

## Wonderful! 48: Baby Lou Bega

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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:**

Where the big dogs play.

**Rachel:**

Are we working on tetanus?

**Griffin:**

[laughs] No, no.

**Rachel:**

[laughs]

**Griffin:**

But I thought that it would be fun. This is, like, we don't have anything that goes on shirt. We have a place where we can put a Wonderful shirt, but I don't know what would go on it. And so I thought we could spend like the beginning of this episode—

**Rachel:**

Oh okay.

**Griffin:**

... putting some stuff out there—

**Rachel:**

Okay.

**Griffin:**

... because I think our fans would also like the opportunity to wear our merch, but I don't know what it is, so let me hit you with this.

**Rachel:**

I've got one.

**Griffin:**

Let me hit you with mine first, please.

**Rachel:**

Okay. Please. Yes.

**Griffin:**

It's gonna say, like, big dogs on it, and it'll be a parody of like a movie. So it'll be like Darth Vader, but he's like a big dog, and on the back it'll be like, um, I am your paw—I'm your pawther, or something. It will be like a movie parody, but it will have a big, big dog, and it'll say big dog brand clothing on it. Wonderful. And Wonderful on it somewhere.

**Rachel:**

Okay.

**Griffin:**

Okay?

**Rachel:**

You want to know mine?

**Griffin:**

Yeah, desperately.

**Rachel:**

Get you some.

**Griffin:**

Get ya some.

**Rachel:**

Mm-hmm.

**Griffin:**

For a tagline or for a specific... like, where are you thinking about this on a merch? What's the font, what's the orientation?

**Rachel:**

Oh. I think wonderful would be on the front.

**Griffin:**

Yeah.

**Rachel:**

And on the back, it would say get you some.

**Griffin:**

Get you some. That's pretty good. Um, how about no fear?

**Rachel:**

[laughs]

**Griffin:**

Wonderful. No fear.

**Rachel:**

Yeah.

**Griffin:**

Don't fear it.

**Rachel:**

What if it's hypercolor too?

**Griffin:**

What if it is hypercolor? I don't know if they can do that at DFTBA. But, um, yeah, I think probably big dog, right? Where the big dogs play?

**Rachel:**

Oh, do we decide on that?

**Griffin:**

Yeah, you looked very enthusi—people can't see this at home—

**Rachel:**

Uh-huh.

**Griffin:**

... they probably thought I just, uh, steamrolled you, but you looked really enthusiastic about where the big dogs play.

**Rachel:**

Yeah. [laughs]

**Griffin:**

Um, but what's cool is, it'll just say Wonderful on the front, and we'll maybe have like a, our logo or something. But then on the inside of the shirt, it'll say where the big dogs play, so that's just for you. That's a little treat for you.

**Rachel:**

[laughs]

**Griffin:**

Do you have any small wonders?

**Rachel:**

Oh man, I really meant to think about that.

**Griffin:**

Ah, you didn't though, did ya? Did ya? I've got one, I can start.

**Rachel:**

Yes.

**Griffin:**

I owe Daniel Tiger a big debt of gratitude.

**Rachel:**

Oh yeah.

**Griffin:**

Enormous debt of gratitude.

**Rachel:**

Okay.

**Griffin:**

This is a small tiger, who was on the, uh, the Fred Rogers program. Have you heard of this? Mr. Rogers' Neighborhood.

**Rachel:**

Mm, yes, yes, yes.

**Griffin:**

Um, and, Daniel Tiger was on this one, but he was pretty different from the cartoon that we know and love. And he's just a little boy, and he's got friends who are all from the Rogersiverse, and, uh, they sing songs about lessons. So if you... like each les—each episode as a lesson, like, um, clean up. Oh shit.

**Rachel:**

Grownups come back.

**Griffin:**

Come back is a good one. Clean up, put away. Something messes every day.

