

Wonderful! 272: The Ape Man and The Babe

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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: On this show we talk about things that are good, that we like, that we are into. And, um, I don't know what to say now. I've said all the words that I— my brain was like, "It's time to start the show. Say these words." And so I said those. And then I was like, "And then what?" And my brain was like, "I don't know, man."

Rachel: [laughs]

Griffin: "Why don't you ask one of your other— why don't you ask another body part, you know?"

Rachel: You know what? I never asked you to be the one to, like, get us goin' every week, and I think it's sweet that you kind of took that on.

Griffin: Yeah.

Rachel: But you don't have to.

Griffin: Okay!

Rachel: Sometimes you can be like, "Hey, Rachel."

Griffin: Hey, Rachel.

Rachel: "Why don't you get us started this week?"

Griffin: Why don't you get us to the— started this week? With a quick word... from our sponsors, and the Lord. In one... quick... sorry. This is how we sort of start things off on MBMBaM before we record.

Rachel: [laughs]

Griffin: We do, like, a quick sort of—

Rachel: Oh yeah?

Griffin: — energy circle.

Rachel: Like a prayer?

Griffin: Like a prayer circle before a big show. Um... that's how they do it on Saturday Night Live, all the big comedy greats.

Rachel: Yeah.

Griffin: Get them all—

Rachel: Before the sports game. I know that they do that before the sports games.

Griffin: Gotta have hands on shoulders and just, like, lift it up. Um, but if you want to go about it a different way for this show, we can totally explore that.

Rachel: Okay. Are we starting now?

Griffin: Yeah. We're in—

Rachel: Oh, I'm not volunteering to do it this week.

Griffin: Oh!

Rachel: But in the future...

Griffin: Okay.

Rachel: I'll be more ready, I think.

Griffin: So in the future... it'll be like, you say your name, and I say my name... and then—

Rachel: And then I say, "And this is Wonderful!"

Griffin: And then I just, like... ch— like, kick it.

Rachel: Well, I think it would be good if you acknowledged, like, "Take it away, Rachel!"

Griffin: "Now you g— " yeah, alright. You don't do that for me, though. After, like, we introduce ourselves at the beginning of each episode. You're not like, "Here comes— "

Rachel: Well—

Griffin: "And here comes my man Griffin with some... joke!"

Rachel: [laughs] You— I mean, you've set kind of a precedent that you go next.

Griffin: I guess that's true.

Rachel: But going forward let's, you know, let's plan to switch it up. Maybe in the next quarter we'll reevaluate.

Griffin: You know what we need?

Rachel: Hmm.

Griffin: We need, like, a thir— like a, uh...

Rachel: A third host? [laughs]

Griffin: No, not a third host. But, um— what's the dude on Price is Right that they throw it to? And he's like, "Come down... Jeb from New Orleans!"

Rachel: Oh, okay.

Griffin: Like a— an announcer is the word I'm looking for.

Rachel: Ohh, okay.

Griffin: Yeah. A herald.

Rachel: Okay.

Griffin: That can do the beginning of the show for us and be like—

Rachel: [imitates horn fanfare]

Griffin: "Welcome to Wonderful! It's gonna get fuckin' wet, wild, and wacky in here! It's, uh, Wednesday morning! Let's get wild in the studio with the ape man and [gruff voice] the babe!"

Rachel: [laughs]

Griffin: And then they leave. They leave the hou— they leave our house, and then you and I just start talking about whatever the fuck.

Rachel: Okay.

Griffin: I'm the babe.

Rachel: Ohh, I'm the ape man?

Griffin: I guess so.

Rachel: Huh...

Griffin: I know. Seems, like, weird that we got these names.

Rachel: Uh-huh.

Griffin: I didn't pick 'em, though. Our announcer did.

Rachel: Yeah. He'll be back, though.

Griffin: He'll be back.

Rachel: We can talk to him about it.

Griffin: Yeah.

"[gruff voice] Did you guys want something?!"

Nah, we're— uh... we're in the—

Rachel: [laughs] Let's talk about it off air.

Griffin: We'll— yeah, we don't have to do this right now. Okay.

Rachel: Yeah.

Griffin: Um, you go first this week. Do you have a small wonder, though, before we get into that?

Rachel: I will say that finally... I took a ride on an e-bike for the first time.

Griffin: Yes!

