

Wonderful! 275: Cranberry Voice

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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: We're doing it... live. We're comin' at it—we're comin' at this one raw. [pause] Baby!

Rachel: We're late, is what we're saying.

Griffin: We're late on this one. We are running late.

Rachel: Yeah. We didn't have the ability for both of us to be in a room together while the sun was out until now!

Griffin: That's true, and you know when we do nighttime recordings...

Rachel: I hate it.

Griffin: I hate it too. It—the energy in the studio, it's either... shitty and tired or—

Rachel: You know what it is?

Griffin: —just frisky as hell.

Rachel: It's because we used to do Rosebuddies.

Griffin: Yes.

Rachel: We would watch three hours of The Bachelor and then we would sit down in front of the microphone and record for another, like, hour and a half.

Griffin: Right.

Rachel: And—

Griffin: Who's got that kind of time?

Rachel: After 10:00 PM, I'm angry.

Griffin: It's unthinkable.

Rachel: I'm angry.

Griffin: Rachel gets really mad at 10 o' clock. She's like, um... a gremlin?

Rachel: Yeah.

Griffin: But two hours earlier—and you don't have to do anything. Like, you don't have to do water, you don't have to feed.

Rachel: No.

Griffin: At 10 o' clock is full, full gremlin mode.

Rachel: If you ask me a question after 10 PM, the answer is "I'm tired."

Griffin: One time we were having a conversation about, um, you know, having kids—

Rachel: Peace.

Griffin: Peace and love, and it was 9:59, and you were like, "I just am filled with gratitude every day when I I—bed!" And you, like, yelled "bed" at me.

Rachel: [laughs] Uh-huh. Yeah.

Griffin: So we're coming at this one with, I would say, maybe the least amount of preparation that we have done for an episode, because we have... about 40 minutes before I have to record another thing, and you have a thing. And so this one's gonna be just fast and loose. We're just having fun with it.

Rachel: Small wonders.

Griffin: Do 'em! We do 'em on this show.

Rachel: I'm gonna say Jury Duty.

Griffin: Gosh dang it!

Rachel: Ha, ha, ha.

Griffin: What a fun and wild show this is.

Rachel: For those of you who are like, "I have heard that it is on Freevee. That is not anything I know about." Amazon Prime will do you.

Griffin: Amazon Prime will get you there. We don't know what the relationship is between Freevee and Amazon Prime.

Rachel: No. Nobody does.

[both laugh]

Rachel: You'd have to look it up, and who's got the time?

Griffin: Who's got the time? Nobody.

Rachel: [laughs] Um, yeah. I had heard about this. I knew that James Marsden was in it. I didn't know anything else about it, other than it featured members of a jury.

Griffin: Yeah.

Rachel: And, uh, it's a really interesting premise, and it seems to be done really well.

Griffin: Yeah. The premise is that it's all fake, everybody's an actor, and it's a fake court case, and everybody's a actor in it, except one dude... named Ronald.

Rachel: Yeah, who thinks he's on a real jury with a real case.

Griffin: In a documentary being filmed about Jury Duty.

Rachel: And James Marsden plays himself.

Griffin: Yes, and he is in—he is—wow. Putting on a clinic, I would say. What a tightrope walk.

Rachel: I was telling Griffin it reminds me of, like, the Rob Lowe character. Of, like, "I'm kind of insufferable, I'm an attractive man and an actor, and I want to make sure that you know how silly actors are."

Griffin: Yes. Uh, it's—it's—I think that that's a really hard thing to pull off.

Rachel: Yeah.

Griffin: There's a lot of fake acting that he does as he's, like, reading for the—essentially... made-up Quentin Tarantino film that he is trying to get cast in called Lone Pine. Uh, and he does a lot of bad acting as he, like, auditions for it with help from Ronald, and that is so hard—doing bad acting as an actor... pretending to be yourself...

Rachel: Yeah. Yeah.

Griffin: ... without giving that away to the other—there's layers upon layers. He is absolutely amazing in it. And the dude, Ronald, is such a good... like, dude?

Rachel: Yeah!

Griffin: It's a very wholes—I think it's easy to hear the premise and say, like, "Oh, that sounds mean! That sounds cruel!" But it's genuinely very up—up—they give him so many opportunities to shine and succeed.

Rachel: Yeah, he's really the hero. Like, he makes these, like, really honorable choices a lot of the time, which kind of saves the show in a lot of ways. I can't—I haven't looked into what was involved in casting him, but...

Griffin: Yeah, I can't imagine.

Rachel: ... but it seems like they picked somebody that was going to just shine in every circumstance.

Griffin: Yeah. Um, oh, that was your thing. [laughs]

Rachel: Yeah. I mean, I guess it can be your thing, too.

Griffin: No, don't.

Rachel: I kind of knew that if I said I would be stealing it.

Griffin: Yeah. Yeah. Um... know what I'm gonna say?

Rachel: Okay.

Griffin: I'm gonna say this gigantic desk mat that I have.

Rachel: [laughs]

Griffin: New addition to the studio. I don't usually rock with mouse pads. I haven't had a mouse pad in forever, because they get gross.

