

Wonderful! 264: We Should Freeze Tennis Balls

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[theme music plays]

Rachel: Hi, this is Rachel McElroy.

Griffin: Hello, this is Griffin McElroy.

Rachel: And this is Wonderful!

Griffin: Happy Valentine's Day.

Rachel: Oh yeah! Hey!

Griffin: Sweet I... I— romantic paramour.

Rachel: [laughs] Uh-huh?

Griffin: My darling love, my... purpose, my... I had a bunch in my pants?

Rachel: [laughs]

Griffin: So, while I was doing that, my jeans were riding up, and it did look like I was maybe making an untoward gesture.

Rachel: [through laughter] Yeah, a little bit!

Griffin: While I was describing you as my paramour. And I'm really sorry about that.

Rachel: You were— you were, you know, pitching woo at me, and then you had your hand on your crotch. I was like—

Griffin: I was pitching more— a little bit more than woo, if you—

Rachel: I didn't know—[laughs]

Griffin: No, that was an unintentional, completely separate sort of pants adjustment situation that is happening.

Rachel: Uh-huh.

Griffin: But I know everybody out there loves Valentine's Day an equal amount, and so to all of you celebrating, just have it— keep it— keep it safe. Keep it safe and have fun out there. Chocolates, kissing, the whole nine yards!

Rachel: Uh-huh.

Griffin: Roses.

Rachel: Yeah.

Griffin: A steak dinner. Whatever, whatever the order of the day is on this most sacred day we all love so much, we just hope you're tearing it up out there. Just getting crazy.

Rachel: [laughs]

Griffin: Do you have a— this is a show where we talk about things we like, things that are good, things that we're into, and we like to sometimes kick things off once in a blue moon with a segment we call small wonders. And this segment usually begins with me trying to flummox my darling dear—

Rachel: [simultaneously] I'm ready.

Griffin: Oh yeah? What you got?

Rachel: Danny Go.

Griffin: [singing] Danny Danny go go! Yeah.

Rachel: We, as we have mentioned on the show, we have taken in quite a bit of children's programming in the past six plus years. And our youngest was a big fan of Blippi. And, you know, Blippi's fine. I don't really dislike Blippi, but he's not my favorite.

Griffin: No.

Rachel: So every once in a while I'll, like, look around for other children's entertainers that have songs.

Griffin: Yeah.

Rachel: And hey, Danny Go?

Griffin: Danny Go, what's up?

Rachel: Popped up. Danny Go and Koo Koo Kanga Roo.

Griffin: Koo Koo Kanga Roo is good. Danny Go for me is next level genius.

Rachel: Yeah. Danny Go has songs that it's like, I don't know, I might listen to 'em when Gus isn't around.

Griffin: That's wild. That's— what you just said is fucking bonkers, but—

Rachel: I mean, I haven't done it yet.

Griffin: No. But it's—

Rachel: But I might.

Griffin: The option is there.

Rachel: Yeah.

Griffin: He's got some bops. You've got "Razz-ma-tazz," a song about using your imagination.

Rachel: I also appreciate that you cannot find any information about this person's real life.

Griffin: Yeah.

Rachel: From what I can tell— I went to his website, I did some googling. All I can figure out is he is a performer living in North Carolina.

Griffin: Great. That's all I need. That's— I don't want anymore.

Rachel: [laughs] Yeah. Yeah.

Griffin: From Danny Go. Do you know what I mean?

Rachel: Uh-huh.

Griffin: Like, it's— I want him to get out there and sing songs about being a math wiz. I want him to sing songs just sort of about... just sports?

Rachel: Yeah, just in general.

Griffin: From a kind of agnostic...

Rachel: General enthusiasm for sports.

Griffin: General enthusiasm for sports. That song rules, 'cause I think there's a line in it that's like, "[singing] No matter what the ball is, I'm gonna play," and then there's people in the background, background singers who are like, "[chanting] Hockey, basketball, football, running!"

Rachel: [laughs]

Griffin: Fuckin' great. Danny Go, keep it up. Uh, oh no! What was I gonna talk about? Oh no! Oh, Poker Face! Hey, Poker Face on the Peacock Platform, crushing it again. Have we talked about Poker Face?

Rachel: I don't think we have.

Griffin: It's just fun. It's just fun.