**Rachel:**

[laughs]

**Griffin:**

Um, there's one about the potty, like when you have to potty, go right now. Flush, wash, and be on your way. I didn't do it good but I like it. What I like about it is that, um, Henry is really into it. And so we were driving home today, and I hit like crazy traffic, and there was nothing I could do to calm Henry down in the backseat. So I got on Spotify, I was like, "Do you have Daniel Tiger?" And Spotify was like, "I got you."

**Rachel:**

[laughs]

**Griffin:**

And it did get me. Thank you, Daniel. On the pan—in the pantheon of children's programming, like Daniel Tiger is, I think, up there.

**Rachel:**

I enjoy it actually.

**Griffin:**

Yeah.

**Rachel:**

Of among the many options, it's a good one.

**Griffin:**

It is uplifting. It is zen—like how, how, uh, purposefully uplifting it is.

**Rachel:**

Mm-hmm.

**Griffin:**

How about now? Do you have a small wonder?

**Rachel:**

Oh, I do.

**Griffin:**

Okay.

**Rachel:**

Making It got renewed for season two.

**Griffin:**

That is a wonderful, wonderful news update. We never hit you with entertainment news.

**Rachel:**

Yeah.

**Griffin:**

But now we have, so deal with it.

**Rachel:**

[laughs]

**Griffin:**

We were just watching that literally right before we came up here to record. It's a fun episode, it's all about the holidays, so you know I'm into it. Um, I am going first.

**Rachel:**

Yes, please do.

**Griffin:**

My first thing this week for Wonderful, where the big dogs play, is waffles. Have you, have you had a waffle lately?

**Rachel:**

I have had many a frozen waffle. I don't know that I have had a, like—

**Griffin:**

A restaurant waffle?

**Rachel:**

Yeah.

**Griffin:**

Yeah, I'm not picky to be completely honest. I, um—

**Rachel:**

See, I would prefer like a waffle iron waffle.

**Griffin:**

Oh, of c—well yeah, babe. Of course. A waffle iron waffle would be better in any circumstance. Um, but the frozen waffles is good too, because you can do them at home so fast. I did them this morning at home so fast, and they gave me... They made me powerful all day. Uh, it was... They had the cinnamon swirl, and they were like the four mini waffles combined into one big waffle. And I don't know why the fuck they do that but it's fun.

**Rachel:**

It is fun.

**Griffin:**

And I ate, uh, three of them, which was, I guess, 12 miniature waffles.

**Rachel:**

Oh Griffin.

**Griffin:**

Uh, just embarrassed with syrup, and I ate all of them, and it gave me, it gave me a lot of power, and I needed a lot of power today.

**Rachel:**

You know what I like? Is, like, a waffle PB and J.

**Griffin:**

Oh, a waffle PB and J is very, very good. I'm gonna talk all about the waffle being like the friend to any and all condiments.

**Rachel:**

Okay.

**Griffin:**

I do wonder. It's a perfect food, and I wonder if, like, I feel that way about breakfast foods more than lunchtime, dinner foods, snack.

**Rachel:**

Yes.

**Griffin:**

Okay.

**Rachel:**

I mean, I think that you do, and I would agree with you.

**Griffin:**

Why? Is it... Why?

**Rachel:**

Why are they better?

**Griffin:**

Why am I so into breakfast foods?

**Rachel:**

I mean, you like it sweet.

**Griffin:**

I do.

**Rachel:**

Uh, you like—

**Griffin:**

I don't, I don't go that way very often when I'm at, like, a restaurant, I'll do like a breakfast scramble with, you know, eggs and sausage, and fruit cup.

**Rachel:**

It's just like the one meal where there's like a real happy mix of sweet and savory, and it's just kind of understood that you're gonna have both probably.

**Griffin:**

Maybe it's the restraint that I'm into. Breakfast, more than lunch and dinner, they're so... There are more things you can't have, do you know what I mean?

**Rachel:**

Well, I think you and I might differ on that. I like a savory breakfast item.

**Griffin:**

Um, I can't have a beef Wellington for breakfast. Do you know what I mean? But I can have scrambled eggs for dinner. I like being in that box, that box, you know?