Rachel: Yeah.

Griffin: And I don't like that. But instead I got this, like, two foot by one foot, like, kind of wool desk mat that all my shit sits on, and it's—for me it's just like, now it's a giant mouse pad.

Rachel: It's kind of like a little carpet for your desk.

Griffin: It's like a little carpet for my desk.

Rachel: A little area rug.

Griffin: And, you know, when I'm gaming...

Rachel: Uh-huh.

Griffin: I can't have the grain of the desk wood interrupting my, you know, pixel perfect fucking Counterstrike headshots that I'm gettin'—

Rachel: I had a real sense memory of, like, driving the mouse over a desk for some game, I don't remember, but you know how you used to have to, like, do that? You, like, push the mouse forward...

Griffin: Yeah?

Rachel: ... and it'd be loud, there'd be a loud noise.

Griffin: Yeah. Yeah, you mean like the sort of horse hoof clomping?

Rachel: Yes.

Griffin: Like, as you brought it back. Yeah. I saw a video of somebody cleaning out a mouse with the little ball where you had to pop it out and, like, toss this little heavy rubber ball in, like, a tub of... acid? I don't know.

Rachel: [laughs] Uh-huh?

Griffin: I was never on mouse-cleaning duty at my home, although probably that one should've been all hands on deck, just 'cause, you know, there's a lot of grubby hands fighting for the same mouse.

Rachel: The amount of time, like, that mouse was always in use, I imagine.

Griffin: Always, always, always gettin', you know, EverQuested or whatever.

Rachel: Anyway, you watched a video of a mouse being cleaned.

Griffin: Yeah.

Rachel: Was there a story? [laughs quietly]

Griffin: It just took me back, man.

Rachel: [laughs]

Griffin: Um, I go first this week.

Rachel: Okay.

Griffin: Again, no prep on this episode. No prep this ep. And sometimes that can be a fun energy. Tomorrow, as we're recording this—it's Thursday morning as we're recording this—we're gonna be getting a new Zelda game. The Legend of Zelda: Tears of the Kingdom, which is the follow-up to 2017's Legend of Zelda: Breath of the Wild. Widely considered by a lot of people to be maybe the greatest video game... of all time. So I would like to—you dropped your phone.

Rachel: [laughs] I know.

Griffin: You were so cash' [casual]. I wish you guys could've seen it.

Rachel: [laughs]

Griffin: This was, like—this was, like... serial killer, like, phone slips out of your lap and you just did not break eye contact with me.

Rachel: I wear exclusively slippery pants now.

Griffin: That's true. But I like that.

Rachel: Like, I anticipate this kind of casualty.

Griffin: Sure.

Rachel: [laughs] Zelda.

Griffin: Zelda! Uh, the series is near to dear—near and dear to my heart! And my wrists. 'cause it is tattooed upon me.

Rachel: I have never played Zelda.

Griffin: Yes.

Rachel: I don't really know anything about it.

Griffin: Can I say something? I think... it would not be the worst transition from Stardew Valley for you.

Rachel: Uh-huh? No, now that I'm thinking about it? Yeah. I mean, not only is, like, the graphic situation similar, but—

Griffin: [stammering]—Depending on what... game you're playing, obviously.

Rachel: Yeah. I'm thinking, like, old Zelda.

Griffin: Yeah, like Link to the Past Zelda. No, I mean the new Zelda games, I think you could handle. I think you're ready for navigating a 3D space.

Rachel: Phew, I don't know, man.

Griffin: With a sword. Okay. Don't sell yourself short, man. I feel you are always trying to under thunder yourself when it comes to your video game skills.

Rachel: When it comes to gaming?

Griffin: Yeah.

Rachel: Yeah. Well, I mean, I live with a 100% gamer.

Griffin: Yeah.

Rachel: And so it's hard—

Griffin: I would say at this point you live with two 100% gamers.

Rachel: Yeah, that's true. So it's hard to feel like—

Griffin: And Gus has shown... symptoms.

Rachel: [through laughter] Oh, he has?

Griffin: Yeah.

Rachel: I don't think—

Griffin: A curiosity.

Rachel: Yeah, a curiosity for sure. Yeah, no, Henry already has this kind of innate knowledge of what buttons to press in any situation.

Griffin: Yeah. It's incredible to see.

Rachel: And I am paralyzed. I'm like, "Which—which one? Which one does the thing? Do i—the—I have to hit the bumper now?"

Griffin: Yeah, the bumpers can be... they can be confusing.

Rachel: It's confusing.

Griffin: Um...

Rachel: Zelda.

Griffin: Zelda. So Zelda's been around for a very long time. It came out—the first game, The Legend of Zelda, came out on the Famicom, the NES in Japan in 1986. First came to the states in August 1987, just a few months

after I rolled up. They were like, "We got something for you, little baby. We got something for you, little three-month-old baby. It's called The Legend of Zelda. You're gonna love it, someday."

Uh, and it was... pretty much instantly a hit. It was revolutionary in a lot of ways. There wasn't really anything like it when this game first dropped. Fun fact: it was the first, like, cartridge-based video game that you could save, like, your game on.