Rachel: Natasha Lyonne— any time she's in a role, I think nobody else could've played that role, and that is especially true with this show.

Griffin: Literally nobody— yeah. The whole thing wouldn't work, I think, without her. It's a— a sort of mystery of the week show by Rian or Ryan Johnson. One of these days I'm gonna learn how to say that name.

Rachel: [laughs]

Griffin: Who put out—

Rachel: If you put different music behind it, it would be a little bit like a Law & Order television program, in that the episode tends to start with a murder and then you watch Natasha Lyonne figure out how it happened.

Griffin: It's so neat! You see everything, right? And so while you're watching this murder take place— and it's a big portion of the episode. Like, the first third of the episode is just sort of going into detail about, like, this heinous act that took place, and looking at all the ways that they tried to cover their tracks and trying to figure out, like, oh, how is Charlie Cale gonna crack this one? And then the rest of the show is her cracking it.

But, like, she's not a cop, which is great. And so when you take that, the authority of, you know, the law away from the person who's trying to solve these crimes, then, like, half the thing is like, well, she can find as many clues as she wants, but how this this going to be actionable for this person who is— who wields no authoritative power whatsoever.

Rachel: Yeah, and who also, like, has some troubled history.

Griffin: Yes.

Rachel: So it's not like she can go to the police and say "I've figured this out!" Like, she's on the run herself.

Griffin: It's great, man. We've watched I think the first four episodes, and it's been fun. Really, really, really fun guest stars in each episode.

Rachel: Yeah!

Griffin: I'm wild about it. It's, uh... it's fun! It's not necessarily, like— I don't feel like it is... um, I hate the term binge-worthy— as much as other shows I've watched, because it is, like— I feel like every episode is so standalone. But at the same time, like, I'm kind of enjoying having this show that we just kind of have in our back pocket that we haven't just, like, devoured.

Rachel: It's kind of nice, 'cause there's, like— there's no real cliffhangers, you know? Because each show kind of stands on its own. So you don't—

Griffin: There is a throughline, but it's not— I don't know. It's not— it's not the thing that keeps you coming back. The thing that keeps you coming back is, like, these mysteries are really clever, and the guest stars are fantastic. And it's a very— it's a great show! I'm really liking it. And another—

Rachel: Peacock, man.

Griffin: Peacock, man! I go first this week. I'm talking about a board game this week. But it's a board game that I love, and didn't know anything sort of about the history of, and then when I read about the history of it I was like, "Mm-hmm, that's good stuff."

The game is... Risk. La Conquête du Monde.

Rachel: [laughs]

Griffin: La Conquête du Monde.

Rachel: I don't know that I have any connection to Risk.

Griffin: When I look back at, like, the golden era of when I was playing a lot of board games, there were a few. One of them was like, late college, like 2008, 2009, I would play... pretty much always Risk, with different groups of friends. Like my brothers' friends all were wild about Risk. They would have these big, you know, fancy whiskey and cigars and...

Rachel: [laughs]

Griffin:... a game of— a game of La Conquête du Monde, and I would play it with my friends sometimes when we just, like, didn't really have anything else to do. It was a guaranteed way of just like, well, we have our activity for the night. We're gonna be playing Risk, and it's gonna take a long time, and no one can leave until its done.

Rachel: Can you remind me, like, what it is?

Griffin: Sure. So, Risk is a strategy board game. You control countries on a map. I think there's 42 different territories spread across six continents. And you control these countries using these little pieces representing, like, military units. And rules are like— Risk I think is an intimidating game, but the rules really are pretty straightforward. At the beginning of your turn you get more reinforcements.

You get more of these little units, depending on how many countries you control, with some bonuses for like if you control a whole continent you get bonus troops that you can sort of assign wherever. And then after you've drafted like that, you can move your troops, or you can attack neighboring countries that are controlled by other players, or you can just pass your turn. Sometimes you want to just, like, add a bunch of troops to your borders so nobody comes and tries to start shit.

And then when you attack you roll dice depending on how many attackers there are and how many defenders there are, and whoever rolls highest knocks out the other team's troops. And then when you knock all the troops in a territory, you move into it and take it over. And that's more or less it. Uh, obviously when you take over a territory all of a sudden now you're drafting more troops on your next turn.

