

00:00:00	Sound Effect	Transition	Three gavel bangs.
00:00:02	Jesse Thorn	Host	Welcome to the <i>Judge John Hodgman</i> podcast. I'm Bailiff Jesse Thorn. We're in chambers this week, clearing the docket. And with me is the ghost of the Cape Cod coliseum, Judge John Hodgman.
00:00:14	John Hodgman	Host	<i>[Spookily.]</i> Ooooh! Thaaank you for summoning meeee!
00:00:18	Jesse	Host	Please use a regular voice, John. <i>[Chuckles.]</i> Please, we have too much podcast to do for you to do <i>[laughing]</i> ghost voice.
00:00:24	John	Host	<i>[Still ghostly.]</i> Mother always said Savannah was a trap!
			<i>[In his usual voice.]</i> David Lindsay-Abaire, you know who I'm doing when I do that voice, right?
00:00:31	David Lindsay-Abaire	Guest	I'm not quite sure. <i>[Chuckles.]</i>
00:00:33	John	Host	Okay, I'll give you—I'll give you—
00:00:34	David	Guest	It's a TV personality. It's not Vincent Price...
00:00:35	John	Host	No, no, no. No, it's, "Mother always said Savannah was a traaaap!"
			<i>[Laughter.]</i>
00:00:45	Jesse	Host	Is that that guy from <i>The Moth</i> ?
00:00:46	John	Host	The guy from <i>The Moth</i> , Edgar Oliver. Famous downtown—
00:00:48	David	Guest	The amazing Edgar Oliver, yes. I know. You use the voice many times on the podcast. I should remember his name by now.
00:00:53	John	Host	No, that's okay. But I'm very glad that you're here and to hear your voice. David Lindsay-Abaire is our guest today, Jesse Thorn. You know David Lindsay-Abaire, of course. David Lindsay-Abaire is a Pulitzer Prize winning playwright. No? Why are you saying no, David?
00:01:08	David	Guest	'Cause it's pronounced Pull-itzer.
			<i>[They laugh.]</i>
00:01:13	Jesse	Host	Oh, classic Pulitzer burn, John!
00:01:16	John	Host	Alright! That's fair. David Lindsay-Abaire is a Puuull-itzer Prize winning playwright, screenwriter, lyricist. What do you call someone who writes the book for a famous musical? Is it a bookist?
00:01:29	David	Guest	A book writer.
00:01:30	John	Host	A book writer.
00:01:31	David	Guest	Or a librettist. That also works, although it's—
00:01:33	John	Host	Or a librettist. And we've been talking to him—I've already said his name five times. David Lindsay-Abaire. You know him from his Broadway plays <i>Rabbit Hole</i> and the film <i>Rabbit Hole</i> and <i>Good People</i> and <i>Funny Mirrors</i> . And now, based on his play <i>Kimberly Akimbo</i> , the new musical <i>Kimberly Akimbo</i> with music by Jeanine Tesori and book and lyrics by—let's see here. Who wrote the—? Oh, it's you! David Lindsay-Abaire!
00:01:58	David	Guest	That's me.
00:01:58	John	Host	You will probably—listeners will probably also know him from my <i>New York Times Magazine</i> profile of him from 2005. And if you are Sam Potts, you will remember him from high school at Milton Academy in Milton, Massachusetts. David, hello.
00:02:11	David	Guest	Shoutout to Sam Potts. Hi. Thank you!
00:02:14	John	Host	Yeah, hello! How are you?
00:02:15	David	Guest	I'm great. I'm happy to be here! Thank you.

00:02:18	John	Host	Before we began recording, Jesse Thorn—my co-host and our bailiff—and I learned two things that I didn't know. And this is embarrassing for me, because I wrote a professional profile of you. And I missed somehow that you were a listener to Maximum Fun podcasts. Specifically, <i>Jordan, Jesse, Go!</i> , which is a terrific podcast that everyone should listen to.
			<i>[David agrees.]</i>
			And also, that you decorate your house all up for Halloween in an elaborate style rivaling our own house Halloween decoration specialist, Aiden: the young man who—from Pennsylvania or New Jersey. Oops, sorry, Aiden. One of those—who co-runs the Wikipedia for the Spirit Halloween store.
00:03:05	Jesse	Host	What category would you suggest those two states are in together, John? Those are the submarine sandwich states or what?
			<i>[Chuckles.]</i>
00:03:12	John	Host	They're the pork roll states.
00:03:14	Jesse	Host	Got it.
00:03:16	John	Host	Or Taylor ham. Anyway.
00:03:18	Jesse	Host	Or hoagie.
00:03:19	John	Host	I have to say, David, before we go any further. I got this message out of the blue, 'cause we haven't been—we haven't seen each other for a while. And you know, only through fault of life and other intrusions. But I got this invitation to go see this new musical, called <i>Kimberly Akimbo</i> . I was like, "Wait a minute, <i>Kimberly Akimbo</i> , that was the name of a play that David Lindsay-Abaire wrote. I know that; I wrote a profile of him. I like him a lot. Turns out, you and Jeanine got together to write a musical about it, and now it's on Broadway! And I was invited to the opening night, and I've never been to the opening night of a Broadway show before. And if you were trying to butter me up, you didn't have to. 'Cause the work—the work stood on its own.
			It was an amazing, amazing Broadway show.
00:04:07	David	Guest	Thank you.
00:04:08	John	Host	I really love this musical. Please, everyone, if you are coming to New York this spring, buy your tickets now and pay twice the price. <i>[Chuckles.]</i> Whatever they're selling them for. People like to get bargain tickets to Broadway, David Lindsay-Abaire. This show's so good, you should pay double. Pay double.
00:04:27	David	Guest	Thanks, John. I know you're not one for plugs on this show, so this is doubly meaningful! Thank you! I wasn't sure you were even gonna mention the show.
00:04:36	John	Host	<i>[Stammering.]</i> I've been mentioning the show on the show—I know you listen to <i>Jordan, Jesse, Go!</i> mostly, but I've mentioned—I've been mentioning it.
00:04:44	Jesse	Host	My recommendation, John, for folks who wanna pay double is if they will not accept double at the box office, pay full price, but then sneak in at the intermission. So, then technically, you're paying double.
00:04:57	John	Host	Then technically you're paying double.
00:04:59	David	Guest	There's also lots of merch that is for sale in the lobby, if you're looking to dump extra cash. There you go.
00:05:04	John	Host	You gotta get that merch. And it's a really heartwarming and funny and moving and hilarious and good show about a teenager who has

a condition whereby she appears quite old. And she's going—you know, going through teenager stuff with a challenging family. And then, she meets a nice nerd and things kick off from there. Does that seem fair? And there's songs.

00:05:36 David Guest Lots of singing, yeah.
00:05:38 John Host There's lots of singing and lots of—and it is a musical comedy, but it is also one that is very touching. And it is called *Kimberly Akimbo*, and it is playing right inside from the merch area. When you go by—what's the name of the venue?

00:05:51 David Guest It's called The Booth Theater on Broadway.
00:05:53 John Host It's called The Booth Merch Booth, where you get your *Kimberly Akimbo* stuff. And if you walk through the doors, you're gonna discover it's not just a sweatshirt shop.

00:06:00 David Guest Nope. There's a show.
00:06:02 John Host They've also got a show that goes along with all the stuff.
00:06:03 David Guest Yeah, just pass by that. First buy a shirt, then you go in and take your seat.

00:06:09 John Host Here's another thing that I learned when I was profiling you, David Lindsay-Abaire, is you like boardgames. You play boardgames.

[David confirms.]

You got a whole—you had a whole—this is before it was really popular to play boardgames. I'm talking about—you know, like tabletop gaming has had a real resurgence among adults.

00:06:27 Jesse Host Wait, John, before it was popular to play boardgames?!

[David laughs.]

00:06:35 John Host When was Go invented, John!?
No, I'm not saying that boardgames haven't been a part of the tapestry of our human lives across every culture! I'm just saying that it wasn't until I was on the Jonathan Coulton cruise in 2011 for the first time that I realized, "Oh, that David Lindsay-Abaire guy, he's got his finger on the pulse. Tabletop gaming is really happening among adults these days." And when you—when David, when you showed me your closet full of boardgames, you know, I had my reporter's notebook there, and I was basically writing down, "Um, we got a weirdo!" But that's not true!

[They laugh.]

00:07:09 David Guest No. I like—I liked boardgames before they were ironic. How about that?
00:07:13 John Host Yes. Yeah! That's right!
00:07:15 David Guest There was no irony. We just enjoyed them.
00:07:18 Jesse Host David, what's the most complicated board game that you play regularly?
00:07:25 David Guest Hmm. Complicated—I don't know that I like too many of the complicated games. Those are the ones that I—like, look, I didn't play it, but I remember having Catan explained to me. And it just seemed impossible, all the trading in of things and the building up of things. And that's my least favorite kind of game, where my brain has to work too hard. I mean, Risk can be complicated. And you know, obviously involves a lot of thinking. But yeah, I don't dig those games too much.

00:07:54 John Host What's your favorite boardgame to play?

00:07:57 David Guest Um, you know, that's—that's a—look, growing up, I obviously loved the classics. I love Scrabble and Monopoly and Clue. Risk has been mentioned. Battleship. One of my favorites—and I haven't seen it in a long time—and I only just thought of this because of your voice earlier, was the game Stay Alive. Do you remember this game?

00:08:15 John Host Uuuuh, no, but I'm curious to hear this connection.

00:08:18 David Guest Well, it was sort of a grid where you would put all of your marbles on the grid. And there were little holes under them that the—that your teammates would pull a lever, and if your marbles disappeared, then you wanted to be the last marble standing.

[John affirms.]

But what I remember was that Vincent Price did—Vincent Price did the commercial, and the last line was, *[in a deep voice]* "I'd be happy to teach you how to play, but there's no one left! I'm the sole surviiiivor!"

[They laugh.]

00:08:46 John Host Do you remember that commercial?
That was—that was—yes, I do. That just came back to me. I did spend some time watching some YouTube videos of old commercials for classic boardgames. And they are—it was a real trip.

00:08:59 David Guest Anyway, that was one of my favorites. And I know this is a controversial answer and will probably get me kicked off the podcast, but I always did love Boggle. Sorry.

00:09:07 John Host *[Sucks in a sharp breath.]* Yeah, you know...

00:09:08 David Guest I know—I know you hate it. I know.

00:09:11 John Host I just don't care—first of all, not a boardgame.

[David concedes.]