Rachel: Wow! Really?

Griffin: 'Cause it had—it was the first game—'cause back—you know, back in the cartridge era, like, you needed an on board battery in the cartridge to, like, handle saves. Uh, and Zelda was the first ever cartridge-based game to have that. And obviously, like, that... changed virtually everything. Up until that point, you think about, like, early Mega Man games. Those were pretty big games, but after you beat a boss it would show you a password on the screen, like a 16 digit password.

Rachel: [through laughter] Oh, god.

Griffin: And then you would have to write that down, and then the next time you turned the game on you would have to punch in that password in order to, like, get back to where you were. Uh, Zelda sort of changed all that, and in doing so allowed the player to, like, explore a gigantic—for the time—gigantic world, go on this huge quest, go through these eight massive dungeons, find all these items, uh, explore, find all these secrets and hidden unlockable boosts for Link. Uh, and it was just a pretty massive step forward in kind of, like, what you could do in a home console game.

Obviously there were, like, PC text-based adventure games that were—you know, that would take you 1000 hours to beat. But this was on NES, which was a whole different ball game.

Rachel: Is this the kind of game where you could, like, you know, beat it, but then still go back and have stuff to do?

Griffin: In fact, uh, the very first Zelda game had a second quest if you beat the game.

Rachel: Whoa!

Griffin: If you go back in and play, like, a harder version of the game. Which was also pretty, like, pretty wild, pretty revolutionary. I was obviously, like, way too young to appreciate this whenever Zelda first came out. I don't even know when we got Zelda in our household because I was very little.

Rachel: You don't remember a time without Zelda.

Griffin: Yeah, that's probably true. Um... and for me, it didn't really become a, like, major concern until The Legend of Zelda: Link to the Past on the Super Nintendo, which was like the... I want to say third main line Zelda game. And I remember, this was back in the day when we didn't have, like, money for spending on just whatever.

Rachel: Yeah, with three boys, you guys had to, you know, wear clothes and eat food.

Griffin: We did wear clothes and eat food. And so, um, I talk a lot about, like, if we wanted a video game, we would maybe get one on our birthday, or Christmas would come around and we could put some video games on our list, and that would be our main way of doing it.

Other than that, we would have a pretty sort of mercenary video game trade-in system at the local Babbage's where we would go and trade back our video games for store credit that we could then use to get new video games. In a constant sort of depleting cycle, until, like, by the end of, you know, middle school, I had traded down to, like, a single, like... Game Boy camera that represented, you know, hundreds of games that I had traded in over the time.

But this was the first one that my brothers were like, "Hey, Griffin. You have some video games. We don't, 'cause we fuckin' traded all ours in at the local Babbage's. You should trade 'em all in for Link to the Past."

And I was like, "I don't know, guys. This game looks a little hard for me."

But then I did, because I was the youngest brother, and I didn't get much of a vote in the situation.

Rachel: Yeah, what a beautiful sacrifice.

Griffin: A beautiful sacrifice, but it turned out to be worth it, 'cause that game kicks ass, and I got very, very into it. When the Nintendo 64 came out and Ocarina of Time came out, that was a huge, huge sort of moment for me. That was, uh—that's probably one of my top three favorite video games ever made. I remember I was racing my brothers to play it. I think I got it for a birthday or maybe I traded in some shit to get it. I got the gold cartridge version of it, which a lot of the Zelda games have come out—I mean, back when video games came out on cartridges, it was gold and it had, like, a lenticular cover, uh, that you could move around.

Rachel: Can I ask, do you still have this in a box in a closet?

Griffin: Can I tell you something fucking infuriating? One of my brothers—I won't name names—was dating a girl, and gave her the gold cartridge copy of Zelda in exchange for her regular grey cartridge copy of Zelda. Without even consulting me. Made this trade, I guess because this girlfriend liked the gold cartridge version of Zelda better. Heartbreaking! That thing is probably pretty—pretty rare these days! Cartridge-based games? Pretty pricey on the aftermarket. Uh, so—and I'm not gonna name which one of my brothers did it. But it was the one who had... a not-great girlfriend, uh, that—and was also sort of in a pushover-y mood when it came to doling out his brothers' most precious possessions.

Rachel: Yeah.

Griffin: But I'm not gonna name names!

Rachel: Yeah. No.

[pause]

Griffin: Justin.

Rachel: Yeah. [laughs] I figured. Very generous spirit, Justin has.

Griffin: Very generous, generous spirit, I would say. Um... and...

Rachel: I'm sorry that that happened to you.

Griffin: It's fine, man. Um, so yeah, I got really into that game. I played it with my friend, Clint Wilson. We would speed run it. That was, like, the first game that I ever beat, like, a lot, because we would just, like, get together on a Saturday, get together in the morning, not have anything to do, and just over the course of, like, six and a half hours just, like, beat Zelda front to back.