**Rachel:**

[laughs]

**Griffin:**

I like to play in that box. Anyway. Um, these waffles, man, they are good, texturally, they're good, flavor—wise, they're good, functionally speaking. They taste amazing and got good mouth feel. And they are just this perfect little storage unit block—

**Rachel:**

Mm-hmm.

**Griffin:**

... for other toppings.

**Rachel:**

I do like the little pockets in a waffle.

**Griffin:**

So, some quick history, in like, medieval times, ninth century or so. Um, there were , uh, there was this thing in Europe, and it wasn't really a waffle, but it was sort of the origins of the waffle iron. It was a wafer iron.

**Rachel:**

Oh.

**Griffin:**

Uh, and sometimes, more specifically, a communion way for iron. So they would have, sort of, uh, these intricate biblical sort of insignias on them. And then they would put some, you know, simple dough in there, and press it down real, real flat. And have a communion wafer with, like, Jesus on it. And now when that happens, it's like a miracle, because there's not a Jesus on the waffle iron. He just got in there somehow.

**Rachel:**

[laughs]

**Griffin:**

Um, just rascally like that.

**Rachel:**

[laughs]

**Griffin:**

And, uh, that is kind of like, where the origin of the waffle iron comes from. Uh, it wasn't until, like the 15th century, that it sort of started to have this waffle—like shape that we know today. Uh, and this waffle iron became sort of more commonplace in certain European regions, including, notably, Belgium.

Um, and over the next like few 100 years, different countries would like put their different spins on the batter recipe, uh, adding and removing like sweeteners, and dealing with different levels of fluffiness. Um, and that's why there's sort of a diversity of, of different waffles, uh, depending on, you know, where you are in the world.

Um, in the early 20th century, the waffles had become like less of a... like an artisanal thing that you'd like get at a restaurant, and had become sort of a household food—

**Rachel:**

Mm.

**Griffin:**

... like a simple, uh, household food. Uh, in the 1930s, they started to introduce, you know, waffle pancake mixes from, uh, Aunt Jemima or Aunt Jemima. I always say aunt, but Aunt Jemima sounds wild, doesn't it?

**Rachel:**

Aunt always sounds wild to me, Griffin. You know that.

**Griffin:**

Uh, Bisquick also showed up in this time, and also, there was a, uh... There were a team of three brothers known as the Dorsas. And, uh, they went on to found Eggo in 1953, because they like solved how to do like commercial frozen waffles.

**Rachel:**

Yeah.

**Griffin:**

Uh, and they, you know, ruled the roost. Um, I am super not picky about waffles. I like a frozen waffle just because it is so easy to get them. Syrup is like the best fluid... is the best... is the world's best liquid. And there are not a lot of ways to really enjoy syrup in a, like, an acceptable, publicly acceptable manner, except for the waffle.

And the waffle is just like, you know, you get a waffle and it's like a four by four grid. That's 16 little cups, little shots of syrup you're about to do. And you're going to eat the cup too.

**Rachel:**

Uh [laughs] can I tell our listeners about the, the great breakfast purchases that you repeatedly made for a while?

**Griffin:**

Yeah, I got sort of stuck in like a looper, like time, time loop, kind of.

**Rachel:**

We would decide that we wanted to make breakfast, and whether it was pancakes or waffles. And each time, it was as if Griffin's memory had been erased, and so he would go out, and he would buy more syrup. Uh, kind of like the Memento guy, in that you would wake up every day—

**Griffin:**

A little Memento guy.

**Rachel:**

... and then you would have to remember that we had syrup, and so we had like four bottles of syrup in our house for a long time.

**Griffin:**

We had a great deal of syrup, and a lot of mix. A lot of syrup.

**Rachel:**

A lot of... Yeah.

**Griffin:**

Uh, pancake waffle mix.

**Rachel:**

Yes.

**Griffin:**

Um, that I definitely didn't use, but I've cooked waffles. We had a waffle iron at some point or another.

**Rachel:**

You did.

**Griffin:**

Uh, I like frozen waffles. I like a, a fancy waffle, made of strange ingredients, at a nice restaurant. I will murder some Stroopwafels. Holy shit.