There are, like, cards you draw every time you take a territory, and you can exchange those for more troops. And classic Risk was just that, and it could last, like, days, because you could get in these huge wars of attrition, because it only ended when there was one player left standing and all the others had been knocked out. I have mostly played version that introduce, like, objectives, like take over a certain number of territories in one turn, or control all of Asia. And then once you get a certain number of objectives you win the game.

Rachel: Yeah, yeah, yeah.

Griffin: Which is the only way to play in my book, because it's more fun, and it is much faster and much more digestible, and it's also easier to get friends to play the game with you when this prospect of playing a multi-day war gaming affair isn't hanging over their heads. That version that I mentioned with the objectives is colloquially called Risk Reinvention, and it actually came out in 2008. There were a few versions that introduced these objectives before, but in 2008 Hasbro rereleased Risk as Risk Reinvention, and it had all these different mechanics. Like you had a capital city you had to defend, and the objectives that you had to control. It added a lot of things that made the game a lot faster while still sort of maintaining the strategy that makes the game fun. The origin of— so you've never played Risk?

Rachel: I feel like we have. Now that you're describing it—

Griffin: I think we played it with our friends. I think we played this Reinvention version.

Rachel: Yeah, it sounds familiar. I was getting it— like, I was trying to differentiate it in my head between the game...

Griffin: Catan?

Rachel: Yes.

Griffin: I mean, this laid the groundwork for a lot of strategy games like Catan or war games like Axis and Allies, which is a big one. Risk was the forefather of a lot of those, and it came out in originally 1957. So, like, this game's been around for a long time. The origins are wild. It was the sole board game invention of a French filmmaker named Albert... and I'm gonna fuck this right up... Lamorisse I believe is how you pronounce the last name?

Rachel: [laughs] That seems okay.

Griffin: It seems good? He was a filmmaker and a documentarian. Have you ever heard of a short film called The Red Balloon?

Rachel: Yeah, of course!

Griffin: That was him! He made that movie. He also fucking made Risk.

Rachel: Wild!

Griffin: Which is bonkers. This movie, *The Red Balloon*, it won the Palme d'Or grand prize at the Cannes Film Festival, and won an Oscar for best original screenplay, *and* the dude made Risk. What a bonkers— bonkers career trajectory that this man was on! He partnered with a French game manufacturer to release the game as *La Conquête du Monde* in 1957. Parker—

Rachel: What are you— what are you saying when you say that—

Griffin: *La Conquête du Monde*?

Rachel: Yeah. What is that? What is the direct translation? Do you know?

Griffin: Uh... it is the, uh... Conquer the World?

Rachel: Oh, okay. That makes sense.

Griffin: I think that's what it is. The Conquest of the World. And Parker Brothers in very short order bought the rights to the game to release it globally in 1959 as Risk: The Game of Global Domination. I tried to find some details about why Albert Lamorisse, honored French filmmaker, also made Risk. Like, how did this come to pass? But details are, like, really scant about how this board game was invented. All I could find is that in 1953 he filed a patent for this game idea after he came up with the concept of it during a family vacation. That's about as fruitful of a family vacation as I think you can hope for.

Rachel: Well, as when Lin Manuel Miranda read the biography of Alexander Hamilton. [laughs]

Griffin: That's fair also, yeah. Relatively equivalent. So sadly Lamorisse died in a helicopter accident in 1970. He was just 48 years old, and he never really got to see Risk take off. Uh, 'cause it made a bit of a splash when it was first released, but it really wasn't until the early 90's when Hasbro acquired Parker Brothers and started to do a bunch of stuff with the Risk franchise that, like, it became a staple board game in a lot of people's households. Hasbro also did the Reinvention and a

lot of the secret objective stuff that I mentioned before. It's just wild to me that this game that launched a thousand ships of other board games that did a similar kind of, like, world level strategy stuff was the result of just a family vacation project from a famous French filmmaker who never did anything— obviously, like, his life was cut short a little over a decade later, but he never did anything like that ever again. He just dipped in.

He was a masterful creator in this one field of film, and then was like "I'm gonna make one board game. It's gonna be Risk. And then deuces, I'm out. Right back to films." That's about as inspiring as I think it gets for me. Just for somebody to be able to make such a— just a wild off the cuff hit like that, and then never again.