I remember he really wanted his own copy, and so I helped him basically write a book report about The Legend of Zelda: Ocarina of Time that he could give to his parents to convince his parents to buy him Ocarina of time so that he could get into it, and then we would call on the phone like "Hey, man. I'm trying to sneak past these guards to get to Princess Zelda. I can't do it. What's the route?"

And I was like, "This is the Nintendo Power Hotline. I got you. It's a buck a minute."

Rachel: [laughs] Can I ask, did he continue to game throughout your friendship, or did he fall off at some point?

Griffin: Clint?

Rachel: Yeah.

Griffin: Oh yeah, major, major gamer.

Rachel: Really?

Griffin: Yeah, sure!

Rachel: Okay.

Griffin: I mean, he did it in the same way that I used to, which is like, I would pick one game and get fucking way into it.

Rachel: Yeah. I just wondered as a gamer, for me anyway, like, for me it kind of peaked in middle school, and then in high school I kind of moved away from it. And I feel like there was a real division of people who were like, "I'm gonna participate in school activities and honors classes, and I'm not gonna game anymore." And I wondered if you felt—

Griffin: Oh, that's interesting that—

Rachel: —if you felt that as, like, you felt that departure. Like. "Aw, man. Me and so-and-so used to game all the time, and now he doesn't game anymore and I'm sad."

Griffin: Um... no. You're painting with an interesting brush right now, saying that I couldn't game and take honors classes.

Rachel: Well, I'm saying and school activities too.

Griffin: Oh yeah, I wasn't doing any of those!

Rachel: Like, after school becomes a busy time if you decide to join a bunch of clubs and...

Griffin: No. I mean, I was always in a play. Like, basically through—from, uh... I mean, shit, man. Like, second grade through high school.

Rachel: Yeah, but with the handheld, if you're not on the stage, could you...

Griffin: Yeah, I mean, that's fair, yeah.

Rachel: ... you could sneak away.

Griffin: I definitely completed my Pokedex backstage at a show.

Rachel: [laughs]

Griffin: Uh, I traded—I got that Kangaskhan from my friend, Travis Torlone, and he hooked me up. And that was, uh—that was a big moment for me. I didn't get the sort of accolades I was expecting, 'cause people were kind of like, you know, plugged in.

Rachel: Do you remember what play it was?

Griffin: Um... what play was it?

Rachel: I think it's interesting that you remember every detail.

Griffin: Oh, it was the Easter Pageant!

Rachel: Oh, okay. [laughs]

Griffin: It was the Easter Pageant. This was not a play at a, like, a theater. This was at church.

Rachel: Was this when you were Jesus?

Griffin: No! In the Easter Pageant?!

Rachel: I don't—

Griffin: Honey, in the Easter Pageant, Jesus gets crucified. So they're not gonna do that to a child.

Rachel: [laughs]

Griffin: You understand that, right?

Rachel: [through laughter] Yeah.

Griffin: When I played Jesus, it was like a musical.

Rachel: Now that you say it...

Griffin: And my crucifixion was, like, purely, uh, like, off screen. It was like, "I go—I'm gonna head out now, guys. Deu—deuces. Enjoy the garden. I gotta go, though. It's gonna happen offstage, but you know, right? You guys know the story? Okay, cool, cool. Catch you later."

Rachel: As somebody with limited access to houses of worship, I forget about how things turned out for Jesus a lot of times.

Griffin: Yeah, sure.

Rachel: I always think it's like nativity, you know?

Griffin: I mean, it turned out fine, right?

Rachel: [laughs] Yeah, I guess ultimately.

Griffin: It was bad... there was one bad bit. Um, but it turned out great. Um, so, Zelda. Uh... I am... I'm in love with this franchise. I think that it sort of encapsulates the Nintendo seal of quality, which was a real thing that they used to put on their games, and still today is like if Nintendo puts out a game that they made, a first party Nintendo game, it's usually gonna be pretty good. And that is, with a few exceptions, true of Zelda.

Um, and I—they represent a spirit of, like, adventure and exploration that is, uh, genuinely very magical. And has a very, very special place in my heart. Uh, like I said, we all got Triforce tattoos. The... let me think. It was, like, the spring after Mom died we all were just wanting to do something, like, big and kind of sentimental. Uh, and so we just—this video game franchise had meant a lot to all of us, and it had this sort of, like, three, power of three kind of iconography going on in it. And so, um—

Rachel: Did your dad play too? You haven't really mentioned his participation in Zelda.

Griffin: Yeah, sure. It wasn't, um... I don't think it was, like, exactly his jam. Dad played a lot of, uh, like, Ultima and those more sort of, like, computer RPG-style things. He definitely played some other games mixed in,

but Zelda was very much, like—it felt like a me and Justin and Travis thing. And yeah, this new game that is coming out tomorrow looks phenomenal. It's building on a lot of stuff that made the Breath of the Wild that came out in 2017 really fantastic.

Rachel: Are you gonna play it on the Switch?

Griffin: Yes! That's the only system that it is going to be out on. It's a Nintendo thing.

Rachel: Okay. I'm just preparing myself for, like, looking over at you and knowing kind of what's happening over there. You know?