**Rachel:**

Yes, when you were talking about the communion wafer, I was like, "Huh. That makes sense."

**Griffin:**

It sounds like a Stroopwafel. If you don't know what that is, it's basically like a very, very thin, almost wafer—like waffle, that is pretty sweet that has, uh, like, uh, it's two of them. And like a cookie, it has like a syrupy, usually syrupy filling inside, that's more like creamy, and a whole aesthetic together. Kind of like a waffle Oreo, which is maybe why I enjoy it so much.

But I will eat waffles with syrup, with butter, with fruit. I will eat it with fried chicken. I will especially eat it with fried chicken. Holy shit. That's recent. I think I had that for the first time when I was living in Chicago. Like, oh damn, these guys are best friends. Um, I just, I like foods, I think, that have a function to them, do you know what I mean?

**Rachel:**

Mm-hmm.

**Griffin:**

Like inherently, there is a, there's a, there's a function to this food. I'm having a hard time thinking of other ones because the waffle is like the perfect... But like Frito's scoops. It's like, hello—

**Rachel:**

Oh.

**Griffin:**

... I will eat Frito's scoops by themselves, but—

**Rachel:**

So the function of the waffle is what?

**Griffin:**

It holds all these different things with all of its nooks. It's amazing. You put, you put some stuff on a pancake and the pancake just kind of drinks it up. And you're, now you're eating just sort of a soggy cake. And don't get me wrong, pancakes are fine. Waffle, made of a little bit tougher stuff than that, and it keeps the separate separation, a separate separation between—

**Rachel:**

That's beautiful. [laughs]

**Griffin:**

... the waffle meat and the syrup stuff.

**Rachel:**

Uh-huh.

**Griffin:**

And not only that, it makes little funnel swimming pools with the syrup.

**Rachel:**

Mm, I get that now.

**Griffin:**

And then I like to close my eyes—

**Rachel:**

Mm-hmm.

**Griffin:**

... and have an imagination vision of me, and I'm like shrunk down, so I'm the waffle's size, but smaller even. And I can swim in all these different pools of syrup.

**Rachel:**

Wow.

**Griffin:**

And I can make up my mind, like, which one I want to swim around in.

**Rachel:**

Like Honey, I Shrunk the Kids style.

**Griffin:**

If I could Honey, I Shrunk the Kids... I can't believe there wasn't one of those movies where Rick Moranis' character, right? Didn't like go around, and set up a bunch of dope shit. Like on the floor of his attic where the shrink ray was, you know what I mean? Like, here's a waffle, and put a bunch of syrup in it. Uh, here is, you know, here's some, uh... Here's like a little... Here's a bunch of like race cars, so I can shrink down, and like play around in those.

**Rachel:**

That's kind of what Stuart Little is like.

**Griffin:**

Ah, Stuart Little.

**Rachel:**

And like—

**Griffin:**

Don't get me... Don't get me fucking started.

**Rachel:**

... mouse in the motorcycle.

**Griffin:**

Yeah. God.

**Rachel:**

Mm-hmm.

**Griffin:**

Well, can they hear him talk or not? It's like, "Come on, guys." What's your first thing?

**Rachel:**

My first thing is hide and seek.

**Griffin:**

[laughs] hell yes.

**Rachel:**

[laughs]

**Griffin:**

This game is so badass.

**Rachel:**

Do you have any, uh, fond hide and seek memories?

**Griffin:**

Let me think. No. [laughs]

**Rachel:**

Wow, all right. Well, segment over.

**Griffin:**

I mean, we played it a lot. I just, like, can't think of one particularly dope sesh.

**Rachel:**

Oh, yeah, no, I don't, I don't, yeah, I don't have a particular memory, although I have a memory of playing adult hide and seek.

**Griffin:**

Ooh, uh-huh. Wedding, our wedding night? [laughs]

**Rachel:**

I hate this. You're gonna hurt yourself with how much you're winking.