Rachel: Yeah, it's a good reminder that there's really no reason to pigeonhole yourself, you know? Like, to think like, "Oh, my only skill is film." It's like, maybe there's something else in there.

Griffin: Percolatin'. You don't know. Let it out. Hey, can I steal you away?

Rachel: Yes.

[ad break]

[music plays]

Jordan: I'm Jordan Morris.

Jesse: And I'm Jesse Thorn.

Jordan: On Jordan, Jesse, Go we make pure, delightful nonsense.

Jesse: We rope in awesome guests and bring them down to our level. We get stupid with Judy Greer.

Judy: My friend Molly and I call it having the space weirds.

Jordan: Patton Oswald.

Patton: Could I get a Balrog burger and some Aragorn fries? Thank you.

Jesse: And Kumail Nanjiani.

Kumail: I've come back with cat toothbrushes, which is impossible to use.

Jordan: Come get stupider with us at Maximumfun.org.

Jesse: Look, your podcast app's already open. Just pull it out. Give Jordan, Jesse, Go a try.

Jordan: Being smart is hard. Be dumb instead!

[music and ad end]

[music plays]

Hal: Hi, I'm Hal Lublin.

Mark: And I'm Mark Gagliardi.

Hal: And we're the hosts of We Got This with Mark and Hal, the weekly show where we settle the debates that are most important to you.

Mark: That's right. What arguments are you and your friends having that you just can't settle?

Hal: Apples or Oranges?

Mark: Marvel or DC?

Hal: Fork versus spoon.

Mark: Chocolate or vanilla.

Hal: Best bagel.

Mark: What's the best Disney song?

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Mark: Oh, all answers are final for all people for all time.

Speaker 3: [singing] We got this!

[music and ad end]

Rachel: Okay.

Griffin: Okay.

Rachel: This week I am talking about the penalty box.

Griffin: This is a special little prison.

Rachel: Yeah.

Griffin: That they put naughty boys into.

Rachel: We were describing it to Henry. I don't remember why. But it's so clearly time out, and it's so...

Griffin: It is just time out!

Rachel: ... easily described as time out, and it's so unique, you know? In that the person sits in this little glass box that everybody can see them sit in for two minutes. And then the game goes on without them.

Griffin: Goes on. And they have to watch.

Rachel: [laughs]

Griffin: And hope that the other team doesn't score 'cause of their... their bad playing.

Rachel: Yeah. I mean, it— it fundamentally changes the game all the time. You know? Somebody will get in a situation where they feel like "If I don't go above and beyond here, this person is maybe gonna score, or this person is gonna do something that is gonna be a problem, so I'm gonna go ahead and trip them." And then they get in that penalty box, and then the other team scores, and they're like "Oh, shoot."

Griffin: Yeah. "Coach is gonna be so PO'd."

Rachel: [laughs] I tried to do some research on this. Because I thought, like, there's gotta be some stories here. It can't just be a box. And— and, I mean, it is very much a box.

Griffin: It is a box, yeah, famously.

Rachel: I thought it was interesting. You know, hockey's been around for a long time. And apparently until 1916, transgressions were punished by monetary fines.

Griffin: That's good. That's cool.

Rachel: [laughs] So it was like "Hey, hey, hey. Just so you know, you owe me 20 bucks. Keep going."

Griffin: Yeah. You sticked me in the face. I'm going to need corrective dental surgery done. That will be \$25, please.

Rachel: And then in the 1930's they started putting penalized players in a single space shared by both teams.

Griffin: What a fuckin' bad idea! You are putting the naughtiest...

Rachel: Yeah.

Griffin: ... perpetrators...

Rachel: Yeah.

Griffin: ... in the same zone together?

Rachel: I know. I know. And that apparently blew up in 1963. Two teams started fighting in the penalty box. [laughs]

Griffin: Where do you know from there?

Rachel: [laughs] Yeah, I know. I know. Well, I mean, you get ejected.

Griffin: I think there was a Channel 101 sketch called "Prison Prison Break," and it was about in prison, you get caught trying to break out of prison, so they send you to prison prison, and then you have to try and figure out how to break out of prison prison.

Rachel: Um, penalty box— there is another expression for it.

Griffin: Uh-oh. You're making a face that makes me think it's an impolite—

Rachel: I had never heard it.