Not a boardgame. That's in a cube. It's a cube game.

[They laugh.]

00:09:20 Jesse Host Yeah, sounds like it's more of a Borg game!

[John chuckles and "wow"s.]

00:09:23 David Guest Well, it's the opposite, isn't it? Because it's the panic aspect that I loved most. 'Cause there were a few of those games that like—do you remember Perfection? Which had the—

00:09:32 Jesse Host I was just gonna—I was just trying to remember the name of that, and I was like, "What was that game that was so scary? Was it Desperation?" *[Chuckles.]*

00:09:40 David Guest Perfection. And Superfection, which was—you had to put two pieces together and then put them in the board. But I actually did bring a prop.

[A tin rattling sound.]

00:09:50 John Host Oh no.

00:09:52 David Guest And you're madly trying to put the pieces in before they explode in your face. It's terrifying. Anyway, Boggle is like that and—

00:09:59 John Host Wait—wait a minute, I thought you were—the thing didn't pop!

00:10:02 David Guest No, no, I didn't—no.

00:10:03 John Host You didn't set the timer.
00:10:04 David Guest No, I didn't put in the pieces. It causes me too much anxiety.
00:10:08 John Host Yeah, Perfection was a quote/unquote "game" in which you had various little shapes that you would fit into corresponding holes on a plastic tray that was depressed and attached with string. And before you started playing, you set a timer and you tried to put them in as quickly as possible. Because if the timer flipped or whenever the timer flipped, that tray would pop up and all the pieces would fly into your face, and you'd scream. And it was probably the worst feeling—I mean, I'm very lucky if that's the worst feeling I had as a child, but just thinking about it right now made me queasy.

[David agrees.]

You brought it out and showed it to me on camera on our little teleconference here.

00:10:45 David Guest *[Pleasantly.]* You're welcome.
00:10:46 John Host And it freaked me right out.

[David apologizes.]

00:10:49 Jesse Host Perfection.
00:10:51 John Host Here's a case from AJ—
Hang on, Jesse. The problem—look, everyone likes what they like, David Lindsay-Abaire.

00:10:55 David Guest Oh, here we go.
00:10:56 John Host And I love you. So, if you like Boggle, go for it. To me, I don't understand why those—how you can possibly say you're making words out of letters that are going in different directions.

[Jesse cracks up.]

00:11:10 David Guest See what I mean?
00:11:15 John Host What does the direction matter?! The letters are still there!
[Sighs.] If this doesn't upset you on a visceral level it does me, then good for you. I wish I were in—I wish I had your brain. Instead, I'm still—

00:11:22 David Guest Nah, I love it. The madness of it. The scrambling. It was just—
[inaudible].

00:11:26 John Host Ahh, and I'm still just thinking about it—another timed game. The fact that that other game was named Perfection, I realize I need to talk to a therapist about that.

[David chuckles.]

00:11:41 Jesse Host Because it's—I think that may have instilled for me my true obsession with and terror of perfection.
I feel like we're really getting deep into both our neurodivergences and neurodiversities and, John, our relationship to our single child-dom.

[John agrees with a chuckle.]

Like, I truly—the only boardgame I can play would be against my mom and only if she lets me win.

00:12:00	John	Host	Yeah. Perfection is a game that you can only play against yourself. Put that on some merch! Can we sell it at The Booth Theater?
00:12:09	David	Guest	Done.
00:12:10	John	Host	Can we have a <i>Judge John Hodgman</i> pop up shop next to the <i>Kimberly Akimbo</i> stand?
00:12:15	David	Guest	Yep. On it.
00:12:16	John	Host	“Perfection is a game you only play against yourself.”
00:12:18	David	Guest	Well done.
00:12:19	John	Host	Boardgames do speak to some deep, atavistic, visceral impulses, and we’re gonna explore some of them now. And I hope dispense some justice. Bailiff Jesse Thorn?
00:12:28	Jesse	Host	Here’s a case from AJ in Brooklyn. “A few years ago, my wife and I were playing the boardgame <i>The Game of Life</i> . When the game ended, she had more kids but I had more money. Each of us thought we had won. We’re still uncertain about who actually won and what’s considered winning in <i>The Game of Life</i> . Do you know?”
00:12:50	John	Host	You ever play <i>The Game of Life</i> , David Lindsay-Abaire?
00:12:54	David	Guest	Yes! And I don’t—I only have one photo of my brother on my desk and look at this!
			<i>[John makes a startled noise.]</i>
			I don’t know if you can see it. I know this is silly for a podcast, but it is my brother holding up <i>The Game of Life</i> , which he got for Christmas that year. And we’ve played it—
00:13:07	Jesse	Host	And this is at his 40 th birthday party.
00:13:08	David	Guest	That’s his 40 th birthday party. Yes, that’s right.
			<i>[John laughs.]</i>
			No, he’s probably 11 in that picture.
00:13:13	John	Host	He really loved <i>The Game of Life</i> ! And you played it!
00:13:16	David	Guest	Many times!
00:13:17	John	Host	Mine was not a <i>Game of Life</i> household, and I think it’s because in the ads—I was familiarized enough with the game that I know that your token was a car. And you accumulated family. And in the ads, one of the things that they always said is like, “I had twins!” And I think my sibling aversion was so strong that I wanted nothing to do with that game.
			<i>[They laugh.]</i>
00:13:41	Jesse	Host	You were worried you’d have to share resources?
00:13:43	John	Host	I had never had to share a backseat of a car in my life, nor was I going to even in this game. So, David Lindsay-Abaire, this is a grim game that follows you from birth through career, major life choices. You can end up becoming a movie star or inheriting a skunk farm. And the endgame is the grave. I mean, they call it retirement, but that—none of this sounds fun to me. Why did you like this game?
00:14:15	David	Guest	Well, I didn’t love it. I said I played it a lot, but I found it deeply problematic. And I was not so interested in picking up a bunch of kids, and I would always—you know—take whatever route was not that route. Um. So, yeah, it wasn’t one of my favorites. I think—you know, when my brother got it we were very young, so it seemed like this is—this is designed for grownups or something. It was not something that I was interested in.

00:14:39 John Host Could you choose like a dual-income, no kid route on The Game of Life?
00:14:44 David Guest I think so. I remember ending the game without children in my car most of the time.
00:14:49 John Host It seemed like the whole thing was very organized around reinforcing some pretty patriarchal middle—what they would call middle-class values.

[David agrees.]

You have kids. You make money. I remember in one of the ads, a kid kind of sighs and goes, “I wish I had bought insurance.”

[They laugh.]

This doesn’t seem fun to me! This does not necessarily reflect my values. Is there an—is there a pathway in the game of life where it’s like you can choose—you can choose to pursue a life in the theatre? As you did?

00:15:25 David Guest That’s not on there, no. No.

[Jesse laughs.]

00:15:27 John Host It’s not on there, right?

00:15:28 David Guest No. I choose “drinking problem” and “third divorce”. I don’t remember that part.

00:15:35 John Host I think that that would probably be a pretty—an addendum to The Game of Life would be pretty good.

00:15:39 Jesse Host The kid throws his fists up in the air, “I won a Pulitzer!”

[David chuckles.]

00:15:46 John Host Well, who wins? The person who has the most kids or the person who has the most money? That’s the question from AJ in Brooklyn. What is your opinion, David Lindsay-Abaire? Or what are the facts? I don’t know what the rules are.

00:15:56 David Guest Well, if I—if I do remember—I mean, I think it is adding up how much money you have at the end. But I think if you have kids, then for every kid, you turn over what’s called a Life tile, which is given a money value. So, I think it’s a pretty straightforward answer that you add up the Life tiles with whatever stack of cash you have at the end. Unless I’m misremembering the game. But that’s what I remember.

00:16:17 John Host Oh, so the Life—so, whoever has the most Life tiles at the end wins?

00:16:22 David Guest Well, it is—a Life tile is given a value of money. Like, this—whatever it is, this Life tile is worth \$10,000 and add it to your pile.

00:16:32 John Host Yeah, my kids are not worth \$10,000.

00:16:33 David Guest Nor mine. Nor mine. Yeah.

00:16:35 Jesse Host There are a variety of Life tiles you can get, which all translate directly to money at the end of the game.

[John affirms.]

But if you have children, that’s worth money. And of course, if you retire at Millionaire Estates, you have the chance to receive four additional Life tiles if you are the richest person to retire there.

00:16:59	John	Host	And whoever has the most Life tiles wins, right? And then they—and then they get shot out of the middle of the—of the theater, like in <i>Logan's Run</i> , and they renew, and they get another body? Or something?
			<i>[David chuckles and agrees.]</i>
00:17:09	Jesse	Host	You have your money. All the Life tiles are worth money. You add it all up. And then, I'm just looking at the wiki for The Game of Life. After the part about adding up your money and the player with the most money wins the game, it says, "Playing by the rules. Sometimes, life doesn't work out the way you want it to. And that's also true in The Game of Life. Even if you do not get the salary you want or end up with a car full of kids, you must continue to play by the rules. If you try to cheat your way to success in the game, just as in real life, you will find that you will probably fail before you reach the top."
00:17:50	David	Guest	Wow, that's dark.
00:17:52	John	Host	Not only inappropriately unfun for a game, but also a pack of lies!
00:17:58	David	Guest	Pack of lies.
00:18:00	John	Host	Uuum, no, people who don't play by the rules succeed all the time if your value is making enough money at Millionaire Estates.
00:18:07	David	Guest	The only good thing about the game was the spinner.
00:18:10	Jesse	Host	Yeah, I—the thing that I remember most vividly about The Game of Life is the tactile experience over there at Jodie Scott's house. I believe Jodie Scott was my friend that had The Game of Life—of the ridges on that white plastic spinner and the clickety clack as it turned like a carnival game wheel.
			<i>[David agrees.]</i>
00:18:34	John	Host	David Lindsay-Abaire just held one up to the screen.
00:18:36	David	Guest	<i>[Plastic clicking.]</i>
			Yeah, this was it.
00:18:37	John	Host	Well, you came with props!
00:18:38	David	Guest	Well, I didn't—you know, the Carrottop of podcasts.
			<i>[John snorts a laugh.]</i>
			There are a few games we—that I had as a kid that we actually have in the house, and this is one of them. So. And this spinner is not nearly as satisfying as the one that I had, but I'll do it. But it doesn't sound the same.
			<i>[A rattling plastic clicking.]</i>
			Yeah, it's not very good.
			<i>[More rattly clicking.]</i>
			It's okay.
00:18:57	John	Host	You ever play the game of Sorry with the pop—the pop... was that the one that had the pop—?
00:19:03	David	Guest	No, that's Trouble. Which is right here.
00:19:05	John	Host	Oh, right. You ever play— <i>[laughs]</i> Trouble had the dice popping mechanism.
00:19:12	David	Guest	The Pop-o-Matic!