**Griffin:**

It's making that noise. Do you hear that?

**Rachel:**

No. I don't.

**Griffin:**

Listen, we work hard, we play hard.

**Rachel:**

The seeker would get to carry around a giant bottle of alcohol—

**Griffin:**

Oh.

**Rachel:**

... while they were fighting the hidiers.

**Griffin:**

Okay. Did they drink it, or do they hand out drinks? Or did they just sort of have this accessory? You're forgetting, aren't you? Is it because of the big why? [laughs]

**Rachel:**

[laughs]

**Griffin:**

I wonder why.

**Rachel:**

This was after I moved to Austin.

**Griffin:**

Okay.

**Rachel:**

Uh, some of my friends from St. Louis were visiting, and we came up with this new version. But apparently, people have been coming up with different variations of hide and seek around the world for a very long time.

**Griffin:**

I didn't know that there was much to sort of iterate on here.

**Rachel:**

Oh, well, there is.

**Griffin:**

Okay.

**Rachel:**

So, uh, from [britannica.com](http://britannica.com), hide and seek appears to be the equivalent to a game described in the second century Greek writing of Julius Pollux.

**Griffin:**

He was so fun.

**Rachel:**

I know.

**Griffin:**

He was so fun. He did Foursquare too.

**Rachel:**

Uh, so here's, um, here's some variation. So, children in Nigeria play a combination of hide and seek and tag, where the seeker stands in the center of a large circle that has been drawn in the sand, and tells the other players to hide. The seeker then steps out of the circle, finds, and then chases the

other kids who must run into the circle to be safe. The child touched before reaching the circle must be the next seeker.

**Griffin:**

Um. That sounds fun.

**Rachel:**

Mm-hmm.

**Griffin:**

Um, I just remembered a hide and seek story. Do you wanna hear it?

**Rachel:**

Yeah.

**Griffin:**

Uh, at my church that I, like, grew up going to, which was a big, big, like, four story huge church, with like, you know, a fellowship hall and a, uh, you know, the, the sanctuary place, and like all of, all of... a bunch of offices—

**Rachel:**

Yeah.

**Griffin:**

... and Sunday school class places. Um, I was there during the summer, and a few of my friends were also there, because I think, like, the parents were having some sort of meeting, uh, to like plan for something, and we had nothing to do. So we played a game of hide and seek in the entire church.

**Rachel:**

Ooh.

**Griffin:**

And I remember hiding in the, like, um, the, like, uh, sound booth in this, in the, like, sanctuary, uh, for maybe an hour and a half.

**Rachel:**

[laughing] Oh my gosh, Griffin. Commitment.

**Griffin:**

Yeah, and I didn't know when the game was over. I'm pretty sure I missed the end of the game by quite a bit. But I did get to learn a lot how, like that soundboard operates—

**Rachel:**

[laughs]

**Griffin:**

... and sort of the, the, you know, the bells and whistles and gears that, uh, power the good word.

**Rachel:**

I like... So the thing I like about hide and seek, uh, is that it's, it's a real good game for introverts, because you kind of go off by yourself.

**Griffin:**

Yeah.

**Rachel:**

And you wait to be found.

**Griffin:**

I was gonna do that anyway.

**Rachel:**

[laughs] Yeah right.

**Griffin:**

[laughs] I am technically always playing hide and seek.

**Rachel:**

Uh, it was only when I was older, I learned about sardines, which is kind of, kind of great and kind of awful. Like, I like the idea of it.

**Griffin:**

I don't know what that... I don't know what this is.

**Rachel:**

You don't know sardines?

**Griffin:**

No.

**Rachel:**

So, sardines is one person hides, and everybody's looking for that person. And when you find the person, you hide with them in that spot. And so the, the goal is to not be the last person.

**Griffin:**

The opposite of what I want.

**Rachel:**

Yeah.

**Griffin:**

That's the opposite of what I want.

**Rachel:**

So everybody's, like, packed in this tiny spot. And when you get there, you want to make sure you're not the last one, or else you lose.