Griffin: The boo-boo— the boo-boo box.

Rachel: The sin bin. [laughs]

Griffin: The sin bin! I like that! I wouldn't describe— I don't know that there are a lot of hockey transgressions that are also defilements of the ten commandments. You know what I mean?

Rachel: I will say, there are some very dangerous plays that happen, which could result in a kind of harm that could eventually, like, end somebody's life?

Griffin: I don't think— yes, that seems like a pretty far outside case, but I don't think the— those tablets say anything about, like, "Thou shalt not... hold on... to another person from behind—"

Rachel: [through laughter] That's true.

Griffin: "—keeping them from going where they were trying to go." Or "Thou sh— thou shalt not hit the puck over the glass in one zone defensive end, thus causing a delay of game." I don't remember that one.

Rachel: So, this used to happen a lot more. Hockey used to be a lot more violent sport.

Griffin: Yeah! We've remarked on this, even in the time I've been watching hockey, which I think I started in 2018, it's gotten less punchy. Like, there's way less fighting.

Rachel: Yes.

Griffin: There used to be fighting every game!

Rachel: Yeah. Refs tend to call things a lot closer than they used to.

Griffin: Yeah.

Rachel: Um, so back in the day, teams had what was called an enforcer.

Griffin: Yes.

Rachel: Which apparently has a technical definition as a player who averaged fewer than eight minutes per game and more than 1.2 penalty minutes per game. So they weren't—

Griffin: That's a pretty bad ratio.

Rachel: They didn't play. Like, they were just brought out to fight.

Griffin: What's a good... like, what's a good amount of ice time for, like, a— you know, a Pavel Buchnevich is out there for what, like, 20 minutes?

Rachel: 20 minutes, yeah, that sounds right to me. I don't actually know what the technical amount is, but that seems about right. Games are three— three periods of 20 minutes so.

Griffin: And boy, it's exhausting being out there on the ice, so.

Rachel: Yeah, people don't usually stay out there for more than two minutes. So a lot of these enforcers, like... ended in the, like, early 2000's. Um, so I looked up the, like, players that had the most penalty minutes, and the number one leader had almost 4000 penalty minutes. 3971... penalty minutes in the, like, 14 years that they played.

Griffin: What— give me that number again?

Rachel: 3971. If you're looking it up it's about three days worth of time in the penalty box. [laughs]

Griffin: [snorts] Yeah, that's 66 hours [through laughter] of penalty time. Man, do you think— did he have, like, cross stitch that he would, like, get out when he was in there? Like "Oh, okay."

Rachel: This guy, Tiger Williams— Dave— Tiger Williams is what they called him, Tiger, because of his ruthlessness. It was— like, I was reading about him, and he, like— he had literally, like, broken sticks over people's heads before.

Griffin: Yeah, you can't do that.

Rachel: Yeah. Like, really brutal, like, really brutal stuff.

Griffin: When did he retire? When was he—[crosstalk]

Rachel: 1988.

Griffin: Okay, so this was— okay. This was the... this was a long time ago.

Rachel: Yeah. I didn't recognize a lot of the names on there. I did recognize the name of Bob Probert who retired in 2002. Uh, again, a rough guy. Also, um... had been caught trying to smuggle cocaine across the Canada US border, so...

Griffin: The perfect crime!

Rachel: The kind of guy that, um... was disreputable in multiple ways. [laughs quietly]

Griffin: Did he do it, like, on a team bus or something? Was he—

Rachel: No.

Griffin: No. Okay.

Rachel: No. But his legal troubles, like, did make him a liability.

Griffin: Yeah, it sounds like it.

Rachel: I will say, something I found charming was that his— he passed very young, actually, at like age 45. And his wife had Chris Chelios sprinkle some of his ashes in the penalty box. [laughs]

Griffin: That's adorable. And a hazard, I think.

Rachel: Number seven on that list of players leading in penalty minutes is one Craig Berube.

Griffin: Craig Berube, current coach of the St. Louis Blues.

Rachel: 3149.

Griffin: Jesus Christ, Craig!

Rachel: I know, I know!

Griffin: You know they always talk about him as, like, a... a rough customer. But I didn't know he was the seventh roughest customer in the history of hockey.