00:19:13 John Host *[A squeak and a pop.]*
 00:19:14 David Guest The Pop-o-Matic. That's right.
 This is the end of my props.

00:19:17 Jesse Host *[A squeak and a pop.]*
 00:19:19 David Guest Are you tired of manual popping? Well, great news!
 I loved it! That was the best thing about Trouble! There were
 several Pop-o-Matic games. There was also Headache. And there
 was double trouble and—

00:19:26 John Host That's Jesse's favorite game, is—
 00:19:27 David Guest Headache?
 00:19:28 Jesse Host Yeah, I still play Headache to this day! *[Chuckles.]*
 00:19:30 David Guest Sorry, Jesse! I think I might have given you one. Apologies.
 00:19:35 John Host No, those kinds of game design innovations could move a lot of
 units. I don't think anyone played Trouble 'cause of the game
 design.

00:19:44 Jesse Host I certainly played Save the Whales because of the handsome
 pewter humpback that came with it.

[John chuckles.]

It was a cooperative game. The goal was to save the whales.
 Nothing has ever been more 1988 than that. It came with some
 sundried tomatoes and a kiwi fruit.

00:20:03 David Guest If you wanna play Trouble without the Pop-o-Matic, then it really
 pretty much is Sorry. It's the same game.

00:20:08 John Host Yeah, exactly. I mean, the only reason that people bought Trouble
 was for the Pop-o-Matic. Otherwise, it was a literal sorry knockoff of
 Sorry.

00:20:18 David Guest And they're both knockoffs of Parcheesi, I would say. Right?
 00:20:20 John Host Oh, we'll save the Parcheesi talk for later. We've got a lot of the
 cheese coming. But what are we saying to AJ, here? The rules of
 The Game of Life are they who dies with the most toys, AKA the
 most money, wins. Like that old, crummy poster that you would see
 in a frat house. That's the rules of The Game of Life. And the other
 rule of The Game of Life is The Game of Life wants you to play by
 the rules, because that's how they get the suckers. The rules are for
 you, not for the game of life. So, my—in my opinion, if your
 values—AJ's spouse—are to have love and family, then you won.
 But technically, AJ won 'cause AJ got the most money.

00:21:05 Sound Effect Transition Three gavel bangs.

00:21:07 Jesse Host Here's something from Hayden in Long Beach. "My brother, Shane,
 and I have a dispute about Scattergories. In this game, you get
 prompts such as 'vegetables' or 'places you go on vacation'. A 20-
 sided die provides a random letter. Then, you list things that start
 with that letter for each prompt. So, for vegetables, you might say
 kale if you rolled a K or beans if you rolled a B. In this case—" First
 of all, beans are legumes.

00:21:39 John Host Yeah, I was just about to say we're gonna get a lot of letters.

[Jesse sighs.]

00:21:45 Jesse Host But don't get Jesse started on beans.
[Laughing.] Big, fat, juicy beans.

[They chuckle.]

Oooh, that's my favorite part of *Waiting for Guffman*. "In this case, the category was 'things babies use'. We rolled a G. My brother, Shane, said gloves."

[They chuckle.]

00:22:15 John Host "We argued about this until the whole room was uncomfortable. Do babies use gloves?"
00:22:18 David Guest David Lindsay-Abaire, do babies use gloves?
00:22:25 John Host I mean, babies can use anything, but that—no. That seems silly. It should be specific to babies. Right?
00:22:29 David Guest Yeah. I'm not sure that babies—let's put a pin in that. Do you play Scattergories?
00:22:36 John Host No, they don't even use gloves! You would put mittens on a baby! You don't—can't get those tiny little fingers into a glove! That's a ridiculous answer.
00:22:40 David Guest Wait a minute. Do you know about rich Uncle Pennybags, the mascot from Monopoly?
00:22:41 John Host Go on.
00:22:45 Jesse Host What about a baby version of him for Monopoly babies?
00:22:55 John Host *[Laughs.]* Yeah, what if there was a Monopoly Baby Edition? What then? What if it was rich Nephew Pennybags, and he wore little gloves? And a tiny top hat?
00:23:01 Jesse Host And a little tiny—little evening gloves. White evening gloves, and he's like going around saying, "Goo-goo, ga-ga, capitalism."
00:23:11 John Host Yeah, what if top hats started with G? Then baby Moneybags would wear it, and it would start with G, and it would be a perfect example for this game. What about that?
00:23:22 David Guest I can't think of a thing that babies use that starts with G that isn't gloves, honestly. Can you, David Lindsay-Abaire? I'm not good at this game, Scattergories, myself. Babies?
00:23:23 John Host No, no, I'd fail. Babies use...
00:23:26 David Guest Something—gah, guh, guh, guh...
00:23:30 John Host I mean, you'd say, "Goo-goo ga-ga"—when you're trying to figure it out, you say "goo-goo ga-ga" figuring it out.
00:23:32 David Guest Yeah. Gara—garage door opener?
00:23:33 John Host That's what they use.
00:23:34 David Guest It doesn't—I'm—*[snorts a laugh]*.
00:23:36 Jesse Host Galoshes.
00:23:37 John Host Garburator?
00:23:40 David Guest Garburator. Galoshes.
00:23:41 John Host Gnomes.
00:23:50 Jesse Host Giraffe, a toy giraffe, a baby might use. It was a tough one! I would say—I would say—guess what, Hayden? That was a tough one. God's providence?

[Beat.]
00:23:53 John Host *[Chuckles.]* That was—God or whatever's providence.
00:23:57 Jesse Host That would be if like the baby wanted to survive babyhood in the Middle Ages or something, would use God's providence.
00:24:04 John Host Yeah, were you playing Middle Ages Scattergories, Hayden? Or present day Scattergories? It is—of course, Scattergories is one of the oldest games. It's been played since the, uh, Persian Empire.

No, it was invented in 1988. And that's a tough one! I get—you're right, you got a tough one there, Hayden. Shane did the best Shane could, but Shane was wrong. Babies don't use gloves. And, note to listener Kit, you are right. You also had a Scattergories dispute, and Kit—guess what? You win this one. In the topic of fictional characters—starting with G again—your husband, Nate, was wrong to suggest George, the great, gangly, galloping, great gorilla. Because he had just made that up on the spot, and that doesn't count.

00:24:49 Sound Effect Transition Three gavel bangs.

00:24:51 John Host Nate was saying, "Well, it's a fictional character. I just made him up." It's gotta be a pre-known—

[David agrees.]

00:24:56 David Guest Boo, right? Boooo!

00:24:58 John Host Yeah, that's not how—

00:25:02 David Guest And he was trying to get those extra points by putting in all those extra Gs.

00:25:03 Jesse Host No.

00:25:05 David Guest The correct answer would be Glove Baby.

00:25:07 John Host Glove Baby, exactly right.

00:25:14 Jesse Host I'm gonna do one better. I would say the top fictional character starting with a G? God. I look forward to your letters.

00:25:28 Sound Effect Transition Wow! Wooow! We're gonna take a quick break to hear from this week's partners and avoid lightning bolts We'll be back with more cases to clear from the docket on the *Judge John Hodgman* podcast.

00:25:31 John Host Three gavel bangs.

00:25:59 Jesse Host Hello! I'm your Judge John Hodgman. The *Judge John Hodgman* podcast is brought to you every week by you, our members. Of course. Thank you so much for your support of this podcast and all of your favorite podcasts at MaximumFun.org. And they are all your favorites. If you want to join the many member supporters of this podcast and this network, boy oh boy, that would be fantastic. Just go to MaximumFun.org/join.

00:26:05 John Host The *Judge John Hodgman* podcast is also brought to you this week by Blueland!

00:26:18 Jesse Host Single use plastic. That was a bunch of dirty words, as far as I'm concerned. I don't care how clean you're getting your bathroom with a single use plastic bottle full of the name-brand stuff.

00:26:23 John Host An ugly single use plastic bottle! One that you have to try and figure out a place to hide.

00:26:43 Jesse Host Yeah. And at the end of the day, you know, you're just throwing it away. You're using it one time. It's right there in the name. Single use. However, cleaning your bathroom is, those are dirty words. And Blueland is on a mission to eliminate single use plastic by reinventing cleaning essentials to be better for you and the planet that we share.

00:26:43 Jesse Host Their idea's simple: beautiful, refillable cleaning products. They don't mail you the water. They just mail you a little tablet and a gorgeous reusable container. You put the tablet in there. You add the water. And you've got high quality cleaning products that you're

00:27:07	John	Host	not afraid to leave on a shelf, right there out and visible. And it saves a lot of stuff from going into landfill. Yeah. Refills start at just \$2.25. You could even set up a subscription or buy in bulk for additional savings. And as you say, Jesse, at the end of the day you have spray bottles and dispensers and storage solutions for your toilet cleaning tabs that look nice! It's like, it really makes you look like you're living in a nice hotel or something!
00:27:28	Jesse	Host	To get 15% off your first order, go to Blueland.com/Hodgman .
00:27:34	John	Host	That's 15% off your first order right now when you go to Blueland.com/Hodgman .
00:27:39	Jesse	Host	That's Blueland.com/Hodgman .
00:27:48	John	Host	The <i>Judge John Hodgman</i> podcast is also brought to you this week by Butcher Box. I am tired of thinking up things to make for dinner, honestly. But with Butcher Box, there's no thinking it up. There's no guesswork required. It takes the guesswork out of finding high quality meat and seafood that I can trust, and you can too. With 100% grassfed beef, organic chicken, pork-raised, crate-free, and wild-caught seafood. Let me tell you about this seafood. I got—I had some Atlantic cod, frozen fillets of Atlantic cod that I had ordered in Butcher Box.
00:28:19	Jesse	Host	Sounds nice.
00:28:20	John	Host	I put it in my freezer, and I always knew it was there. And now, when I go to cook, I'm like, "What can I make with what I already have?" And I went to a popular cooking website and got a recipe for a delicious miso fish chowder, and I made it with that Butcher Box frozen Atlantic cod, and it was delish. Stock your pantry full of Butcher Box stuff. You'll never have to guess again, 'cause not only do you—not only will you get suggestions from your very freezer as to what you might have for that dinner, but also you can trust that stuff. It's really, really, really good!
00:28:56	Jesse	Host	And you don't have to go to the internet. All the boxes come with recipe inspiration, guides, tips, and hacks!
00:29:02	John	Host	Hacks! Some were even personalized. Plus, you get some dry ice. And if you handle it safely and you have a young person in your house, the two of you are gonna have a wonderful time pretending that your kitchen sink is a bubbling cauldron of witches' brew or something very mysterious and Stephen King-y happened in your garbage disposal. It's a lot of fun. The main thing, though, is the quality of the stuff that it's keeping frozen for you. High quality meat, seafood, everything that you want that you can trust.
00:29:49	Jesse	Host	Butcher Box is offering our listeners one of their best deals yet: a 100% grassfed chuck roast and a whole organic chicken free when you join. Plus, an additional \$20 off your first box. Wow! Sign up today at ButcherBox.com/ijho and use code JJHO to get a 100% grassfed chuck roast <u>and</u> a whole chicken free in your first box.
			<i>[John "wow"s.]</i>
00:30:10	Sound Effect	Transition	Plus \$20 off. That's ButcherBox.com/ijho . Use the code JJHO. Three gavel bangs.