**Griffin:**

Okay, that's fun.

**Rachel:**

Uh, do you want to know more... some more variations?

**Griffin:**

I do. Yeah, I'm very curious about this.

**Rachel:**

In parts of Australia, the game was called 44 homes.

**Griffin:**

What?

**Rachel:**

Yeah. The hidere hide until they are spotted by the seeker, who chants, "40, 40, I see you." Once spotted, the hider must run to home base, uh, and touch it before she or he is tipped, which is a way of saying tagged. If tagged, the hider becomes the new it.

**Griffin:**

Okay.

**Rachel:**

Mm-hmm.

**Griffin:**

Again, not a huge variation. I'm wa— I'm waiting for one that's like, "Okay, so first of all, you need the hide and seek bat."

**Rachel:**

[laughs]

**Griffin:**

"You want to grab the quaffle and hit that with the bludger."

**Rachel:**

Uh, in north India, if the hiders touch the seeker, and say, "dhappa," then the seeker has to count again. However, if the seeker sees the hider before they manage to touch him or her and say "dhappa," then that hider will be it in the next round—

**Griffin:**

Okay.

**Rachel:**

... unless some other hider manages to dhappa the seeker without being seen.

**Griffin:**

That is fucking... Okay, now, this is what I'm talking about, like some Metal Gear Solid, like, if I can sneak up on you, and do some like close quarters combat, then I knock you out for a little bit. That's so fucking tight.

**Rachel:**

So th— those are some interesting variations.

**Griffin:**

Hell yeah.

**Rachel:**

The one thing you might be excited to know about is that there is a hide and seek world championship.

**Griffin:**

This does not surprise me. It's 2018, and we all have a lot of time on our hands.

**Rachel:**

Here's the thing though. It started in 2010, and it takes place in Italy every year.

**Griffin:**

Oh, okay, I wasn't expecting that.

**Rachel:**

Mm-mm.

**Griffin:**

This seemed like a decidedly, sort of, uh, American conquest.

**Rachel:**

It's called nascondino, which is hide and seek in Italian.

**Griffin:**

Fuck yes.

**Rachel:**

And takes place on a playground in the open air, set up with artificial and natural hideouts. Uh, it's a team game, each team has five players, each round is played with, uh, one player per team. There is a neutral seeker, and one teammate from each team has, uh, one minute to hide, and then five minutes to run to home base. Which is a large mattress that you can launch yourself towards [laughs]

**Griffin:**

[laughs]

**Rachel:**

The first to reach home base is awarded 20 points, and then each succeeding player is... receives one less point.

**Griffin:**

I have a, I have a problem with that.

**Rachel:**

Okay.

**Griffin:**

I don't think it should be scored based on how quickly you can get to the mattress. I think it should be scored on how fucking long it takes them to find you, because now it's less about the hiding, and more about the like—

**Rachel:**

I know.

**Griffin:**

... because if they just go the opposite direction then you...

**Rachel:**

The home base thing.

**Griffin:**

It seems kind of luck based, I just want a good hide.

**Rachel:**

Uh, the winning team is awarded the golden fig leaf, which is biblically the symbol of hiding, referring to the story of Adam and Eve.

**Griffin:**

Because they hid their—

**Rachel:**

Their... They hid their—

**Griffin:**

... hidden gems?

**Rachel:**

... their, their shame.

**Griffin:**

Their stuff?

**Rachel:**

Mm-hmm.

**Griffin:**

Okay, um, that is fascinating. We have not, um, played this in some time, huh?

**Rachel:**

No, but I love it. Anytime I go to like a big place, like a museum—

**Griffin:**

Sure.

**Rachel:**

... or a very large house—

**Griffin:**

Mm-hmm.

**Rachel:**

... and I always think this would be awesome to play hide and seek.

**Griffin:**

Yeah, I think in Italy also, I think I have a problem with them having like artificial hidey—holes. Like, play this shit at, like, the Coliseum or something. Like you have some really, really great hide and seek, like, destinations over there.

**Rachel:**

I read online that it's traditionally like rugby players and football players that do it.