Griffin: Yeah. Yeah, if you hear me—you know how I get, like, real into my games and I'm like, "[gruff voice] Aww yeah, I got the Master Sword!"

Rachel: Like Henry does? [laughs quietly]

Griffin: Yeah.

Rachel: [laughs]

Griffin: I—actually, I learned it from watching him.

Rachel: [laughs] Uh-huh.

Griffin: It's more fun when I yell at your games, any time anything good happens.

Rachel: Mm-hmm. This is interesting about this new generation that, like, watches other people play games on YouTube is that they don't understand that, like, the people are playing games on YouTube and they're being loud because it's entertaining as a viewer. They don't understand that, like, I feel—

Griffin: You don't have to do that when you get your Ma—

Rachel: Yeah. I feel like Henry thinks that, like, that is gaming. Like, saying loud things when you're playing a game.

Griffin: You are showing your ass right now. That is gaming.

Rachel: Oh. [laughs quietly]

Griffin: If you're not yelling... and you can say whatever. I've definitely heard you while playing Stardew Valley like, "[gruff voice] Yeah, got the cranberries!"

Rachel: [laughs] It's weird that I use that voice.

Griffin: Yeah, that's your gamer voice.

Rachel: Like a Muppet? Like a Muppet would?

Griffin: It's your gamer voice that lives inside of all of us. And it's whenever you get the cool sword or the big gun or the cranberries, in your case. That voice just comes out of you and it's very powerful, and it's very beautiful. And, um, that's the Legend of Zelda. Can I steal you away?

Rachel: Yes.

Griffin: Good.

[ad break]

Rachel: Uh, so my thing just kind of came to me. Um, you know, it is the season where school is ending for a lot of people. Um, and when I was coming up with a topic I was thinking about, you know, that time. And I was thinking about a thing that as—when I was in school I didn't realize was so widespread, but I think in talking to you I have realized, is the graduation anthem.

Griffin: Oh my gosh.

Rachel: Like, specific to your year. Like, when you are graduating... and it's kind of amazing when I've looked at it now, like, how often there will be a song released around that time period...

Griffin: It had to be deliberate, right? There has to be—

Rachel: [simultaneously] I have to imagine.

Griffin: —some record exec who's—

Rachel: There's, like, a producer who's like, "Hey. You know what's really gonna make this blow up? Add in something about growing up." [laughs]

Griffin: Yeah.

Rachel: So I found this... list.

Griffin: Did your school—Huntington High, where I matriculated, had a—every senior class would design their own flag—

Rachel: No.

Griffin: —that had their own class colors, and then you—we had to pick an official, like, class anthem, and it would, like, go in the yearbook.

Rachel: No.

Griffin: I bet you if I could find my yearbook from 2005 it would have, like, all of this data in it. I know what our anthem was. I almost want to sit on it 'cause it sucked so bad.

Rachel: Well, I'm curious if it'll be on the list, right?

Griffin: I... I would bet 100 dollars that it is not.

Rachel: Oh, okay.

Griffin: I would be... I would be mind—when they tol—when they announced—when the student council came down from the mount and was like, "Here is your anthem!"

It was met with, like, "Wow. Really?"

I would be shocked.

Rachel: Was it not, like, a timely choice?

Griffin: It was a timely choice. It was just a weird one.

Rachel: Okay. So, there is a BuzzFeed list that has every single graduation song from 1990 to 2016.

Griffin: Jesus Christ.

Rachel: I know. 1990 I thought, like, wow.

Griffin: What were we doing—was it Too Legit to Quit? Like...

Rachel: Well, here's the thing. You're probably gonna know this song. Um, because I feel like you have a deeper understanding of country music than I do.

Griffin: Okay.

Rachel: 1990 was The Dance by Garth Brooks.

Griffin: Yeah.

Rachel: What song is that?

Griffin: I mean, I don't—I know of it.

Rachel: Oh, okay. I thought maybe you were [crosstalk]—

Griffin: I wasn't, like, a big Garth Brooks—that was more my mom's thing.

Rachel: [laughs]

Griffin: I respected it and I gave her the space she needed to enjoy Mr. Brooks and Mr. Gaines in his time.

Rachel: What I think is kind of great is that they also have a runner-up for each year.

Griffin: Who—who came up with this list?

Rachel: BuzzFeed?

Griffin: Oh, okay.

Rachel: Specifically two people on the byline for this BuzzFeed article.

Griffin: Okay. Hey, I trust them.

Rachel: Okay.

Griffin: For shit like this, they're the paper of record.

Rachel: [laughs] That's true. That's true.

Griffin: Where else would you go for this?

Rachel: So I guess—I don't know if you want me to go through every year?

Griffin: Maybe just the hits.

Rachel: Okay. Um... 1991. Learning to Fly by Tom Petty and the Heartbreakers. Which I think would be kind of a nice one!

Griffin: Yeah, sure.

Rachel: The runner-up? Shiny Happy People by REM.

Griffin: Again, like... I believe it. It's just not—

Rachel: It's not like—it's not a Vitamin C. Like, it's not, like, a clear...

