, and then you can get the new hair on, Mom. I don't know why you don't know how to do this."

And I'm like, "I don't know, but my hair is three colors now."

Rileigh: It has made me feel very old, the number of times they've yelled at me because I don't know how to play this game.

Sydnee: Mm-hmm. Or when I didn't know what obby meant.

Rileigh: [quietly] It's obstacle course.

Sydnee: Yeah, I know now.

Taylor: You know, I do— I was trying to think, 'cause you were saying about the graphics, like, is it... were those pinnacle at the time? But this was just a— a year before *Ocarina of Time*, which... I'd say looked a lot better than this.

Sydnee: So maybe it was just like, that was not the most important part?

Taylor: Well... I don't know. I still don't know if it was a high bar—

Sydnee: [simultaneously] This is not something I have expertise in.

Taylor: — for its— yeah. Um...

Sydnee: Yeah.

Taylor: Maybe— but I mean, like—

Rileigh: I mean, I can see how in— go ahead.

Taylor: Oh, no. I was just gonna say, my memory might have softened *Ocarina of Time* as well. [laughs quietly]

Sydnee: [laughs] Rileigh's gonna look. [laughs]

Taylor: I remember it being very lovely.

Sydnee: I do too. I mean, in my memory it's a beautiful game, and everything looks hyper realistic, and I can't imagine that's the case.

Rileigh: Now...

Taylor: I don't know about hyper realistic.

Rileigh: Now, guys... [laughs quietly] now, guys... uh, I mean... it's not b— it looks, like, similar, honestly.

Sydnee: Well, there we go.

Rileigh: I... [laughs]

Sydnee: I mean...

Rileigh: Zelda looks better— not Zelda. Link looks better than, like, the guys you're running around as in *GoldenEye*.

Sydnee: [laughs]

Taylor: [laughs] Is that how— is that how we're comparing it?

Rileigh: But... I mean, the graphics as a whole... like, look at... look at the background.

Taylor: [laughs]

Sydnee: Aww, I don't know. Look at him, playing his ocarina.

Taylor: See—

Sydnee: He's so cute! [laughs]

Rleigh: I— I can see how graphics and design of the game looking nice is significantly less important in a game like *GoldenEye* than it is in a game like *Zelda*.

Sydnee: Mm-hmm.

Rleigh: *Zelda's* about, like, the story and the world building and, like, the, you know, whole adventure of it. *GoldenEye* is... yes, there's a story, but I feel like the primary goal is running around and shooting your friends, so, you know.

Taylor: Yeah.

Sydnee: No, that was definitely the primary goal.

Taylor: This was not long— 'cause I remember when we first got the 64, and the first *Super Mario* game. I'm just remembering— Rleigh, this is gonna blow your mind, because the change from when games all of a sudden you could move around, like, 360 degrees. Like, that seemed like a— that was monumental.

Sydnee: Mm-hmm.

Taylor: Like, you could turn around in a game. You know, you had a 360 environment.

Rleigh: You mean you could just go straight?

Taylor: Side.

Sydnee: Well, yeah.

Taylor: Side scrollers.

Rleigh: Oh. Oh, oh, oh, okay, okay.

Sydnee: Like *Mario*, like the original *Mario*.

Rleigh: I see what you mean, yes.

Sydnee: And *Mario 2* and *Mario 3*—

Rileigh: Okay.

Sydnee: — and yeah.

Rileigh: Um, it all happened very fast then, didn't it?

Taylor: Yeah, yeah.

Rileigh: Video games just kind of all at once, like, "Look what we can do!"

Sydnee: And you gotta know, there was a moment— I'll tell you when it hit me, Tey, was, um, *Silent Hill*.

Taylor: Oh yeah?

Sydnee: There was a moment were I was sitting there trying to make my character move in directions and look around, and I decided, "Well, I can't do these games. This is not... "

Taylor: [laughs]

Sydnee: "This sort of— this sort of thing isn't for me. Uh, I need to go back to Mario, please. Like, I can only go left and right. This is too much." Like, it took me a long time. Like, I would be the one wandering around looking at the ceiling going, "I can't see anything! Am I in a corner? Why can't I see anything? I'm in a corner again!"

Taylor: [sighs] Well, and I mean, *Silent Hill* was not the worst offender of this. But there were a lot of those, uh, early survival horror games that, um— I'm sure they inspired that feeling in lots of people, because they just get a real— real bad camera angle, not— not fully...

Sydnee: Yeah.

Taylor: ... fully making use of the— [laughs] the... environment.

Sydnee: I mean, that happened to me all the time. It really took me a while to adapt to these newer... I say "newer" games.

Taylor: Well, yeah.

Sydnee: Like... but at the time, like, it— it was hard for me. [laughs quietly] I have no spatial reasoning, though, so.

Taylor: Yeah. I remember, like, having conversations, like our older cousins talking about it. Like, arguing. Like, "Oh, no. I don't— this isn't for me. I don't want this. Like, I need them to— I'll stick to the side scrollers." It's like, those aren't gonna... those are gonna be a thing of the past, my dude. [laughs quietly]

Sydnee: I know. [laughs quietly]

Taylor: Like, "This is just a phase video games are going through."

Sydnee: [laughs] "I don't know why they wanna make these— I don't know why they wanna make them more interactive and good to look at." [laughs]

Raleigh: Um, I was remembering that the first *Animal Crossing* only came out four years after *GoldenEye*. And it looked about as good.

Taylor: Yeah.

Sydnee: Mm-hmm.

Raleigh: I think— it's just, in your memory, you just, you know. You remember it looking good for when you were playing it. You remember enjoying it and not thinking it looks bad, so then you don't think about looking back at it through 2022 eyes.