Rachel: I had been very scared, and I had watched videos and read guides and I had basically waited for weeks.

Griffin: Well, you watched Tron and you were like, "These seem really dangerous."

Rachel: [laughs]

Griffin: They make big lines and walls behind you, and if you hit one of them you explode, I guess?

Rachel: I don't know anything about Tron, so I'm just gonna tell you up front I can't play this game with you.

Griffin: That's fine.

Rachel: Okay.

Griffin: I basically told you everything you need to know about Tron. Sometimes they have bikes that leave, like, light walls behind 'em, if you hit one you explode.

Rachel: Okay.

Griffin: And there's discs...

Rachel: Isn't Kurt Russel...

Griffin: Mayb— sure. One of 'em.

Rachel: [laughs]

Griffin: One of those, like, old—

Rachel: That was the end of my sentence. "Isn't Kurt Russel?"

Griffin: "Isn't Kurt Russel? Isn't Kurt Russel?" Yes or no? Don't dodge the question. How did you like your e-bike adventure?

Rachel: I really liked it. I was scared of the power. I was scared that I would, like— I would hit that, like, button—

Griffin: Just go shooting through our neighbors house. Just smash through the wall like the Kool-Aid Man.

Rachel: And it would, like, knock me back. And/or I'd be, like, pulling up to a stop sign and then I'd, like—

Griffin: Just go, fwoosh! Flying right through it.

Rachel: I'd hit somebody or something. But so far, so good.

Griffin: Good! Cool! Well, now you know the power.

Rachel: It was fun. It was nice to see a hill and be like, "I'm gonna be fine."
[laughs quietly]

Griffin: "I'll be okay." Yeah. To look at a hill and think anything other than "I wonder... if I keep going in this direction if I'll eventually be able to turn in that same direction, but there won't be a hill now."

Rachel: [laughs]

Griffin: But that's not really how sort of, like... physics works.

Rachel: I used to, like, when I would ride my bike to work, when I would go on site, and I would head back, I would just get off my bike close to our house and just walk it the rest of the way. 'Cause, like, I was tired, and there was a hill, and it was like, that's all the riding for me. But now I don't have to do that.

Griffin: Yeah. I'm gonna say Easter candy, specifically Reese's eggs. I...

Rachel: Oh, god! They're so good!

Griffin: I... they're too good. I can't think of too many foods that, like, you can just kind of have— you can have them around the house, when you're a grown-up adult. You can have 'em around the house whenever. And you can just have them, and see them, and pick one up and eat them, and not immediately be like, "Well, I'm gonna do that again. 'Cause it tasted really, really good."

And then you have four and you got a bellyache.

Rachel: I turned down— can I tell you, when I was shopping for Easter candy, there were packages that were larger of those eggs and I said "No, thank you. I'm getting the smallest package I can, because I will want to eat all of them."

Griffin: Yeah. I can't. Those— they're very rich.

Rachel: Very sweet.

Griffin: Very sweet. But god dang.

Rachel: Mm-hmm.

Griffin: Really, really does it for me. You go first this week for real, though.

Rachel: Okay. My first thing this week... is luck.

Griffin: That's cool.

Rachel: Yeah, you think so?

Griffin: Yeah, I like that.

Rachel: I feel a little unsure about it.

Griffin: Do you feel like you are a particularly lucky person?

Rachel: Um... it depends on my perspective.

Griffin: Wow, that's cool.

Rachel: [laughs]

Griffin: Talk on that.

Rachel: Which is a little bit of what the research says.

Griffin: Yeah. Well, yeah.

Rachel: When I step back a thousand feet and I'm like, "Am I lucky?" Yes.

Griffin: Yeah, sure.

Rachel: I got a great husband.

Griffin: Cool.

Rachel: Two beautiful kids.

Griffin: Love 'em.

Rachel: Nice house.

Griffin: Yeah.

Rachel: Everything seems to be going pretty well.

Griffin: Strong husband.

Rachel: Strong— [holding back laughter] strong husband.

Griffin: Yeah.

Rachel: Um—

Griffin: Tall husband.

Rachel: But if I'm going to sit down at a game of chance and somebody's gonna be like, "How do you think you're gonna do?"

I'm gonna say, "Probably not well."

So, yeah. That's kind of where I stand. What about you?

Griffin: I mean, let me check, are we talking about— I mean, what is a game of— just, like, Candyland? Where it's just like— or Chutes and Ladders? Where it's like, it's just whatever the dice comes...