**Griffin:**

See, they just want to hit. I don't like this. I'm gonna start my own hide and seek championship, and it's about the hiding. And I want it to be this... in a city, and it takes a month.

**Rachel:**

[laughs]

**Griffin:**

And so you better, like, pack supplies when you're gonna—

**Rachel:**

How do you know when to stop hiding?

**Griffin:**

There will be a loud siren that pierces the air.

**Rachel:**

Okay. Okay.

**Griffin:**

Um, and you... It's for a month, and then there's, uh... Yeah.

**Rachel:**

You hide for a month?

**Griffin:**

Yes, that's what I'm saying. You need to bring some MREs. You need to bring some water, and you've gotta bring some diaps. You've got to.

**Rachel:**

Wait, that's... There aren't gonna be—

**Griffin:**

You've got to.

**Rachel:**

... lavatories?

**Griffin:**

If... Are you hiding on the toilet?

**Rachel:**

[laughs]

**Griffin:**

Are you hiding on the toilet? It's not a bad spot, I guess, like you're in a stall, you're enclosed.

**Rachel:**

I like... This is kind of a counter option to, like, marathons. Like, either you train forever to run a marathon—

**Griffin:**

Okay.

**Rachel:**

... and push your body to the absolute limit.

**Griffin:**

That's be good.

**Rachel:**

Or you push your body to the limit by just sitting completely still [laughs]

**Griffin:**

Can I hit you with the best idea I've ever had in my life?

**Rachel:**

Yes.

**Griffin:**

This... It's a movie.

**Rachel:**

Okay.

**Griffin:**

It's this, it's a city—wide, hide and seek game that lasts a month.

**Rachel:**

Yes.

**Griffin:**

We can do it in Austin, right? Uh, and so, you can hide wherever you want in Austin. And then there's like one, one... It starts out with like one guy and he's the seeker, and then they countdown. And the countdown is probably like an hour, because they want you to get set up. And it goes three, two, one, bah! And then when it goes bah, the guy who's the seeker, a claw shoots out of his chest—

**Rachel:**

[laughs]

**Griffin:**

... and you're like, "What?" And then the guy falls to the ground dead, and then who appears right behind him? It's the predator. And now the predator's doing it.

**Rachel:**

[laughs]

**Griffin:**

The Predators 2.

**Rachel:**

[laughs]

**Griffin:**

Fuck yes. It's the predators. Are you kidding me?

**Rachel:**

You have an incredible imagination.

**Griffin:**

But he has a hard time. In the movie, the, the... And the Hydra's not... they don't fight back. Like, you know, Arnold or Adrian Brody, which, hey Hollywood, are you saying that they're... those two are the same? But okay. Uh, do they fight back? No, it's just the preda—

**Rachel:**

Do the hidiers die?

**Griffin:**

Uh, if they didn't hide good enough. It's the predators. Do you know what I mean? Like, this is the real challenge.

**Rachel:**

Doesn't the predator just win?

**Griffin:**

Not if they don't make it the month. If they don't make it the month, the alien shows up, eats them big. Whole. Eats them, eats them big, is what I said the first time. I'm gonna stick with that.

**Rachel:**

Okay. [laughs]

**Griffin:**

The alien shows up and eats them big. And now we've got a whole 'nother kettle of fish. It's like a little old lady who swallowed a fly situation, on our hands.

**Rachel:**

Yeah.

**Griffin:**

Predators 2, get at me Hollywood.

**Rachel:**

[laughs]

**Griffin:**

I want to play this game with you, not right now, not with the predators one, but just regular hide and seek.

**Rachel:**

Just regular hide and seek?

**Griffin:**

Yeah, 'cause we haven't played it in our, our, our new house, and like, I don't know—

**Rachel:**

Yeah.

**Griffin:**

... what the good spots are.

**Rachel:**

I think I've got a couple.

**Griffin:**

I've got a couple as well.

**Rachel:**

All right.

**Griffin:**

But don't tell me.

**Rachel:**

Okay.