00:30:13	Jesse	Host	Welcome back to the <i>Judge John Hodgman</i> podcast. We're clearing the docket this week with Pulitzer Prize winner David Lindsay-Abaire. Here's a case from Cory in Arlington, Virginia. "Growing up, I was never able to finish a game of Clue. My cousins always insisted the characters could only enter and exit rooms through open doors. I argued that any door printed on the board is useable. I believe the visual distinction is only to provide variety on the board. They argued the game designers would not have included both open and closed doors if they didn't intend for there to be a difference between the two. Who is right?
00:30:57	John	Host	David Lindsay-Abaire, you ever play the game Clue?
00:31:00	David	Guest	Yeah. A lot. Yeah.
00:31:01	John	Host	Cluedo, they call it in the UK. Do you know why? I don't know why.
00:31:06	David	Guest	I don't know why!
00:31:07	Jesse	Host	'Cause they haven't got a clue.
00:31:10	John	Host	Well, I think probably they already had a Clue—they had to have had some other Clue, and through British copyright, they couldn't—I don't know. But if you know why, listeners, please write a letter to hodgman@maximumfun.org and explain why Clue is known as Cluedo in other countries.
00:31:25	Jesse	Host	That's why Tim Curry had to move to America.
00:31:29	John	Host	I never saw the movie Clue, not even one of its endings.
00:31:32	Jesse	Host	Very funny.
00:31:33	David	Guest	Oh, it's very funny.
00:31:35	John	Host	Really?! Okay, I'll have to check it out.
00:31:36	David	Guest	Madeline Kahn, especially, is very good.
00:31:37	Jesse	Host	Takes a looong time to get started.
			<i>[David agrees.]</i>
			That's something you don't remember when you only remember it from your childhood, just sitting back in 1987 eating a kiwi, is boy does it not get funny for half an hour. So much exposition.
00:31:56	John	Host	In Clue, what character did you like to play, David Lindsay-Abaire? Who would you grab?
00:32:00	David	Guest	Colonel Mustard, every time.
00:32:01	John	Host	Colonel Mustard, every time! Did you have like the edition what had the photographs on the front? The 1970s edition, they had actors posing as these characters. And I remember Colonel Mustard had some sweet mutton chops.
00:32:15	David	Guest	That's what I love best, those mutton chops. Yeah, that's exactly the edition that I had.
00:32:20	John	Host	Yeah. Who'd you like to play, Jesse Thorn? Have you ever played?
00:32:22	Jesse	Host	Miss Scarlet, all the way.
00:32:24	John	Host	Miss Scarlet, all the way!
00:32:25	Jesse	Host	Ironic—our audience at home can't see this. David Lindsay-Abaire right now wearing scarlet; I am wearing mustard.
00:32:34	John	Host	Huh! I am wearing blue, which would make me Mrs. Peacock?
00:32:38	David	Guest	Peacock, yeah. Peacock.
00:32:40	John	Host	And Valerie Moffatt, who is editing and producing this episode, did you ever play Clue?
00:32:46	Valerie Moffatt	Producer	I have played Clue one time in college. And I remember almost none of it.
00:32:53	John	Host	Did you remember what character you played?
00:32:55	Valerie	Producer	No. I think I would've gone for like a Colonel Mustard, just for the sideburns. But no, I—yeah, I don't remember, unfortunately.

00:33:04	John	Host	According to this, Mrs. Peacock—and by this, I mean the internet, the Wikipedia page—Mrs. Peacock has an immediate advantage of starting one space closer to the first room than any of the other players. That’s just a little Clue hack out there for people. But I would always play Professor Plum, because um, nerd. Always. Always.
00:33:28	Jesse	Host	You looked at the variety of characters and thought, “Which of these knows it all?”
00:33:35	John	Host	<i>[Chuckles.]</i> That’s right. Which of these—which of these people looks most likely to never be threatened with a hug or a kiss from anyone? And to live—and to live his life in complete asexual seclusion. Maybe in a house with a turret. You know, some Edward Gorey prince somewhere in Cape Cod or something like that. That was my dream. Professor Plum. In any case, what do you think about this question, David Lindsay-Abaire?
00:34:05	David	Guest	Well, I’m trying to remember. I think we used all the doors. I feel like the walls were clearly marked, and that there was an open space—whether the door was open or closed on the board, there was an open space to enter. That’s how I remember it, at least.
00:34:19	John	Host	Do you remember—how many of the rooms can you name off the top of your head?
00:34:22	David	Guest	Oh gosh. <i>[Chuckles.]</i> Do you really want me to start listing them? Uh, the hall, the ballroom, the conservatory, the library, the kitchen. Um, the billiard room.
			<i>[John confirms with a laugh.]</i>
00:34:41	John	Host	The dining room. The study. Mmm. Aviary.
00:34:42	Jesse	Host	No.
00:34:43	John	Host	Apiary.
00:34:44	David	Host	You’re one—you’re one away. This is amazing.
00:34:46	John	Host	Oh, I am? Is there a music room?
			Have you— <i>[stammering]</i> wouldn’t that be the conservatory?
			<i>[David concedes.]</i>
00:34:52	David	Host	Have you said the ballroom?
00:34:53	John	Host	I thought I did.
00:34:55	David	Host	Maybe you said it and I missed it. Oh yeah! Then you got it. Then you won.
00:34:57	John	Host	Well, I’m sure I missed a couple but okay, thank you!
00:35:01	David	Guest	No, no, no! You didn’t miss—you didn’t miss a single one. The kitchen. Did you say the kitchen?
00:35:02	John	Host	I thought I did.
00:35:06	David	Guest	Yeah, I think you said them all. Oh, here comes one. The lounge. Woow.
00:35:10	John	Host	I didn’t say the lounge for sure, yeah. Did I say the library? I might have missed the library too.
00:35:13	Jesse	Host	You did—no, no, you said the library. And the—
00:35:15	David	Guest	You probably don’t have enough travel points for the lounge.
00:35:18	John	Host	I think you’re right. You’re right.
			<i>[Laughs.]</i> Yeah, that—the door—the door to the lounge is closed to those of us who are no longer diamond medallion members. Now, I am merely a platinum medallion member as of February 1 st of this year. We’ll talk about that later. But I am looking at the 1970s era board that you and I would have used, David Lindsay-Abaire. And

it's very—there are no—it's basically gaps in the walls with the word “door”. And then, when I look to the 1980s version, there are many doors, and they're all closed. But they're in the same places. What Cory is describing here—that there are some doors that were open and some doors that were closed, I don't see that at all.

In the '70s, they were all open. There were no doors at all pictured. In the '80s, there are doors in all those spaces, and they are closed. But there are no open ones. You had to go through those doors. I think this is a clear case of cousin malfeasance.

00:36:17 Jesse Host I think our big mistake here is thinking that Cory who is from Arlington, Virginia, is not asking my aunt—Arlington, Virginia, based real estate agent Debbie Miller, lifestyle transition specialist. If you've got a lifestyle transition coming up in northern Virginia or a parent does, google Debbie Miller! She'll help you out.

00:36:37 John Host Here's the lifestyle I want, Jesse. Maybe she can help me out with this. I want a lifestyle where I have a house that has a library and a study and a lounge. There are too many rooms in this place. Too many rooms. No wonder they got up to murder. David Lindsay-Abaire, did you like the game of Clue?

00:36:53 David Guest Oh yeah, I really liked it a lot. Yeah.

00:36:56 John Host What was your favorite murder weapon to fondle?

00:37:01 David Guest I found the candlestick quite satisfying.

00:37:05 Jesse Host Gotta be a sperm whale! Right?

00:37:08 John Host *[Chuckles.]* No, I don't think they introduced that 'til later.

00:37:11 David Guest That was later, yeah.

00:37:12 John Host I was always a lead pipe guy. I always liked the—or the rope had a good feel.

00:37:19 Jesse Host Had a nice ridge to it.

00:37:20 John Host Had a nice ridge to it.

00:37:21 David Guest Yeah, but the rope was the only one that was not metallic. It was plasticky.

00:37:25 John Host Is that—oh! Right!

00:37:27 David Guest It was a plasticky beige.

00:37:29 John Host Top token in Monopoly. We're gonna get to Monopoly after the break, but top token. You wanna think it over or do you know it right off the top of your head?

00:37:38 David Guest I mean, off the top of my head, I think top hat, of course.

00:37:40 John Host Top hat, like a baby wears?

[David confirms with a chuckle.]

Yeah, okay. Well, before we get to Monopoly, I think we got some—oh, by the way, Cory, your cousins were lying to you as cousins always do.

00:37:50 Sound Effect Sound Effect Three gavel bangs.