Rachel: Yeah, or gambling, let's say.

Griffin: Yeah. Okay. I mean, there's some level of skill to that.

Rachel: Yeah.

Griffin: Sometimes.

Rachel: Well, let's say I'm in front of a slot machine.

Griffin: Okay. Um...

Rachel: What about you?

Griffin: Do I feel like I'm a lucky— I do. I do.

Rachel: Like, close up and far away?

Griffin: Yeah. I think that there is a certain type of person, and I'm one of them, who feels like, you know, to use gambling as like a... to keep using that example, like if I walk into a casino or some other sort of gambling arena, I will usually have the thought of, like, "Time to— time to get it done— "

Rachel: [laughs]

Griffin: "Time to go make the big bucks. I'm about to fleece these suckers for all they're— " and then I— I've never made money... doing that.

Rachel: Yeah. I will say— and again, I don't know if this is really a product of parenting, but I will say you and your brothers all have a fair amount of confidence when you walk into, like, a game of any kind.

Griffin: Yeah, that's true.

Rachel: I mean, partially because you spend so much time doing it, but I think also because you were raised to be confident young men.

Griffin: I think that's true, yeah. I think that that's a fair— I think that's a fair assessment.

Rachel: I like that about you.

Griffin: Sure. I think that— it's weird. "Game" and "luck" are two kind of, like, different terms, because I've played enough games that I feel very, like, proficient in the vocabulary of most types of games.

Rachel: Yeah.

Griffin: But luck is, like, not always a factor in that. That's a more abstract, like, you know, fantasy thing, I feel like, but I do feel like I am imbued with some sort of incredible powers.

Rachel: [laughs] Um, before I get to the research, there was a movie quote that was in my head, and I wanted to google it right away because I was anticipating that you might bring it to the table. And I thought, "Okay. I want to make sure I know what this quote is from."

Griffin: Okay. "Luck is... "

Rachel: [simultaneously] Do you—

Griffin: "Luck... " can I— I'll just say it, then.

Rachel: Okay.

Griffin: "Luck isn't— doesn't make the man."

Rachel: You're close!

Griffin: "Luck makes the man. Luck does make the man."

Rachel: "A real man makes his... "

Griffin: "A real man makes his... "

Rachel: "Own luck."

Griffin: "Own luck." The Joker.

Rachel: No!

Griffin: Batman.

Rachel: I thought for sure you would know this! I was like— I researched it.

Griffin: "A real man makes his own luck." Danny Ocean.

Rachel: No!

Griffin: Fuckin' Batman. Fuckin' The Joker.

Rachel: Billy Zane from Titanic.

Griffin: Oh yeah. God.

Rachel: [laughs]

Griffin: Who quoted that? There's some chara— was it Dwight from The Office, I think?

Rachel: Oh yeah, you're right! I think you're 100%.

Griffin: Quotes that exact line, yeah.

Rachel: Yeah.

Griffin: That's definitely why only a shadow of that line was lodged in my brain somehow.

Rachel: That came to me as I was, like, getting ready for this topic, and I was like, "I better look it up."

Griffin: One of the all time best performances for what you needed to accomplish, Billy Zane in Titanic; which is to say be the opposite of the love story of Jack and Rose.

Rachel: Yeah.

Griffin: You needed to be— that's a tricky fuckin' needle to thread.

Rachel: I mean, it is a cartoonish villain.

Griffin: Yeah, it has to be! He's... the mean husband on the Titanic who steals lifeboats from women and children.

Rachel: Yeah. [laughs]

Griffin: The dude sucks. Billy Zane fucking annihilated it.

Rachel: Uh—

Griffin: Is your topic on Billy Zane?

Rachel: No, but it could be.

Griffin: Luck, that— okay.

Rachel: Luck, yeah. I don't know how much more I have to say about him though, honestly.

Griffin: Fucking great in Zoolander. Extremely—

Rachel: Zoolander!

Griffin: Extremely, extremely, extremely funny in Zoolander.

Rachel: I'll have to watch that again.

Griffin: One of the better executed jokes, I would say, in Zoolander.

Rachel: [laughs] Um, so there have been a lot of studies around luck, which I thought was really interesting. One that a couple articles cited was this 2010 study where golfers were told they were using a lucky ball. [laughs]

Griffin: This is a Mike— are you about to give me a real life Michael's Secret Stuff situation that—

Rachel: Sort of, yeah!