Griffin: Well, no. Nothing is gonna be like Vitamin C.

Rachel: [laughs] But I like it! It kind of, like, sets a tone.

Griffin: I love the song. It's a great track. I just don't know that it gets me walking out the doors of my high school with my, you know, cap and gown on just like, "Yeah! Ready to take on college!"

Rachel: I like, too, like—I like these a lot because it... shows you how powerful a year was. I promise I'm not gonna read all of these, but I wanna go to 1992.

Griffin: Oh boy!

Rachel: [laughs quietly] Which is End of the Road by Boyz II Men.

Griffin: Holy sh—! That was in 1992?!

Rachel: Yeah!

Griffin: That song came out in—that song came out when I was five years old?!

Rachel: Yeah.

Griffin: That's unbelievable! I would've sworn on a stack of bibles that it was, like, late 90's.

Rachel: One of the runners up—there are several runners up, but there's another runner up, also a Boyz II Men song, It's so Hard to Say Goodbye to Yesterday.

Griffin: 1992 was a good year for boys and men.

Rachel: [laughs] And those on their way.

Griffin: And those in the midst of a journey.

Rachel: Okay. I'm gonna skip forward to 1995.

Griffin: Okay.

Rachel: Which as the BuzzFeed list says is I'll Be There For You by The Rembrandts. [laughs]

Griffin: I feel like... if your graduation song is a sitcom theme song...

Rachel: I know, right? Runners up—

Griffin: I mean, there's actually a lot of really good options there.

Rachel: Runners up include I'll Stand By You by The Pretenders and I Will Remember You by Sarah McLachlan.

Griffin: So a lot of, like, promises in 1995.

Rachel: Yeah. I'll be there for you, I'll stand by you, and I will remember you. [laughs]

Griffin: That's fucking great. I Will Remember You not winning is a fucking crime.

[pause]

"[singing quietly] I will remember you... "

Rachel: I know. That would be the one, I would think.

Griffin: [unintelligible]

Rachel: But you know if you want, like, a fun, like, party vibe—

Griffin: That song is fun. Don't let your life—

Rachel: I Will Remember You? [laughs]

Griffin: "[quavery singing] Pass you by... "

Rachel: Isn't that the one they use in the, like, animal cruelty commercials?

Griffin: No. That was, uh...

Rachel: In the Arms of an Angel.

Griffin: Arms of an Angel, yeah.

Rachel: Yeah.

Griffin: Man. What a—what a...

Rachel: [laughs]

Griffin: What a time.

Rachel: Okay. 1998. It is a Green Day song.

Griffin: Okay. Time of Your Life?

Rachel: Yes!

Griffin: That was '98?

Rachel: Yes!

Griffin: See, I feel like that that was also more modern. But, I mean, that is, like, quinti—that's, like, top five, like, graduation songs.

Rachel: Gosh. Listing the runners up is gonna take you... on a time travel.

Griffin: Oh boy.

Rachel: Runners up include Save Tonight by Eagle-Eye Cherry.

Griffin: [out of breath?] Oh! Whew!

Rachel: Closing Time by Semisonic.

Griffin: Oh my god!

Rachel: I'll Be by Edwin McCain.

Griffin: Holy shit, we were so—we were—wow!

Rachel: [laughs] That year, man! I—so, here's the thing.

Griffin: You graduated in 2000, right?

Rachel: Yes.

Griffin: Okay.

Rachel: I'll get to 2000.

Griffin: Okay.

Rachel: Here's the thing. Like, I listened to the radio a lot. I don't know if you did.

Griffin: Yeah, of course.

Rachel: Like, for a long time I just had, like, a tape deck, and that's, like, really... that's committing to something, you know? Whereas, like, listening to the radio it's just like, I'm of the moment right now. You know? And so all these songs, very powerful for me.

Griffin: Very powerful.

Rachel: Okay. 1999.

Griffin: Okay.

Rachel: It's The Sunscreen Song.

Griffin: The Sunscreen Song?

Rachel: Everybody's Free, in parentheses, (To Wear Sunscreen), by Baz Luhrmann. You remember?

Griffin: I don't think I do!

Rachel: It was, like, a spoken word, like—

Griffin: Oh, yeah.

Rachel: —graduation speech style...

Griffin: Yeah, I guess.

Rachel: Yeah. [laughs quietly]

Griffin: I think I heard that song once and I was like, "This isn't for me."

Rachel: Okay. We're at—

Griffin: Thank you Ba—I'm more of a Scaggs than a Luhrmann.

Rachel: [laughs]

Griffin: Always a Scaggs. Never a Luhrmann.

Rachel: 2000.

Griffin: Yeah.

Rachel: This—I—

Griffin: Rachel McElroy in her—in her regalia.

Rachel: See, here's the thing. I question the timing of some of these songs.

Griffin: Okay?

Rachel: Because I don't know if this really timed out with graduation? But 2000 was, in fact, Graduation (Friends Forever) by Vitamin C.

Griffin: Okay. I believe it. That seems right to me.

Rachel: I don't remember... that being...

Griffin: Is the runner up Willennium?