00:37:52 Jesse Host Here's something from Anna in Chicago. “Sometimes, when I play Scrabble with my mom, I hesitantly attempt to play a word and say something like ‘I think this is a word’. My mom then asks what I think it means. I take a guess. She shakes her head and says, ‘No.’ And I withdraw the word and play my pathetic backup word.” *[Chuckles.]* “Later in the game, my mom will play the same word, smugly giving the correct definition. Judge, this has led to some of the worst fights my mother and I have ever had. I now refuse to play with her. Please rule the only requirement for playing a word in

			Scrabble is that the word appears in the Scrabble player's dictionary.
00:38:43	John	Host	David Lindsay-Abaire, I saw you shaking your head as you listened to this plea from Anna in Chicago. What's your reaction to this?
00:38:50	David	Guest	Well, I'm sure her mom is a delightful person, but this question infuriates me.
00:38:53	John	Host	Are you?! Are you? Are you?
00:38:55	David	Guest	No. No, it makes me very angry.
00:38:57	John	Host	I'm not.
00:38:58	David	Guest	This question is horrible. It is not a game of definitions. There is a rule in Scrabble that if you wanna challenge it, you challenge it. And then, you go to the dictionary. At no point do you have to give the definition of a word. That's an entirely different game!
00:39:12	John	Host	When I first got the Scrabble bug, up there in Prince Edward Island with the parents of my friend Peter Rosenmeier—Jesper and Rose Rosenmeier. Two of the greats. Unfortunately, they are no longer living, but they taught me a lot of things. This is my family—Jesper was from Denmark originally, and they lived next-door to us in Brookline, Massachusetts. And David Lindsay-Abaire, they celebrated Christmas. And when they celebrated Christmas, you know how they lit their Christmas tree?
00:39:44	David	Guest	Go on.
00:39:46	John	Host	Live candles!
00:39:47	David	Guest	Yeah, I was afraid you were gonna say that.
00:39:49	John	Host	Live candles!
00:39:51	Jesse	Host	They do it right in Europe.
00:39:53	John	Host	They knew how to do it right.
00:39:54	David	Guest	Madness!
00:39:55	John	Host	Of course—of course, it was totally bananas. And yet, they did it. It was one of the most beautiful things I ever saw. And the candle holders that they would hang on the branches of the tree had counterbalances, so they were always upright. I don't think you can buy those anymore. They're like lawn darts. We're not allowed to have nice things in this country. Anyway, one of the nice things they had was Scrabble. They played Scrabble, and they took no prisoners. But when they were teaching their kids to play Scrabble, it was a rule that you could play a word—if you weren't sure how to spell it or what it meant, you could look it up in the dictionary and play that word. That way, it was a learning tool. You gained vocabulary.
			But nowhere in the Scrabble rules does it say you have to know the definition of the word that you're playing. How are you on your two letter words, David Lindsay-Abaire?
00:40:48	David	Guest	Pretty good. Pretty good.
00:40:51	Jesse	Host	Would you say you're OK?
00:40:54	John	Host	<i>[Snorts a laugh.]</i> Boo! Also, not acceptable two letter word, I don't believe.
00:40:57	David	Guest	I approve.
00:40:59	John	Host	Oh, okay.
00:41:00	David	Guest	On the joke, not on the word. But that's alright.
00:41:02	John	Host	Yeah, that was a good joke. I have to admit. But like I remember that O-E—
00:41:08	Jesse	Host	We am OK at it.
00:41:11	John	Host	Me and Jordan are OK at it.

[Jesse chuckles.]

			O-E is a two-letter word that I believe means a kind of a wind? It describes a certain wind? And al, A-L, is an acceptable two letter word.
00:41:25	David	Guest	It's an East Indian tree.
00:41:27	John	Host	An East Indian tree. There we go. I was gonna say—I was gonna say like a branch of a tree, because I don't remember.
00:41:33	David	Guest	Oh, maybe I'm wrong.
00:41:34	John	Host	No, I bet you're right! Al definition.
00:41:38	David	Guest	Well, this feels like a game right now! I'm getting tense! I hope I win.
00:41:42	John	Host	Al is a—well, it's—you know what? I'm almost certain that you're correct. When I look it up on the internet, it says, "Yes, Al is a Scrabble word and it's worth two points in Scrabble and three points in Words with Friends," which I do not recognize. Because as I've said before, there is no Words with Friends. There's only Scrabble with enemies. And that Al is a valid Scrabble word, and then it says nothing else. Because! The definition does not matter. Does <u>not</u> matter.
			And this mom that you have, Anna—out there in Chicago—this mom should know better. Don't you agree, David Lindsay-Abaire?
00:42:21	David	Guest	Yeah, and I think she does know better. I think she's just... wanting to win. You know. She knows what she's doing.
00:42:26	John	Host	[Giggles.] But this is—I mean, you know, like this mom is out here teaching her daughter that she's supposed to know the definition of the word in order to play it?! That's not—that's not the rule. That's not even the—unless it's the house rule, but Anna doesn't know. If it were the house rule, it would be agreed upon, right? Or it would be like, "This isn't the rules, but this is the way we play." The way the Rosenmeiers would play it, you can look up a word in the dictionary if you aren't sure how to spell it, 'cause we want you to learn words. 'Cause you're children.
			If this were a mom saying to her daughter—and I don't know Anna's age, but like her child saying, you know, "We're only going to play it if we know the definitions of the words, because that's how we're gonna learn vocabulary," that would be one thing. But as far as I know, Anna is an adult, and her mom has been lying to her her entire life about the rules of Scrabble.
00:43:18	David	Guest	You know, the worst part of that story though is that the mom then puts down the same word and gives the proper—that's just diabolical! And then says, [mockingly] "Oh, here's the real definition." That's just horrible!
00:43:30	John	Host	Well, I agree that cruelty is definitely a part of Scrabble. There's no question about that. But this is cruelty based on misdirection. That's not—it's not fair, Anna's mom. And look! You're punished. Anna won't play Scrabble with you anymore. Was it worth it? I'm gonna go so far as to—and this is—I've never done this on the <i>Judge John Hodgman</i> podcast. I'm gonna tell aaall the Scrabble players in Chicago, "Stay away from Anna's mom." Anna's mom, you are banned from all the Scrabble tables in Chicagoland. You wanna get a game going of Scrabble? You might have to go to Indiana. You might have to go to Wisconsin.
00:44:10	Jesse	Host	She's gonna have to become a riverboat Scrabbler.

00:44:12	John	Host	Until she gets found out! Scrabblers talk. That's what they said in <i>Pokerface</i> . Scrabblers talk. Banned.
00:44:19	Sound Effect	Sound Effect	Three gavel bangs.
00:44:22	Jesse	Host	Let's take a quick break. When we come back, we'll have a case about Parcheesi and one about something called butt money.
00:44:30	John	Host	Butt money. B-U-T-T money.
00:44:32	David	Guest	So good.
00:44:33	Jesse	Host	When I turn in that Life tile, you're gonna win.

00:44:36	David	Guest	<i>[They chuckle.]</i> You automatically—yep.
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00:44:38	John	Host	Automatic win.
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00:44:39	Sound Effect	Transition	Three gavel bangs.
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00:44:42	Promo	Clip	<i>[Cricket sounds.]</i>
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Music: Relaxing acoustic guitar.

Narrator: If you have trouble falling asleep, try *Sleeping with Celebrities*.

John Moe: Tell me about your view of succulents.

Speaker 1: I'm not a—I'm not a huge fan.

Narrator: It's a different kind of sleep podcast.

Speaker 2: There are some real benefits to parking illegally.

Narrator: Featuring remarkable guests and unremarkable topics.

Speaker 3: There's two Orlando airports.

Narrator: From the creator of *Depresh Mode with John Moe*, it's *Sleeping with Celebrities*. Every week on Maximum Fun. Nighty-night, sleepy heads.

[Music ends.]

00:45:20	Promo	Clip	Music: Relaxed ukulele.
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Jesse Thorn: Hi, I'm Jesse Thorn, the founder of Maximum Fun. And I have a special announcement. I'm no longer embarrassed by *My Brother, My Brother and Me*. You know, for years, each new episode of this supposed advice show was a fresh insult, a depraved jumble of erection jokes, ghost humor, and—frankly this is for the best—very little actionable advice. But now, as they enter their twilight years, I'm as surprised as anyone to admit that it's gotten kind of good. Justin, Travis, and Griffin's witticisms are more refined, like a humor column in a fancy magazine. And they hardly ever say "bazinga" anymore. So, after you've completely finished listening to every single one of all of our other shows, why not join the McElroy brothers every week for *My Brother, My Brother and Me*?

[Music fades out.]

00:46:15	Sound Effect	Transition	Three gavel bangs.
00:46:18	Jesse	Host	Judge Hodgman, it's March. That is big news for us.
00:46:22	John	Host	Yup! Rabbit, rabbit, as they say! March is here, and that means March Madness. And we've got a real doozy of a bracket. Is it a sports bracket, Jesse?
00:46:34	Jesse	Host	No, sir, it is not a sports bracket. Why would anyone bother with a sports bracket during March Madness when they could focus on a much, much more important bracket?
00:46:44	John	Host	Weeks and weeks and weeks and weeks ago—we have a listener named Jared, from New York who wrote in asking this podcast to pronounce a certain song, "Empire of the Clouds" by Iron Maiden, the best song about zeppelins, blimps, or airships. Now, it's a great song! And that might be true. But as I said back then and I'm saying again now, how can we know unless we vote on it? <i>[Chuckling.]</i> So, we've created a March Madness style bracket of 32 songs about blimps, airships, balloons—any lighter than air travel. Some of them are a little bit of a stretch. They were all submitted by you the listeners, and now's your chance to vote on them starting right now.
00:47:29	Jesse	Host	So, Marie Bardi from our friends, <i>The Blank Check Podcast</i> , put together this bracket. You can find it on all our social media. You can find the links on our social media, @JudgeJohnHodgman on Instagram, Facebook.com/judgejohnhodgman , MaximumFun.Reddit.com . It's gonna be a real bonanza. All my money is on the Drexel Dragons, but we'll see who comes out on top. There's gonna be four polls a day between March 1 st and 4 th , then two polls a day from March 5 th through 11 th . Then, our final poll on March 12 th , and we'll find out what the greatest song of all time about lighter than air travel is.
00:48:14	John	Host	We're gonna get to announce it in the second week of Max Fun Drive. It's gonna be very exciting, and I just wanna thank everyone who already voted. I did do an initial poll as to what we should call this blimp fight to end all blimp fights, with a March Madness theme. I wanna thank everyone who voted. Some of you suggested things such as <i>[chuckling]</i> Floatchella or Blimpboard Hot 100 or March Dirigible Derangement. But as of this count, 69.7% of you agreed that this should be called March Oh, The Hu-Madness. Only 17.58% of you thought it should be the much more clear March Oh, The Humanity-Ness. But we're calling it March Oh, The Hu-Madness.
			So, get on the socials, find those—whether it's the Facebook group, whether it's the Reddit group, whether it's our Twitter accounts, you'll find the place to vote. Get out there and vote and we'll get it done.
00:49:15	Jesse	Host	I'm kind of thinking "Up, Up and Away" is gonna be 5 th Dimension.
00:49:19	John	Host	"Up, Up and Away" by The 5th Dimension is indeed in this first round of voting. And it's up against "The Blimp" by Captain Beefheart. So.