Griffin: That's amazing.

Rachel: I mean, basically the whole thing they're testing, which ended up being true, is that if people thought they had some kind of advantage they did better.

Griffin: [strained, through laughter] Okay, but who are these golfers who— somebody comes up to 'em and is like, "Hey. Shwaaa!"

Rachel: "It's a lucky ball."

Griffin: "This is a lucky ball." Who is like, "Ah, cool! I'm gonna do better! You mean I'll do better with the— "

Rachel: [laughs] "Why don't I always play with this ball?" [laughs]

Griffin: "How many— can I have, like, a— how many— how much do you want? Do you have more lucky balls?"

Rachel: [laughs] Yeah, I don't know how they selected people who would, be, like, predisposed to buying into this.

Griffin: Yeah.

Rachel: But it did turn out that the people that used a lucky ball performed better than those that were told, uh, that their ball was, quote, "the same ball everyone else has used so far."

Griffin: God. I won— you extrapolate that out, though, to like, hockey players have weird superstitions about lucky equipment pieces. I feel like that's uniform in every sport, so there's gotta be something to that. Like, "If I'm wearing my special cup, then I don't— then I win every game."

Rachel: Yeah. So I have talked about superstitions on the show before, like way back before episode 200, and I wanted to be careful to not fall into that—

Griffin: It's the same thing.

Rachel: But it is, it is like that, ultimately. Like, you identify something as lucky, and then you're more likely to do well because you have that, like, boost. Uh, and then you just keep doing it until the wheels fall off, I guess. There have been a lot of other studies that I thought was really interesting. Um, there was a 2021 study that looked at children, just kind of figured out their attitudes on luck and how they felt about luck, and between the ages of four and eight they are exposed to the concept of luck through sources like family, school, books, and the internet. By age ten, however, they start to get skeptical. They begin to notice, like, "Oh, if I wish for something it doesn't necessarily happen." Or that if I for—

Griffin: Is that luck, though? Making what our firstborn refers to as a star wish? Is that— I guess a lucky star.

Rachel: I think if— well, yeah. And I think if you're a lucky person you think, like, I'll just get what I want, maybe, when you're a kid.

Griffin: Oh, okay. So privilege is another great word for luck.

Rachel: [laughs] Yeah. And that is a big thing about the research, is that obviously, like, how lucky you think you are depends a lot on what you have come from.

Griffin: Sure.

Rachel: I imagine that people have always had, like, a lot of challenges in front of them don't necessarily think of themselves as lucky. But it is somewhat a perspective thing. Like, if something— if you're a more optimistic person and something bad happens to you, but then it turns into something good, you know, and you're able to see that, then you could think of it as more of a lucky event.

Griffin: That's nice. I like that.

Rachel: One thing I thought was really interesting— so they talk about how obviously, yeah, some people are more optimistic, they're more likely to think of themselves as lucky. There was a study at the University of Hertfordshire in England, and people were asked to read a newspaper. On one half page of the

newspaper, the researcher wrote in large letters "Tell the experimenter you have seen this and win 250... pounds."

And the people who said they were lucky were more likely to see the ad, and the unlucky people seemed to, quote, "demonstrate more anxiety, which detracted from their powers of observation." Which I thought was interesting!

Griffin: Wow!

Rachel: I think it does kind of speak to this, like, if you are out there kind of looking for it you will see it. But if you are, like, trying not to fail or very focused on your destination, you may not see it.

Griffin: Hmm, okay. Well, maybe I'm not lucky, 'cause I'm definitely not the most observant... young man.

Rachel: [laughs] Yeah, I mean, I do think you're an optimistic person, though.

Griffin: Sure.

Rachel: Most of the time.

Griffin: Yeah, I'm pretty easygoing.

Rachel: So, like, these articles— you know, whenever I read these articles— one I read was Popular Science 2015, "Is luck real?" [laughs] Which I kept waiting... for them to say yes or no. But it wasn't that kind of article.

Griffin: I mean, no, though. Right?

Rachel: Yeah.

Griffin: Is there some sort of... unseen characteristic that makes people succeed where others might fail? Yes. It's not luck. It's not some— I mean, that's destiny is kind of what you're talking about at that point. Shit, man. This episode's getting deep, man.