Rachel: The runner up is I Hope You Dance by Lee Ann Womack. [laughs]

Griffin: Ewww, gross! God, Love is Blind has really, uh...

Rachel: [through laughter] Yeah, I know.

Griffin: Really poisoned the well on that one.

Rachel: I think I might skip forward, although I do want to say for 2003 the runner up—[laughs quietly] the 2003 winner is The Remedy (I Won't Worry) by Jason Mraz.

Griffin: Oh, sure!

Rachel: The runner up is You Raise Me Up by Josh Groban. Can you imagine, like, at a party, like, "This is our song, guys."

Griffin: "I'm—I love you guys! You're going to Cal Tech next year. I'm going to Brown. I love you guys!"

Rachel: [laughs] And just, like, all sitting around silently listening to that song. Okay. What is your graduation year?

Griffin: 2005.

Rachel: Okay. 2005. The leading song, which I can't recall on title, is Breakaway by Kelly Clarkson.

Griffin: "[singing] Make a wish, take a chance. Br—change... and break away." It was like, I think it was... I think... "[singing] [unintelligible]] my wings and I learn how to fly. With you [unintelligible] nothing with you by my side. Make a wish. Take a chance. Make a change."

Rachel: It does sound familiar.

Griffin: That one?

Rachel: That does sound familiar.

Griffin: Thanks. I can't—I—

Rachel: [laughs]

Griffin: I can't believe how much of that I was able to remember.

Rachel: I know! It was powerful!

Griffin: That's crazy.

Rachel: Runner up: Hollaback Girl by Gwen Stefani.

Griffin: Stop it. Okay. So we were just... we're having a little fun with the list at this point, huh, BuzzFeed? 'Cause that's not... that doesn't necessarily inspire a lot of the—

Rachel: Yeah, I can't imagine a bunch of people being like, "This is our song, guys!"

Griffin: "For us. Huntington High School. Class of 2005."

Rachel: Okay. First of all, what was your flag?

Griffin: Uh, so for your flag it was, uh... I can't remember if it was a—you got to pick your class colors. For us it was black and pink. [blows raspberry] But that was the era.

Rachel: That's wild. 'Cause, like, your school has colors.

Griffin: Yeah, no. And then the flags would hang, like, in the main entryway.

Rachel: Wild!

Griffin: So you could see—and it had been going for a very long time, this tradition. And it was like a flower design. I can't remember if it was, like, all the flags were different flowers, but I think not. I think it was just, like, different designs and the colors. And your class song. Ours was, um, My Immortal by Evanescence.

Rachel: Wild!

Griffin: And I remember at our senior prom, they played that song and people had, like, arms around each other, like, swaying back and forth, like you do at a senior prom when you're the graduating class, and I was looking around like, "This... "

Rachel: [laughs] "This—this is us?"

Griffin: "This doesn't feel right to me?" Anyway, black and pink class colors with My Immortal—an Evanescence song as the theme. That really... that is a moment frozen in amber, I believe.

Rachel: Yeah, no kidding. Um, it continues. As—

Griffin: Are people still making graduation... song—like—

Rachel: I have to assume.

Griffin: Is Machine Gun Kelly out there with, like... "[singing] Gonna say goodbye to your friends—" I don't know what Machi—

Rachel: [laughs]

Griffin: I've never listened to Machine Gun Kelly [crosstalk].

Rachel: No, he sounds like that. That sounds right to me. 2007, Kanye West, unsurprisingly. 2008, TI and Rihanna, Live Your Life.

Griffin: Oh, gosh, yeah.

Rachel: Mm-hmm. 2009, Miley Cyrus. 2010... I Got A Feeling by The Black-Eyed Peas.

Griffin: Yeah.

Rachel: Can you imagine? That would be a good one.

Griffin: Good one, yeah. Great one.

Rachel: Real—real party... party anthem. 2011, Firework by Katy Perry.

Griffin: Yeah. Okay, so in the—you know, we didn't lose... our... inspirational spirit.

Rachel: 2014, Let it Go by Idina Menzel. [laughs]

Griffin: I mean, step into your power, right? I guess?

Rachel: Yeah, it just seems weird to be like, "This Disney movie defines our year."

Griffin: I mean, it kind of defined everyone's year, though.

Rachel: I guess that's true. And what—[laughs] what I think is interesting—so, I don't know—when did this list come out? The fact that it stops on 2016... yeah. So, this list came out in 2016, so that's why. Because when you get to 2016... first of all, I don't know the song. This, again, makes me feel like a very old person. Uh, 2016 is 7 Years by Lukas Graham?

Griffin: No.

Rachel: And Runners up, question mark?

Griffin: Whoa!

Rachel: So I guess—

Griffin: Who knows. Maybe—

Rachel: This list came out not just in 2016, but it came out in May 2016. So that's, like, in the moment. That's like, tomorrow is graduation. We don't know what our runners up are.

Griffin: Maybe that was just a dry year for inspirational music.

Rachel: I don't know.

Griffin: Um—

Rachel: I think—what is interesting about this list is—I don't know if you had this feeling. But when music came—

Griffin: That tonight's gonna be a good night?