[They laugh.]

When you go to the polls—when you go to the polls, you can listen to all the songs, 'cause we have links to all the YouTube videos for the songs. So, you can decide for yourself. So, I know who I'm voting for in that one. Do you? Go to the polls. And thank you, Marie

Bardi, for pulling this together after I was incapable of doing it after weeks and weeks and weeks, Marie was able to do it in 24 hours. It was incredible.

I have mentioned several times in this episode, *Kimberly Akimbo* is one of the best Broadway musicals that I have seen in a long, long time. And I really love it, and you should check it out. If you get through New York, check it out. But this message is specifically for Tony voters. If you are someone who votes in the Tonys, just—*[stammers]* look, you know what to do. Just vote *Kimberly Akimbo*, straight up and down the ballot in all categories. Best everything.

I also wanna reiterate that our friends Bobby Lopez and Kristen Anderson-Lopez—who have been on this show, and so they're your friends too—have created this wonderful show on Hulu called *Up Here* in which I play a small part. And yet, nonetheless, it's some of the most fun I've had on camera ever. This is the best cast assembled—I'm gonna say—I'm gonna say it, Jesse, since *Bored (board) to Death*.

00:50:45 Jesse Host
00:50:46 John Host

[Flatly.] Wow.

The fun and the chemistry that these people have and the quality of their performances, holy guacamole! Mae Whitman, Carlos Valdes, Katie Finneran. So many more. Broadway legend Brian Stokes Mitchell showing up. It was just such a delight, and I think you're really gonna enjoy it, and I really, really do hope you check it out on Hulu—March 24th. All eight episodes will be released on March 24th, and I hope you tell some friends about it. 'Cause it's a really special show, and I really had a great time making it, and I hope you will enjoy it too.

00:51:20 Jesse Host

Jesse Thorn, what do you got going on?

Some special guests on *Jordan, Jesse, Go!*. This past week, we had the great Sam Riegel—one of the stars of *Critical Roll*, one of the internet's most popular YouTube shows/podcasts/adult animated series for Amazon Prime/whatever else. One of the internet's great guys, as well. Sam Riegel. And this week, his competitors and bitter rivals in the field of podcast Dungeons & Dragons games—yeah, that's right, they actively hate each other!

[John gasps.]

The McElroy brothers! All three McElroy brothers are coming on *Jordan, Jesse, Go!* together this week.

[John "wow"s.]

00:52:15 John Host
00:52:17 Jesse Host

And we haven't recorded this yet, but my presumption is they're just gonna spend the entire time tearing down Sam Riegel personally.

Don't tear down anybody! Good luck to all bands!

They're all friends. They're all friends. They're friends. They're some of the nicest people in the world, the McElroys and Sam Riegel.

00:52:26 John Host

As John Flansburgh once said as he raised his glass in a cocktail bar where I was lucky to be sitting with him, John Darnielle, and Jonathan Coulton. Yes, it was a summit of the Johns. And the band came up that someone thought another person might not like very

much, and that person raised his glass and said, “You know what I say, good luck to all bands.”

[Jesse chuckles.]

00:52:50	Jesse	Host	And I say it every day.
00:52:53	John	Host	In this case—in this case, good luck to all bands of adventurers!
00:52:56	Jesse	Host	Oooh! Yes, indeed!
			Anyway, really fun episodes of <i>Jordan, Jesse, Go!</i> , so I hope people will take the opportunity to listen to them. And of course, right around the corner is the Max Fun Drive, so look forward to that. If you’re not already a member of Maximum Fun, it will be a great time to join. If you are already a member, you can think about whether you’ve got the scratch to kick it up a notch. It’s gonna be a lot of fun, special episodes, special stuff happening across the network starting in late March!
00:53:22	John	Host	It’s a special, special time of year. And if you’ve just started listening to <i>Judge John Hodgman</i> , make sure you listen hard once the Max Fun Drive starts, because it’s a special, special time of year and I’m really looking forward to it. It’s not just the Max Fun <u>Drive</u> , it’s also the Max <u>Fun</u> Drive. We have fun. And it’s gonna be a good time.
00:53:39	Jesse	Host	Let’s get back to the docket!
00:53:41	Sound Effect	Transition	Three gavel bangs.
00:53:43	Jesse	Host	Welcome back to the <i>Judge John Hodgman</i> podcast. I’m Bailiff Jesse Thorn. With me, Judge John Hodgman and David Lindsay-Abaire—Pulitzer Prize winner, of course, for <i>Shrek the Musical</i> . Which he wrote. Here’s something from Luis in Brooklyn. “I, Luis G, bring the case against my friend, Luis M. I’m from Colombia where Parcheesi is very popular.”
00:54:10	John	Host	I did not know this.
00:54:11	Jesse	Host	“All my aunts play, and they play for money—the equivalent of a quarter for every kill. They recently sent me a Parcheesi set. I play at my local: Minnie’s bar in Sunset Park.”
00:54:25	John	Host	Minnie’s bar in Sunset Park is where Luis plays Parcheesi.
00:54:32	Jesse	Host	That’s a Charlene and Stuart joint!
00:54:34	John	Host	That’s a Charlene and Stuart Wellington joint. Stu, of course, is co-host of <i>The Flophouse</i> podcast on Maximum Fun. This is completely unsolicited, but I’ll tell you something. I’ve been to that bar. David Lindsay-Abaire, you ever been over to Minnie’s bar in Sunset Park?
00:54:46	David	Guest	Nope, no.
00:54:48	John	Host	Alright, let’s go. Play some Parcheesi with Luis.
00:54:50	David	Guest	Done.
00:54:51	John	Host	Or will we? Let’s find out if he’s a fair player.
00:54:53	Jesse	Host	“I always start by clarifying the rules, including my family’s house rules for roadblocks and rolling multiple doubles. During an amazing Minnie’s match, I pulled off a narrow victory just before Luis M was about to bring his last piece home. The next day, Luis said my win was illegitimate. He had checked the internet. It told him that once I had fewer than six spaces to go, I should have switched to using one die instead of two. I say with a game as old as Parcheesi, online sources will differ. Only the pregame negotiation of rules matters. Who is the real champion?”
00:55:46	John	Host	Parcheesi is indeed an ancient game. Almost as old as Scattergories. No, of course—I mean, it dates back to around—at

least as far as we know, around the first century BC, in southeast Asia. Now it's traveled the world. Do you like Parcheesi, David Lindsay-Abaire.

00:56:11 David Guest Yeah. Yeah, I do like it. I haven't played it in a while, but I played it a lot when we were younger, yeah.

00:56:15 John Host You ever play it for money, Colombian style?

00:56:17 David Guest No, I've never heard that. That makes it much more exciting.

00:56:18 John Host I've never heard that before. That seems really cool. And by the "kills", what's being referred to here I presume is when you roll the dice and you move—you move your piece, and you land on a spot where another player's piece is. And it's not a safe spot. And they get sent back to start. That would be a kill. And I guess you would get a quarter from them for making that kill. And the roadblocks that Luis G refers to here are, I guess—what I learned were called blockades, which is when you have two of your own pieces on a space. No one can move past them. Not even you! And the goal is to get home. But had you ever heard of this rule of using one die when you have less than six spaces to go, and you have only one piece on the board?

00:57:08 David Guest No, I've never heard of that.

00:57:09 John Host I've never heard of that either. What do you think about this case?

00:57:13 David Guest I don't agree with it. 'Cause if you need a five to get in, you can roll a five with two dice. I don't understand why you would have to—?

00:57:22 John Guest Right. Because in Parcheesi, when you roll—you roll two dice, and they're six-sided dice. And you can use either the—like, let's say it's a five and a one. You can either move one of your pieces six spaces, or you can move one piece five spaces and another piece one space. And then, there are other variations—not variations, but that's the basics of the game mechanics. So, you—I'd never heard of this rule before. But Parcheesi I do believe is a game that has been around for a long time. And I'm sure that there are lots and lots of house rules, like there are for Monopoly. What do you think about house rules?

00:58:00 David Guest Great! So long as you as what they are at the beginning of the game. You can't make up house rules after it's over.

00:58:06 John Host Right. Like, with Anna and her mom in Chicago. If Anna's mom had said, "Okay, house rule, I'm going to be cruel and teach you the wrong rules of Scrabble and pretend that I know better than you," that would've been fair. That would've been fair.

00:58:19 David Guest Yeah. I don't think Anna's mom needs to say that anymore. I think it's a given.

00:58:22 John Host Right. I think it's the house rules for all parents to say to their kids, "Yeah, just, house rules. I'm gonna inadvertently teach you some bad stuff and mess up your head. I'm sorry." You know. But if you land on free parking enough, you might be able to pay for therapy eventually. Do you put money under the—under the free parking space in Monopoly?

[David confirms.]

00:58:44 David Guest How much do you put in there to start? Any?

00:58:53 John Host Well, we put \$500 to start, and then whatever money is paid on the cards, whether it's community chest or chance, then that also goes in the middle, so it can pile up.

00:58:53 John Host Yeah, no, you can get quite a windfall. Quite a windfall. You know, rich Uncle Pennybags will be swooning, fainting backwards as he

often does when he gets a tax refund in his favor or whatever. In this case, we had quite a few Parcheesi disputes, and they all revolved around—
00:59:09 David Guest [Chuckling.] Wait, really?
00:59:11 John Host Yes!

[David laughs.]

In part, because this game dates back to the first century BC, so there's been a lot of time. A lot of time to build up disputes. Why do you laugh? Do you think there aren't that many Parcheesi players out there?

00:59:24 David Guest [Chuckles.] I'm surprised to hear that there are so many. I just think of it as such an old, dusty game—which I enjoyed, but I didn't know that people were still playing it so much.

00:59:32 John Host Even if you were to go to the printed rules of Parcheesi, circa 2001—which is the PDF I found from the Hasbro website or whatever—I mean, there are a lot of rules to Parcheesi. You know? You can move your entered pawns counterclockwise along the path the number of spaces you roll on the dice. You may move one or two pawns in your turn. No more than two of your pawns can occupy one space. You must move whenever possible. You cannot move by the count of both—if you cannot move by the count of both dice, you may move one pawn.

There's a whole lot of rules for how many—what happens if you roll doubles three times. The third consecutive time you roll doubles, you may not move forward. But what happens, David Lindsay-Abaire?