Rachel: Yeah, I know! It's getting deep. There is a suggestion, like, if you want to kind of make yourself change your mindset a little bit of, like, shaking up your routines a little bit, taking different routes when walking or—

Griffin: How does that make you lucky?

Rachel: It kind of breaks your pattern, and so you're able to connect these new experiences with, these, like, new outcomes.

Griffin: Okay.

Rachel: So for example, like, when I think about us and how we got together, like, you kind of took a chance on Austin and came to visit and go to this music festival, and I moved to Austin it was kind of similar of, like, well, I don't have any reason not to. Like, let's see how it pans out, you know? And now I feel like that was really lucky.

Griffin: Would you then say that fortune favors the bold?

Rachel: Did Billy Zane say that? 'Cause that's all I— I only—

Griffin: Billy Zane said that.

Rachel: I only follow Billy Zane. [laughs]

Griffin: In The Runaways. Is he in The Runaways? It feels like he was, huh?

Rachel: [laughs] I don't even know what that is that you're referencing!

Griffin: Runaways? "Nothing gold can stay, Ponyboy"?

Rachel: That's The Outsiders, dude.

Griffin: What's The Runaways?

Rachel: I don't know!

Griffin: Sounds cool.

Rachel: [laughs]

Griffin: It's got Billy Zane in it, whatever it is.

Rachel: [laughs] Um, so yeah, so that's luck. I mean, you know, I don't necessarily— well, one, I don't know a lot about gambling. Like, I've read a lot

that kind of suggested people that have poor outcomes in gambling often will step back their betting and thus have, like, worse results.

Griffin: Interesting.

Rachel: So there's a suggestion of like, "Oh, I've been losing a bunch. I should step back." And then ultimately it looks like they were less lucky. But, like, if they had stuck it out they probably would have been just as successful as the people that were having better results up front.

Griffin: Yeah, probably. But I guess it's just how you look at it.

Rachel: Right? And that's... my segment, this week.

Griffin: [laughs]

Rachel: Stay...

Griffin: Stay frosty.

Rachel: ... golden.

Griffin: Stay frosty, golden boy! The Runaways.

Rachel: Runaways. [laughs]

Griffin: Can I steal you away?

Rachel: Yes.

Griffin: Can I run away with you?

Rachel: Yes.

[Home Improvement theme plays]

[ad break]

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[music and ad end]

[music plays]

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[music and ad end]

Griffin: Speaking of... luck.

Rachel: Okay.

Griffin: It's Mario week here at McElroy industries.

Rachel: Wow! So you are bringing this to every show you're making this week, huh?

Griffin: I— I— I can't stop thinking about it.

Rachel: Have you even had the Besties recording yet?

Griffin: No, it's tomorrow.

Rachel: Wow, so you are really— [laughs]

Griffin: I've got a lot of pent-up Mario— I'm not here to talk about the Mario movie.

Rachel: Oh!

Griffin: I was thinking about talking about the original Mario Brothers movie in 1993, Bob Hoskins and John Leguizamo, just because... it's such a wild ride.

Rachel: You've seen that film.

Griffin: Of course.

Rachel: Okay. I have not.

Griffin: Uh, we should watch it some time.

Rachel: Ehh...

Griffin: It's unbelieva— ehh, maybe not.

Rachel: [laughs]

Griffin: Uh, it's wild, and there's so much, like, historical data about that film that, like, the actors said about making it afterwards. But I don't—

Rachel: Yeah! I saw a pull quote from, like, Bob Hoskins being like, "I used to be a stage actor. I've done Hamlet." [laughs]

Griffin: Right. Instead I want to talk about one of the plumbers' other great endeavors, which is the comically unfair multiplayer blood sport known as Mario Party.

Rachel: Yes!

Griffin: We've talked about Mario Kart on the show before. This is a different enterprise.

Rachel: This— speaking of, like, your ability to navigate games, this kind of thing really favors you.

Griffin: I think so.

Rachel: Because I have tried to play this with you, and by the time I get close to figuring out what I'm supposed to do, we have moved on. [laughs]

Griffin: The game's done. So, Mario Party first launched on the Nintendo 64 in 1998. They've made by my count 11 mainline entries in the series and then they've made some for, like, Nintendo's handhelds. The basic premise is that Mario and his friends are on a huge board game that they roll dice to move around, and then between each round they play a minigame to earn coins, and then when you reach certain spots on the map you can spend those coins to buy stars or power ups or whatever, and at the end of the game whoever has the most stars wins.