Rachel: Yeah, I did not know he was top ten. Like, it's one of those things a lot of— you know, like any sport, a lot of former players become coaches. And so occasionally the announcers will reference his kind of, like, scrappy career. I didn't know it was that scrappy.

Griffin: You see it in the way he reacts to when his players get penalties. I remember David Perron when he started to sort of take a more, like, aggressive role on the team when he was still with the team, started to get, like, a lot of penalties. And unlike other coaches who would, like, flip the fuck out when one of their players made a mistake like that, Berube was just like, "That's the cost of doing business." When you're hitting people, sometimes you do have to go in the box.

Rachel: Yeah. [laughs] Um, other kind of alterations that have been made to the penalty box...

Griffin: When did they put a camera in there? That's what I want to know.

Rachel: Oh, I don't actually know about that. I do know that they raised the glass in the penalty box because there was a player, also on the top list, this is number three, Tie Domi, had 333 career fights. Was doused with, uh, beer, and grabbed a water bottle, and stood up and turned around and squeezed it, and then the audience member came flying down into the box and they, like, fought in the box. So now they have taller glass so that that can't happen. [laughs]

Griffin: So did they put the audience member in the penalty box after that? Where does he go? I guess he just gets kicked out of the—

Rachel: Yeah, you just kick him out of the game. [laughs] So, yeah. Now the bench must be five feet taller than the dasher boards, so somebody sitting directly behind can't just crawl in.

Griffin: Yeah.

Rachel: Um, other things I thought was kind of charming, like, teams have used it as, like, kind of a gimmick. In the Nashville Predators, apparently if you donate \$100 you can sit in the visiting team's penalty box during pre-game warmups. [laughs] So if people, like, pay a certain amount of money, they get to hang out in there while the teams are warming up.

Griffin: That's fun. You can leave, like, little notes. Like, for the opposing team.

Rachel: [laughs]

Griffin: Like "Good going, dingus."

Rachel: St. Louis Blues, uh, unveiled this season the Purina Doghouse. Purina is, like, a big company in St. Louis, so when the Blues' opponents take a penalty, it triggers a \$100 donation from Purina.

Griffin: That's fun. But is there, like, a— is the penalty box full of, like, dogs?

Rachel: I think it's just labeled.

Griffin: Oh, okay.

Rachel: I don't think they put—

Griffin: I'm just saying, like, let's get—

Rachel: They don't put, like, puppies in there.

Griffin: Let's get fun with it, you know what I mean? Like, as long as we're gonna get fun with it, let's get really, really fun with it.

Rachel: The other thing I will say that I thought was interesting— so, in the penalty box apparently the dimensions vary from rink to rink. But on the visitor's end, spare pucks are chilled inside a mini freezer set to around 10 degrees Fahrenheit, which I guess makes sense. Like, if you want something to slide effectively on the ice, it needs to be cold. But I never thought about pucks being chilled.

Griffin: That doesn't make any sense. That doesn't make any sense at all.

Rachel: [laughs]

Griffin: I don't think that thing's temperature makes it slidier, as much as the substance that it is sliding on.

Rachel: Well, here's the thing. If you put a warm puck on the ice, isn't the friction gonna be kind of a problem?

Griffin: Yeah, but why is the puck gonna be warm?

Rachel: Well, if somebody is—

Griffin: It's the same temperature as everything else in the hockey... arena.

Rachel: If somebody's holding it in their hot little hands.

Griffin: Yeah, I guess that's a good point.

Rachel: Or if they're carrying it around in their pocket, you know. Like a— like a tennis person would.

Griffin: Yeah.

Rachel: You know?

Griffin: Yeah.

Rachel: You know how tennis people—

Griffin: We should be freezing tennis balls too, probably, just to be safe.

Rachel: Also boxes have water bottles, athletic tape, ice bags, and a metal bench, and towels, because people just spit all the time.

Griffin: People spit a lot in hockey. It's probably my number one thing.

Rachel: There's just a lot of spitting.

Griffin: It's amazing to me that there's not just, like, little stalagmites all over the ground, just from where people's spit as kind of, like, you know, accumulated.

Rachel: Yeah. I don't know how that became part of the sport. I don't know if it's something with the temperature. I guess all athletes spit.

Griffin: Do it, yeah.

Rachel: But it seems like it happens a lot in hockey. I don't really know why.