Sydnee: Well, it— I mean, it definitely has that effect. And especially, like, if you think about... the— the generation where Tey and I were experiencing this stuff, like, we started playing... I mean, we had... [sighs] I mean, we had an Atari at some point.

Taylor: Yeah.

Sydnee: But I barely even remember that. Um, but I mean, we started back at— I have very good memories of *Duck Hunt*. [laughs quietly]

Taylor: Yeah. [laughs quietly]

Raleigh: Mm-hmm.

Sydnee: And, uh— and, like, on the computer, trying to play, like, *Jeopardy* and *Prince of Persia* and stuff on the computer with the keyboard, and not knowing what buttons to hit to jump and stuff. So, like, to go from there to *GoldenEye*...

Raleigh: Yeah.

Sydnee: I mean... [laughs quietly] It was like, "This is incredible. Things will never get better."

Taylor: Yeah. Yeah, remember the— the first— just even, like, that opening screen of the Mario 64 where you had the Mario's head that you could, like, pull on and move?

Sydnee: Yes!

Taylor: And that just seemed like, "Oh, what's coming? Like..." [laughs]

Sydnee: Oh, I remember that!

Taylor: What is this— this new— this new technology? It was very exciting.

Sydnee: And you take it all for granted.

Raleigh: I really do.

Sydnee: [laughs] And now, and now you kids with your *Roblox*.

Raleigh: Hey, I don't even know how that works.

Sydnee: I guess that's not really— like, that's the— it's *Fortnite* is the thing now. Right?

Raleigh: Yeah, I— I guess so? I don't know. Is it still?

Sydnee: [quietly] I don't— I don't actually know.

Rileigh: I feel too old to— this is why we had to change our show, 'cause Cooper handed me her pad and said, "Baby sis, I can't get through this level on *Roblox*. Can you do it for me?"

And I— I failed enough times that she just looked at me and shook her head and took her pad back and said, "Never mind, I'll do it." [laughs]

Taylor: [laughs]

Sydnee: She's really good at obbies.

Rileigh: She is! She's better than I was!

Sydnee: I also don't know how you're intuitively supposed to know that, like, if you step on this red square you'll fall apart. [laughs]

Rileigh: Yeah, she looked at you this morning and was like, "Um, you can only step on the white ones." And then I just heard you go, "Oh. Oh. You certainly can." [laughs]

Sydnee: Yeah. How are you just supposed to know that?!

Rileigh: She knows.

Sydnee: Oh well. Well, thank you all.

Rileigh: Thank you, Syd.

Sydnee: [laughs]

Rileigh: This was— this was fun.

Taylor: Yeah.

Sydnee: Uh, Tey, what's next?

Taylor: Uh, well, I thought next we could do one of my favorite cartoons when I was younger. But also I guess there's a new movie [laughs quietly] that is coming out that we can add in there, which is, uh, *Rescue Rangers. Chip and Dale: Rescue Rangers*. So...

Sydnee: Yay!

Raleigh: Ooh.

Taylor: New movie that's being released tomorrow, as of when we're recording this. It's got the Lonely Island dudes. I don't know. Maybe— maybe it'll be like a— like a *Roger Rabbit* vibe. Maybe it will be bad. Who knows?

Sydnee: No. I think— I'm excited about it. I'm excited to revisit the confusion that Gadget the Mouse made many of us feel.

Raleigh: [laughs]

Taylor: Yeah. They've, uh— I— they've not really shown much of her in the trailer, um, for the new movie, and it feels like— like they're— they know how many people are anticipating Gadget the Mouse. Like, they're saving it. They want that to be the buzz around it. Like, "Oh, and then Gadget's revealed."

Raleigh: Yeah. It's a treat.

Sydnee: [laughs] D— do I wanna be her? Do I wanna be with her? She's a mouse! What am I thinking?! [laughs] What is happening?

Taylor: I don't know, but we were all thinking it.

Sydnee: [laughs] Uh, alright. Well, thank you. I am looking forward to that. And thank you, listeners, um, for joining us in this discussion of *GoldenEye*, the video game. Uh, you should go to Maximumfun.org and check out all the great shows there. You can tweet at us, @stillbuff. You can email us at stillbuffering@maximumfun.org. And thank you to The Nouvellas for our theme song, "Baby You Change Your Mind."

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

Sydnee: I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Rileigh: I am still buffering...

Sydnee and Teylor: And I... am... too.

[theme music plays]

Sydnee: You know, I *am* a female scientist.

Rileigh: Look at you.

Teylor: Oh, you did it!

Sydnee: Look at that, kids.

Rileigh: I'm so proud of you.

Sydnee: You can grow up to be female scientists, too.

Rileigh: [laughs]

Speaker One: Did your neighbor back into your car?

John: Bring that case to Judge Judy.

Speaker One: Think the mailman might be the real father?

John: Give that one to Judge Mathis.

Speaker One: But... does your mom want you to flush her ashes down the toilet at Disney World when she passes away?

John: Now, that's my jurisdiction. Welcome to the court of *Judge John Hodgman*, where the people are real, the disputes are real, and the stakes are often unusual.

Speaker Three: If I got arrested for dumping your ashes in the Jungle Cruise, it would be an honor.

Speaker Four: I don't wanna be part of somebody getting a super yacht.

Speaker Five: I don't know at what point you want to go into this, but we have had a worm bin before.

Speaker One: Available free right now at Maximumfun.org.

John: *Judge John Hodgman*. The court of last resort when your wife won't stop pretending to be a cat and knocking the clean laundry over.

[meow]

[ad ends]

[chord]

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