Um, that all sounds great on paper. And honestly, like, this— Mario Party 1, 2, and 3 I think all came out on Nintendo 64, they were a hoot when they came out. Mostly because there wasn't a lot to play back then, but also because some of those minigames were so fun. There's one called bumper balls that— I have a bit of, like, a postnasal drip situation, and it made the way I just said bumper balls sound really, like, intense. Where you would, like— you were standing on a big ball and you each had to just run into other players to try to knock 'em off this platform. Really fun. Probably played a thousand times with my buddies.

Um, but where this franchise I think earns its notoriety is the severe element of randomness that it is built on, and the just cruel twists of fate that any player can be subjected to at any time, regardless of what place they're in, how far in the game it is... there's really, really— if you're ever wanting to watch people have their hopes and dreams crushed, there's a lot of videos on YouTube of people, 50th round of a 50 round game of Mario Party, who just land on a space on the board that makes you switch stars and coins with another player, and then all of a sudden you went from a commanding first place lead to last place for... no reason at all.

This doesn't exist in other games that were designed by human be— like in Monopoly, you don't usually have, like, an instant switcheroo first-to-last-place button.

Rachel: Yeah, there's something very childlike about it. Like when you would play games as a kid and you'd be like, "Okay, now, uh, the person that's winning has to do this, and oh, they're losing now!"

Like, you know?

Griffin: Yes.

Rachel: Like kind of the arbitrariness of it, of the randomness. It feels very like kids on a playground.

Griffin: It is... but as a kid I can say it was also infuriating.

Rachel: Oh, I'm sure.

Griffin: Any time that it happened to you. I can remember I think the last time I played Mario Party 3 with Justin and Travis where, like, somebody lost all their

stars at the end of a long fucking game that we had been playing— that game takes forever to play. You play, like, a long enough— a 30 round game is gonna take you, like, a couple hours to churn through, and then you just, bloop! Lose it at the end. Also, at the end of pretty much every game of Mario Party you are awarded bonus stars, and the metrics that they use to determine, like, which stars they're giving out are usually randomly decided. So sometimes it's like, okay, the player who found the most coins gets a bonus star. The player who lost the most coins gets a bonus star. The player who landed on the most Bowser spaces gets a bonus star. And so for that reason alone you can see a game where somebody is in last place, wins all the bonus stars that were just randomly selected, and then is in first and wins.

It's... incredible to me that Nintendo, who makes— is known for being the company that makes the accessible games and the games that, like, are family-friendly for everyone, also created the most... cruel sort of psychological experiment that exists. I can't think of another game franchise, like, in the whole industry that has this level of notoriety. Like, there are people who despise Mario Party for this very reason, because it makes it not a very good game.

What I really, really enjoy is that the early games weren't just mentally and emotionally demanding, they were also pretty physically punishing also. In Mario Party 1 there were a lot of minigames where you had to rotate the controller's analog stick as fast as you could.

Rachel: Whoa, yeah.

Griffin: And if you did one of these one time, you would realize it's way faster for you to spin that stick with your palm going like that than with your thumb, trying to move your thumb in a circle. It's way easier to move your palm in a circle, right?

But then if you do that again, just once, you're usually going to hurt your hand. You're gonna get a blister or some sort of—

Rachel: [laughs] Oh god.

Griffin: But that's like if you're playing— if that kind of game shows up once in a game you're gonna be like, "Ow, that smarts!"

If you play a long game, you're gonna do a few of those, and then by the end of it you will have, like, full blown stigmata.

Rachel: This is a thing that has happened to you.

Griffin: An actual thing. Oh yeah, this happened to, I think anybody who played to original Mario Party for a long enough period of time had this happen. I remember reading about it in, like, Nintendo Power of somebody writing in like, "Hey, my hand fucking hurts!"

Rachel: [laughs]

Griffin: And the person answering the mail like, "Yeah, we've heard that actually from a lot of people." Nintendo was never— there was no, like, class action lawsuit or anything like that, but the New York Attorney General's office fielded 90 complaints about these injuries, and Nintendo actually settled and agreed to send gloves to injured players and pay \$75000 in state legal fees.

Rachel: [laughs] Like power gloves?

Griffin: I would hope it's just like Mario white gl— like, big white Mario gloves.