Rachel: [laughs]

Griffin: Yeah, no, for sure.

Rachel: When music came out that seemed tied to, like, moving on to a different chapter, you felt like, "Oh my god! This is only happening to me in my town!"

Griffin: I think... Green Day's Time of Your Life is probably the... in my mind, even more than Vitamin C's graduation, which feels a little too... it feels a little too, like, uh—

Rachel: I thought that about Wear Sunscreen, too. I was like—

Griffin: [crosstalk]

Rachel: —this is literally a commencement speech.

Griffin: Yeah. But Time of Your Life. "[singing] Another turning point, a fork stuck in the road." Like—

Rachel: Yeah, the story with that song, um, at least for me, was that there was a principal at the elementary school I went to who was leaving. Like, he was moving on, and he was pretty, like, beloved by the teachers and kids. And he, like, blasted that song from the PA system, like, throughout the neighborhood. Like, somehow it escaped the internal building and, like, and everybody was, like, jammin' all over town to that—to that—

Griffin: [simultaneously] That's a beautiful moment.

Rachel: —that song.

Griffin: All of St. Louis was—[laughs quietly]

Rachel: Yeah.

Griffin: Was joined that day. By the power of Green Day's inspirational music.

Rachel: As he lowered his principal flag and everyone stood at attention.

Griffin: [holding back laughter] Mm-hmm. Mm-hmm.

Rachel: I like this idea of flags!

Griffin: And he was burned in a ceremonial pyre.

Rachel: [laughs] I like this idea of flags! This wasn't a thing for me.

Griffin: They were hideous. They were all so bad.

Rachel: Were they made out of flag material?

Griffin: Yes. What's flag material?

Rachel: [laughs]

Griffin: What's flag material?

Rachel: Like, not like a t-shirt or construction paper. Like, the kind of flag that, like, you would see on a pole and be like—

Griffin: Flag stuff, yeah.

Rachel: Yeah.

Griffin: I'm pretty sure it was just cut-up other flags, sort of, like, sewed together.

Rachel: Like quilt?

Griffin: I think it's actually not great.

Rachel: Yeah, no, that's a problem.

Griffin: I don't think you're supposed to do that. Especially not on Flag Day, which is when they made us do it.

Rachel: [laughs]

Griffin: Um, thank you so much for listening to this wet and wild episode of Wonderful! Hopefully next week, you know, we'll be able to get back on... uh, you know, Nexus Lexus, or Lexus Nexus, I can't remember which way that is. Get some peer—peer-reviewed—

Rachel: [simultaneously] Get to our journalistic roots, yeah.

Griffin: —research.

Rachel: Multi-source.

Griffin: Right.

Rachel: Mm-hmm.

Griffin: Um, thank you to bo en and Augustus for the use of our song, Money Won't Pay. You can find a link to that in the episode description. Um, and thank you to Maximum Fun for having us on the network. We are going to be doing MBMBaM and TAZ in Columbus and Milwaukee next week. So if you live in one of those cities, please come out and see us. Ticket sales have been a little bit slow, and that would be cool for you to do that for us. And we'll do a fun show for you too, I bet.

Rachel: Yeah! Yeah, Griffin and I were talking about specifically Adventure Zone and, like, what a fun live show it is, and how people might feel intimidated because they haven't, you know, kept up with all of the episodes.

Griffin: We have not done a... in—in, uh—

Rachel: No.

Griffin: In-campaign live show in forever.

Rachel: They're just one-off, very accessible, like, basically like watching people play, like, an improv game. But—but—

Griffin: Yeah. But oh my god! But no, but it's good!

Rachel: [laughs]

Griffin: But it's good and fun.

Rachel: But—but skilled and enjoyable.

Griffin: And good and fun. Um... but yeah, that's coming up. So go to mcelroy.family. You can find a link to that. And we also have merch over at mcelroymerch.com. That's it, though. Thank you...

Rachel: Thank you for listening. Thank you for your patience.

Griffin: Thank you for your patience. Um... and... thank you...

Rachel: We...

Griffin: We...

Rachel: ... didn't do a listener submission.

Griffin: No. Like I said, we're coming at this one wet and wild.

Rachel: Okay.

Griffin: I don't even think I have time to do a dive, but—

Rachel: Well, let's just come up with one!

Griffin: Wonderfulpodcast@gmail.com.

Rachel: Yeah, please continue to send those in.

Griffin: The—the—the signal to noise ratio—the amount of spam we get in that email address is—is, frankly, it renders it almost unusable. So the more submissions that we get to kind of balance that ratio out—

Rachel: Let's—let's—let's do one. Let's—let's just, like—

Griffin: Oh, yeah, sure! Tyler says:

[pause]

Rachel: I... love... orange peel! And...

Griffin: That's it! That's all it says. It just says, "I love orange peel."

Rachel: [laughs]

Griffin: Right on, Tyler. Hell yeah, man.

Rachel: I get it, man.

Griffin: Shine on, you crazy diamond.

Rachel: [laughs]

[theme music plays]

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