01:00:15 David Guest I don't know what happens! Do you—oh—oh wait, I do know! The—your pawn that is closest to home gets sent back to the home base? Is that what happens?

01:00:23 John Host You gotta—yeah, you gotta start all over. Your pawn goes all the way back. And then, there's this one: capture bonus. After capturing or, quote/unquote, “killing” an opposing pawn, move any one of your pawns an additional 20 spaces at the end of your turn. If you capture during a doubles' bonus move, complete your capture bonus before moving again. If you can't move one pawn the full 20 spaces, you—

You see, it goes on. It's very—it's very—you could see why—and these rules that were printed in 2001 are much more complicated and confused than the original printed rules of Parcheesi that I found dating back to when it was created by—well, obviously, appropriated and then published for money by Parker Brothers back in the—whatever—19—bluh-buh.” Because I think there are a lot of house rules, and I think there are a lot of traditional different ways to play. And there are a lot of exceptions, too. So, I can understand why there were so many disputes. So, I'm gonna settle these all in a row, real quick. David Lindsay-Abaire, if you think I'm wrong on this because of your Parcheesi knowledge, you let me know.

[David agrees.]

So, first of all, Richard and Camden, Maine—you are wrong. Your son, Noah, was perfectly within his rights to bypass his home path

to capture your piece. There is nothing in the rule book that said Noah had to go down his home path when he reached it. He is absolutely fine to go ahead and capture your piece and continue to play and go around the board another time. And there's also nothing in the rulebook that says a golden retriever can't play Parcheesi. You have to allow that dog to play.

Justine. You are wrong. Per the printed Hasbro rules, you are not allowed to move a two pawn blockade together to form a new two pawn blockade—even if the dice roll that way. You owe your sister, Melissa, decades' worth of rematches. This is printed in the Hasbro rules. But not printed in the original Parker Brothers printed rules for Parcheesi! Because someone had to say, "Can I move my pieces forming a blockade together?" And someone else had to say no, you can't. It's unsporting. Justine, you're wrong.

Hollis? Your letter's unclear. I don't know what move or combination of moves you employed to prevent Kyle from winning until it was long past midnight and you had ruined New Year's Eve for everyone. But clearly Parcheesi is a mean game, and as long as you followed its many mean rules—including whatever house rules you set up before the game—what you did was, as you wish me to deem, awesome.

And finally, Luis G in Brooklyn? Your victory stands. You remain the Parcheesi champion of Minnie's bar in Sunset Park. Luis M, you can't go looking for rules on the internet after the fact and try to steal that victory back! Plus, I've never—not in any of the printed rules or any variation have I been able to find anything about having to switch to one die when you're less than six spaces away from home. That's just not how it works, Luis M!

01:03:20	Sound Effect	Sound Effect	Three gavel bangs.
01:03:22	John	Host	See you at Minnie's. You wanna play some Parcheesi at Minnie's, David Lindsay-Abaire?
01:03:25	David	Guest	Yes.
01:03:26	John	Host	Maybe we should get together with Luis, too.
01:03:28	David	Guest	Great.
01:03:30	John	Host	And Luis M. We'll show Luis M what's what when it comes to Parcheesi.
01:03:34	David	Guest	You know who I'm not gonna play with?
01:03:36	John	Host	Who?
01:03:37	David	Guest	That mom.
01:03:38	John	Host	No! That mom—Anna's mom in Chicago.
01:03:41	David	Guest	Anna's mom, yeah.
01:03:42	Jesse	Host	Anna's mom, go play at Hinterlands.
01:03:46	John	Host	<i>[Chuckles.]</i> Are you expanding the boardgame ban to Parcheesi as well as Scrabble, David Lindsay-Abaire?
01:03:51	David	Guest	I'm not playing anything with that lady. I don't like her.
01:03:53	John	Host	Wow! Wooow! Alright! That's a full ban!
01:03:59	Jesse	Host	She's a rude dudette with a bad 'tudette.
01:04:02	John	Host	She's got nothing going on when it comes to playing games with David Lindsay-Abaire.
01:04:07	David	Guest	You know what?
01:04:09	John	Host	What.
01:04:10	David	Guest	I don't wanna count up her Life tiles at the end of the day.

01:04:12	John	Host	No. I don't think her Life tiles are gonna be—
01:04:16	David	Guest	I'm sure she's a wonderful person. This is terrible of me.
01:04:18	John	Host	What's that? A what?
01:04:19	David	Guest	I'm sure she's nice. She just has this one little thing.
01:04:22	John	Host	She did a—she did a non-nice thing. Yeah, you know what? That's not a Life tile in your favor, Anna's mom. You should—you should consider that. That's all we're saying.
01:04:31	Jesse	Host	Here's something from Steve in Brooklyn. "This is about Monopoly." Great opener.
01:04:36	John	Host	Okay. Boom.
01:04:39	Jesse	Host	"Years ago, our younger daughter, Josie, created a scheme in which she sneaks money under her butt and sits on a wad of secret cash. This cash is called butt money."
01:04:52	John	Host	Butt money...
01:04:54	Jesse	Host	"In Monopoly, the amount of money opponents have in front of them is an important part of deciding whether to purchase a property or build a house. However, butt money is the Monopoly version of a Swiss bank account. It seems unfair for Josie to release \$1000 in butt money when we think we've bankrupted her. Please order Josie to cease this practice."
01:05:23	John	Host	David Lindsay-Abaire. You enjoy puzzles, right?
			<i>[He confirms.]</i>
			I mean, arguably, Boggle is not a game but a puzzle.
			<i>[David confirms hesitantly.]</i>
			Right?
01:05:33	David	Guest	<i>[Chuckling uncertainly.]</i> I mean, okay?
01:05:35	John	Host	You're creating a little word jumble for yourself.
			<i>[David agrees.]</i>
			That has no elegance to it whatsoever. <i>[Chuckles.]</i>
01:05:44	David	Guest	The Boggle hate. I knew I shouldn't have brought it up. I knew it.
01:05:47	John	Host	Well, people like what they like, and I love you and enjoy whatever you like. But that's more of a word—that's more of a word jumble than it is a game. Here's a puzzle. Riddle me this, David Lindsay-Abaire. Can you spot Steve's first and biggest mistake in the letter that he wrote?
01:06:04	David	Guest	Yeah, that he said it was about Monopoly. It's not about Monopoly. It's about some dynamic in the family that needs to be investigated.
01:06:10	John	Host	Oh, I thought you were saying his first mistake was they were playing Monopoly, which is arguable.
01:06:14	David	Guest	<i>[Laughing.]</i> Oh, I see. That's a better answer.
01:06:17	John	Host	That's not what I was saying, though. That's not what I was saying.
01:06:20	David	Guest	No, okay. What do you think?
01:06:22	John	Host	His first mistake, in my opinion—and I like Monopoly. I mean, but can I ask you honestly, David Lindsay-Abaire, have you ever played a game of Monopoly that didn't cause anger?
01:06:35	David	Guest	No.
01:06:36	John	Host	Right? It's the whole point.
01:06:37	David	Guest	That's the point.
01:06:38	John	Host	That's the whole point is to destroy other people and enrich yourself.

01:06:45	David	Guest	Yeah. Bankrupt them.
01:06:47	John	Host	The game was designed—originally—to show the evil—let’s take the moral issue out of it. To show the inevitable outcome of capitalism, which is that money amasses to one person and everyone else suffers, that there is no fair and equal distribution of the wealth or that it is predatory and cruel. And someone said, “That’s a fun game.” And they stole that idea from that person! And sold it as their own without batting a single eyelash of moral qualm.
01:07:25	Jesse	Host	There’s no ethical boardgaming under capitalism.
01:07:28	John	Host	No, there is no ethical boardgaming under capitalism. But David Lindsay-Abaire and Jesse Thorn, I would argue that Steve’s first mistake and biggest mistake was saying that part of Monopoly’s strategy is deciding whether or not to buy a property based on monies that other people have. Because what I learned is playing Monopoly on my Macintosh SE—no, I think it was a Proforma145 or something like that. It was one of the built-in games, and you could play it at fast speed. And my wife, who is a whole human being in her own right, and I would play Monopoly against each other late into the night in the ’90s, at the fastest speed possible.
01:08:19	David	Guest	So, we played hundreds of iterations of Monopoly a night. And what we learned very early on is you buy every property you land on. Right, David Lindsay-Abaire? You never not buy a property. Yes and no. No, wait a minute. No. If you keep buying all of those properties, you’re gonna run out of money. And so, if you have just enough and you land on a property that you want, you think, “Oh, I have to—I have to buy this.” But then, you look around the table and like, well, this joker doesn’t have any money. They’re not gonna buy it. I’m safe. I can go around the board another time and pick up another 200 bucks. Maybe get a little money from chance, maybe land on free parking. I’ll be in a better position to not be bankrupted. I’m gonna get the next go around. So, then you are looking at the other people’s piles of money.
01:08:51	Jesse	Host	Please, no letters regarding free parking.
01:08:53	David	Guest	Fair enough.
01:08:56	John	Host	Jeez, you know, I wish it were—I mean, I wish I hadn’t seen what I saw those many late nights in the ’90s, playing iteration 900 at 2AM. Because what I saw was very clear. The statistics were almost as clear as the data points that have rolled in over the ten years of this podcast, regarding dudes who have systems versus wives who endure them. The smallest—and this is what makes Monopoly so insidious. The smallest early advantage, in terms of property acquisition, will always lead to an increasing advantage, until it becomes exponential, and you eventually just win. And you can grind it out. You’ll have your ups and downs, but you grind it out—it doesn’t matter what the other person has, in my experience.
01:10:23	David	Guest	Because you know, once I saw through the matrix and I was in game 1000, the odds were very clear. It was just like buy the property—do what you have to in order to buy every property you land on. ‘Cause that will give you an edge eventually. But of course, this doesn’t speak to butt money at all. I’m just identifying what I saw when I went too deep down the Monopoly hole. What do you think about butt money and what Josie is up to, David Lindsay-Abaire?
			You know, I’m very much against it, and yet I love the audacity of it.

[John agrees with a chuckle.]