Rachel: Yeah!

Griffin: With lots of palm, um, padding.

Rachel: God, I wonder if you can find that on eBay.

Griffin: I wonder.

Rachel: Mario gloves.

Griffin: I don't know if they actually ever sent out the gloves or not. I don't know. I feel like you would've heard about it if this was a thing they actually had to do? I don't know if they ever...

Rachel: Yeah, it would take a lot for a person to be like, "Well, I'm gonna— I'm gonna do that."

Griffin: [simultaneously] "Well, I want a Nintendo glove."

Rachel: "I'm gonna fill out the paperwork and— "

Griffin: Don't get me— I fucking definitely would've done that if I knew it was an option back in, you know, 1999.

So as a result of this, they didn't rerelease Mario Party for a long time. Like, Nintendo has done virtual console and all these different things to, like, rerelease their old games so you'd buy 'em again and play 'em on the new hardware. They didn't do that for Mario Party for a long, long, long time until I think last year they rereleased Mario Party on the Nintendo Switch through their, like, online emulation platform. But when you load up the game through the Nintendo Switch, it pops up a warning before you can start playing that's like, "Hey. Don't use your palm to spin the analog stick. You will hurt yourself."

Rachel: [laughs]

Griffin: I love it for a lot of reasons. One, if I'm— if Toad's on the next space with a star waiting for me and I'm eight coins short, I'm gonna spin the stick with my palm to beat my brothers. You know what I mean? Like, that's what the situation calls for. You can't tell me to hinder myself in that way. But also, um, when you make a video game you have to play it a lot before you can sell it to people. How the fuck did nobody... was there not one QA tester who was like, "You know, I think it'd actually be faster if I did this with my palm. Hooaaa!"

"Hey guys, we have a problem. A real serious problem. Why are all of our QA testers' hands bleeding profusely? Do you think there's something wrong with the game?"

"Nah, nah, nah. It's a coincidence. They're all unlucky. It's gotta be what it is."

Rachel: [laughs] Yeah, I'm trying to think, like, it wouldn't occur to me to use my palm, I don't think.

Griffin: Really?

Rachel: No. I don't think... I wouldn't get that far. I think I would be like, "Oh, this is really hard." And, like... and I wouldn't think of an easier way to do it.

Griffin: Just move your thumb in a circle like that. Now move your hand in a circle.

Rachel: Yeah.

Griffin: It's so much faster!

Rachel: Yeah, but you'd have to have the instinct to be like, "There's gotta be a better way!" And I don't always have that.

Griffin: I make my own luck.

Rachel: I know.

Griffin: A real man does that.

Rachel: I know that about you.

Griffin: A real man does it that way.

Rachel: [laughs]

Griffin: I've heard, from movies and film. Thank you to Bob and Augustus for the use of our theme song, Money Won't Pay. You can find a link to that in the episode description. And thank you to Maximum Fun for having us on the network. Go to Maximumfun.org, check out all the great shows that they have there. You're gonna find one that you really enjoy and that you can really sink your teeth into. Um, we've got some stuff coming up. Hey, we're gonna be performing in Austin tomorrow, with My Brother, My Brother, and Me, Thursday, April... 13th? 13th.

Rachel: And again, when Griffin says "we" he means him and his brothers.

Griffin: My and the brothers. You'll be hooked on the brothers, is a... I really need to think about other stuff than Mario for a while.

Rachel: [laughs] Mario.

Griffin: Uh, that's gonna do it for us this week though. [quietly] I think. Thanks for being here. Thanks for being here with us. Come on in. Hey, come on in.

Rachel: Wait, we're just inviting them in now?

Griffin: Yeah.

Rachel: Where have they been this whole time?

Griffin: Standing outside of the... standing outside of the front door.

Rachel: This is like when we have people over and I forget to offer them something to drink, and I realize the whole time they were here they were probably waiting.

Griffin: Oh, god.

Rachel: I was thinking about it the other day. We had people over and the whole time I never offered them anything to drink.

Griffin: Oh my god, you're right!

Rachel: They were just standing there the whole time like, "Please... "

Griffin: Probably so thir— I'm gonna text them right now!

Rachel: "Please ask me if I'm thirsty: "

Griffin: Oh my god! Okay, listener. Can I interest you... in some... Shasta?

Rachel: [laughs]

Griffin: 'Cause we have it.

[theme music plays]

[chord]

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