Griffin: Well, maybe it has something to do with the cold. We should ask our friend Pete. He plays hockey. He probably knows.

Rachel: I have thousands of questions for him.

Griffin: Maybe spit freezes in— gets cold in your mouth, and that's unpleasant, and you have to get it out there. You know what I mean?

Rachel: [laughs]

Griffin: Maybe playing hockey makes a bad flavor happen in the mouth.

Rachel: Ooh, I would believe that. You dry out, you know? You're skating around, and—

Griffin: [crosstalk] Gross in there.

Rachel: So that's the penalty box. Um...

Griffin: I love it. I love— to me, when I was first watching hockey, I was most interested in the sort of psychology of it. And seeing the faces that people make as they go to the penalty box is a breathtaking human experience. Because it ranges from, like, anger, like "That wasn't holding." To resignation of "Yeah, that was definitely— I definitely, definitely hit that guy right in the head. I definitely should be going in here." And then concern where they're like, "Come on, teammates. Don't let 'em score so I don't feel guilty about going in the penalty box." There's so many emotions.

Rachel: I also love when you see the player looking up at the big jumbotron of, like, trying to figure out, like, "What did I do?"

Griffin: Yeah.

Rachel: And, like, seeing their reaction sometimes where they're like "Oh, come on!" And other times they're like, "Oh, yeah. Yeah, that was—"

Griffin: "Yep. That was me. Bye-ee!"

Rachel: [laughs] "Whoops!"

Griffin: Um, thank you so much for listening to our show. Thank you to Bo En and Augustus for the use of our theme song, "Money Won't Pay." You can find a link to that in the episode description.

Hey. We have a book coming out next week. It's The Adventure Zone: Eleventh Hour graphic novel. The—

Rachel: And when you say "We... " you—

Griffin: Me and Justin and Travis and Dad and Carey.

Rachel: Yeah. I am not a participant in this book, although I endorse it.

Griffin: Yeah. Thank you for that.

Rachel: Two thumbs.

Griffin: It's our fifth book in the series, which is wild, and it's my favorite one so far. It's an adaptation of our sort of Wild West time loop-y adventure that we did in The Adventure Zone Balance, and I'm super duper proud of it. It's a lot of book, and you're gonna enjoy it, I bet, if you enjoy The Adventure Zone. It comes out the 21st. We are doing a special virtual livestreaming event next Tuesday, the 21st, to celebrate. You can find all the details for that stuff over at mcelroy.family. You can also find merch over at mcelroymerch.com. We got some new stuff for February up in there that you should check out. And, um... I think that might— I think that might do it. I think maybe we'll do a quick one, unless you have anything else to— what do you have to say for yourself?

Rachel: [laughs] Wow. Oh, I was gonna recommend the McElroy Family YouTube channel.

Griffin: Sure.

Rachel: You guys have been doing a lot of streaming.

Griffin: Yeah, we've been doing a fun thing called NES Party where we all log into, like, a single Nintendo room and we play NES games together.

Rachel: You get a big sense of the McElroy family energy when it came to playing games collaboratively, which I have enjoyed.

Griffin: Yeah. Or competitively, as is the case with our most recent episode. Um, yeah. Thank you. Please watch that. It's been a lot of fun.

That's it. We're gonna go now. I'm gonna... I got big plans for today. Gotta sweep you off your feet... with lots of romance... gestures. By which I mean... I'm gonna make some pasta. [snorts]

Rachel: [laughs]

Griffin: But good pasta.

Rachel: Yeah!

Griffin: Romance pasta.

Rachel: Romance pasta.

Griffin: *Love spaghetti.*

Rachel: Eugh...

Griffin: Sexy gnocchi.

Rachel: I do think there's something sexy about the way one says gnocchi.

Griffin: Yeah. It's the gno— it's the... that— whatever that is. That— that diphthong. [snorts]

Rachel: [laughs]

Griffin: The word "diphthong" is also... a really sexy word! I mean, that's— it's all right there. It's everything you need. Diphthong. Do you wanna say something else? 'Cause I don't want that to be the last thing people hear.

Rachel: I was wondering if Weird Al ever considered doing a song parody of Sisco's "Thong Song," but with a diphthong... song.

Griffin: Probably not. Goodbye, everybody!

Rachel: [laughs]

[theme music plays]

[chord]

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