			Right?
01:10:30	Jesse	Host	Just hearing about it was a thrill for me.
01:10:32	David	Guest	Yeah, it's so brilliant! Like, bam! I've got 1000 bucks, and I'm gonna build those hotels over there. It's amazing!
01:10:40	John	Host	And it is in keeping with the capitalistic nature of the game. I mean, as Steve points out, developers are hiding their funds all over the world. There is a strategic advantage to having more money than people think you have.
01:10:55	Jesse	Host	I like the idea of playing any boardgame by prison rules. If you can keister the money, you can play it later.
01:11:05	John	Host	<i>[Chuckles.]</i> I think there should be a house rule that butt money is allowed. If you can sneak that money under your butt, then you have evaded taxation in the eyes of the government, etc., etc., and then you can deploy those funds later. Now, my question to you, David Lindsay-Abaire, is what's the punishment if Josie gets caught sneaking the butt money. In other words, like her dad or another family member sees this happening, calls them out. What's the punishment? If any.
01:11:36	David	Guest	I think the callout is the punishment. "Hey, everybody. Just so you know, Josie's sitting on 700 bucks over there. I saw her put it under her butt." Then you know she's got secrets going on.
01:11:47	John	Host	But David Lindsay-Abaire, for me—and arguably maybe for you, 'cause you suggested it—certainly the callout would be a punishment enough. Simply being shown to have done something wrong, to have not followed the rules—I mean, as a rule-following only child, that would be basically fatal to me. That would be capital punishment, the callout. But I wasn't the one sneaking the money under the butt! Josie doesn't care. Josie I don't think—maybe Josie isn't capable of shame or humiliation!
01:12:21	David	Guest	Well, are we saying that she is in fact breaking the rules? I don't think she is.
01:12:25	John	Host	I'm trying to set up a new rule! Which is that butt money is allowed. You can—but if you sneak the money under your butt, it's allowed. But if you get caught, if someone sees you doing it, it's not just like, "I see you hiding that money." There has to be a penalty. Like, you go to jail. <i>[Chuckles.]</i> Who am I kidding? That would never happen in capitalism.

[David agrees.]

			That's not realistic at all. You'd have to pay a fine of \$1. That's basically what would happen, right? If you got caught—if you were—if you were—if you were an entrepreneur in real capitalism and you got caught hiding your money, you would have to pay a fine of—a nominal fine that would not be meaningful to you, but some congressperson could say, "I made this happen!"
01:13:14	David	Guest	Well, at the risk of dead horsing this—and maybe you wanna cut all this out—but when I play Monopoly, I methodically lay out all my ones and my tens and my twenties all in a row for everyone to see. I have family members who just have them in a wad of bills all piled together. So, I don't know how much money they have. It's just this messy, ridiculous pile of paper. So, it is the equivalent of butt money, 'cause I don't know if that's \$12 or if it's \$2000, most of the

time. And there's no rule that says, "Oh, you must lay it out the way that David has laid out everything, in a methodical way."

01:13:49 John Host Well, there's no rule other than the law of nature! When you're given things that you can match into a pattern, you have to do it or else your house is going to collapse. That's how I feel about ordering that money.

01:14:03 David Guest Well, we feel the same.

01:14:04 John Host Like, I have these things. You have to—they can't just be in separate piles. They also have to be facing the same way. When I worked at the—when I worked at the ticket booth at the Coolidge Corner Theater in Brookline, Massachusetts, do you think I was turning in the cash that I had received with the president's heads going in different ways?

01:14:24 David Guest I know you weren't.

01:14:25 John Host No! I had to make sure every one of them was facing the right way. I touched every one of those bills multiple times, just in case you worried that my saliva wasn't on a bill that you passed me. It was there.

01:14:38 David Guest I assumed.

01:14:39 Jesse Host The capitalist meditation. Touch bills.

01:14:43 John Host Same way Boggle is an affront against nature. The letters are going in different ways. That's not how you spell words.

01:14:52 David Guest That's part of the challenge!

01:14:55 John Host So, what are you—what are we saying, here? David Lindsay-Abaire, what's your final ruling? Butt money, okay or is it a wad pile that you cannot abide by?

01:15:06 David Guest I'm for it. I like it. I know—*[chuckling]* I know it's the wrong answer, but I can't let go of the fact that I just—

01:15:11 John Host Why do you think it's the wrong answer? It's your judgement!

01:15:13 David Guest Well, it seems highly deceptive in a way that Monopoly is—you know, problematic for lots and lots of reasons. Deception seems like not the top of the list. So, that's what feels wrong. But—

01:15:27 John Host Do you—and are you also arguing that having a big wad of cash that isn't nicely laid out, John Hodgman/David Lindsay-Abaire style, is also deceptive? Or just worse than—

01:15:38 David Guest Not in my family. That's just—

01:15:39 John Host Untidy.

01:15:40 David Guest It's just untidy. It's just sheer laziness.

[John groans repeatedly.]

I know. I can't. I just—I find that much more offensive than the butt money.

01:15:48 John Host I would say that it is a—it is an acceptable house rule, but there has to be a penalty if you get caught. If you get caught stealing—and the penalty has to be appropriate to our capitalist existence. So, basically it cannot hurt Josie in any way or cause meaningful harm whatsoever to her crude butt fortune. And also, it's not even saying like—if she gets caught putting it into the butt money pile under the butt and you get caught, she doesn't even have to give it back. It stays there, under the butt. You just have to give \$1 back to the bank or wherever. Or \$1 to each player. Keep an eye—keep an eye on Josie. That's what you gotta do. We gotta keep an eye. We need regulation. We need regulation.

01:16:28 David Guest That's true of most butts.

01:16:29	Sound Effect	Sound Effect	Three gavel bangs.
01:16:31	John	Host	David Lindsay-Abaire, I'm gonna hand out Life tiles now. Let's see. Jesse Thorn, you got to plug your aunt's business, and you have a wonderful podcasting network. You have an incredibly cozy-looking orange sweater. I'm gonna give you—and a terrific wife and family and a great car, which has a Max Fun license plate on it. I'll give you 200 Life tiles.
01:16:59	David	Guest	<i>[Jesse thanks him.]</i>
01:17:02	John	Host	Nice! Valerie Moffatt, you've had an incredible run this month, stepping in for Jennifer Marmor as she goes on maternity leave. She's in her own car playing The Game of Life out there, not able to produce this podcast for the moment. You're doing a great job. You stepped in as interim producer. Obviously, you're editing the podcast all the time. You did a great job producing us on the road as we were out there in the world. And we—all the listeners have been enjoying the fruits of your hard labor. I'm gonna give you—I'm gonna give you 250 Life tiles.
01:17:33	Valerie	Producer	Aw, thanks, Johns!
01:17:34	John	Host	You're in a great spot. David Lindsay-Abaire, I don't know what to say. You got a—you got a show on Broadway right now, called <i>Kimberly Akimbo</i> . A musical theatre comedy with heart. It's terrific. I mean, it was really great. You co-created with Jeanine Tesori, one of the top Broadway talents. She really is. And it's in the Booth Theater in New York City, which—you know, it's an incredible shop for <i>Kimberly Akimbo</i> merch that happens to have a theater inside of it. In New York City, one of the biggest cities in the world. In the terms of theatre—in terms of Broadway style musical theatre, it's—I would argue—the top place in the world.
			You've got a wonderful house with a turret that you decorate for Halloween. And you know a lot about boardgames, and you're a nice person. You know what I'm gonna give you? 1000 Life tiles. That's right.
01:18:27	David	Guest	Wow. Thanks, John.
01:18:29	John	Host	You can turn that in for money when you die. Fun game.
01:18:32	David	Guest	But you know what I do know that you don't know.
01:18:34	John	Host	What?
01:18:35	David	Guest	I have butt tiles.
01:18:36	John	Host	OH NO! <i>[Laughs.]</i>
01:18:37	Jesse	Host	Ooooh, woow!
01:18:39	David	Guest	It's an extra 1000 for me.
01:18:44	Sound Effect	Transition	Three gavel bangs.
01:18:46	Jesse	Host	The docket is clear. That's it for another episode of <i>Judge John Hodgman</i> . <i>Judge John Hodgman</i> was created by Jesse Thorn and John Hodgman. Our producer is Valerie Moffatt. We're on Instagram @JudgeJohnHodgman . You can follow us there for evidence and other photographs from the show. And check out the Maximum Fun subreddit to discuss this episode at MaximumFun.Reddit.com .

Now, Judge Hodgman, we have a very specific case need this week.

01:19:13	John	Host	That's right, Jesse. We need your disputes about <i>[adopting a posh, transatlantic accent]</i> the theatre. You know, I was born for the theatre.
			<i>[Jesse laughs.]</i>
			As one of our favorite litigants once said. Do you have a dispute regarding the theatre? Do you have a dispute—did you not get the role that you felt you deserved in your high school production of <i>Pirates of Penzance</i> ? Do you believe that one filmed version of <i>West Side Story</i> is superior to another filmed version of <i>West Side Story</i> ?
01:19:40	Jesse	Host	Do you, like our producer Valerie, just have a lot of thoughts about when <i>Documentary Now</i> did that parody of that documentary about the recording of the original cast album of <i>Company</i> ?
01:19:52	John	Host	Are you Katie Finneran, my co-star in the upcoming Hulu musical romantic comedy <i>Up Here</i> ?
01:20:00	Jesse	Host	Are you Marissa Korb, my co-star in the 1998 San Francisco School of the Arts production of <i>Little Shop of Horrors</i> ?
01:20:07	John	Host	Right. So, did you, Katie or Marissa, have a dispute with us or a beef with us back when we performed together?
01:20:15	Jesse	Host	I actually think Marissa might, so maybe we— <i>[laughs]</i> Just Katie. Sorry, Marissa. Water under the bridge, I hope.
01:20:23	John	Host	Whether it's musical theatre, dramatic theatre, legit theatre, off-Broadway, Broadway, off-off-off-off-Broadway, high school, elementary school, community, or any other kind of theatre. Whether it's a thing you like better than another thing or something that happened to you personally when you were treading those boards. We need your theatre disputes. Send them in to MaximumFun.org/jjho .
01:20:50	Jesse	Host	That's MaximumFun.org/jjho !
01:20:54	John	Host	Hold for applause.
01:20:55	Jesse	Host	No case too big or too small. We judge them all. Submit them at MaximumFun.org/jjho . We'll talk to you next time on the <i>Judge John Hodgman</i> podcast.
01:21:06	Sound Effect	Transition	Three gavel bangs.
01:21:08	Sound Effect	Transition	Cheerful ukulele chord.
01:21:09	Speaker 1	Guest	MaximumFun.org .
01:21:11	Speaker 2	Guest	Comedy and culture.
01:21:12	Speaker 3	Guest	Artist owned—
01:21:13	Speaker 4	Guest	—audience supported.