**Griffin:**

Um, can I steal you away?

**Rachel:**

Boo da boop, boop. Boo, boo, boo. Boo, boo, boo, boo. Boo, boo, boo, boo, boo. Bah!

**Griffin:**

I thought you were about do the Star Spangled Banner there for a second.

**Rachel:**

[laughs]

[ad break]

**Rachel:**

I've got a jumbotron, do you want to hear it?

**Griffin:**

I would love to.

**Rachel:**

This, uh, is a message all about Mike is a werewolf and that is okay.

**Griffin:**

Um. Okay, uh, I, I ag— I agree. There's nothing wrong with being a werewolf.

**Rachel:**

Uh, you can find it on Amazon, or by visiting—

**Griffin:**

Oh thank God.

**Rachel:**

[laughs]

**Griffin:**

Okay, it's like a fictional work, right? Okay. I thought this was like an actual thing, and I got really worried about my chickens.

**Rachel:**

Do you know... I don't even think we know a Mike in Austin?

**Griffin:**

Uh, I mean, my pants.

**Rachel:**

In Austin?

**Griffin:**

He swings by sometimes.

**Rachel:**

Okay. Uh, or, uh, if you can't find it on Amazon, or would prefer to go directly to the site, it is [Mike is a werewolf.tumblr.com](http://Mike is a werewolf.tumblr.com)

**Griffin:**

Tumblr does not have an E in it, so keep that in mind. I just want people to be aware, if you're interested, go into the link.

**Rachel:**

Mike is a werewolf and that is okay, by Dave Gonzalez and Brewster, is a novel about a man with lycanthropy, an anxiety disorder, and no clue where one ends and the other begins. Over the course of one year, Mike is a werewolf follows Mike Rakowski as he tries to manage his condition, his social life, and the string of wolf sightings around his town, on the Puget Sound. Mike is a werewolf is a slow, calm, character study about life with mental illness. Some mild violence and strong language.

**Griffin:**

That sounds really fucking good. Uh, I also really appreciated sort of the MPAA warning there, at the end. We don't get that for a lot of our... a lot of our jumbotrons. Just a lot of, uh, surprise cussing when you... when you dial into those products. What was that link, one more time, where people can get Mike is a werewolf?

**Rachel:**

Mikeisawerewolf.tumblr.com.

**Griffin:**

Again, there's no E in that. There's an E in Mike, and werewolf, but not in Tumblr.

**Rachel:**

There's actually two Es in werewolf.

**Griffin:**

Fuck. So many Es.

**Rachel:**

Do you want to hear the next message?

**Griffin:**

I would love to.

**Rachel:**

It is for Near, it is from Robin. "Hey Near, just reminding you that coffee isn't a meal, and you do, in fact, need to eat food occasionally. Love you lots." [laughs]

**Griffin:**

Oh, great. Get in, get out, and give a nice whine.

**Rachel:**

That is a good message, I think, for anyone.

**Griffin:**

That is absolutely true, especially since coffee is a breakfast drink. And as we've established, breakfast is the most exciting meal of the day.

[Maximum Fun ad]

**Rachel:**

Uh, what else do the big dogs have to say, Griffin?

**Griffin:**

Well, the big dogs love this, this second thing, my second topic. And can I say something?

**Rachel:**

Uh-huh.

**Griffin:**

It's wild what my second topic is, because of what your first topic was. We got kinda close to the singularity, a little bit.

**Rachel:**

Okay.

**Griffin:**

Mine is also a folk game. It's Johann Sebastian Joust.

**Rachel:**

Oh my gosh.

**Griffin:**

Johann Sebastian Joust. That's wild that you did hide and seek. Johann Sebastian Joust is also, sort of, a physical playground game, but with a sort of modern, electronic twist. So—

**Rachel:**

Yeah.

**Griffin:**

... I would encourage you, if you don't know what Johann Sebastian Joust is, or I... I'm just going to call it Joust from now on, because it's kind of a mouthful. If you don't know what it is, go, like, search for it on YouTube. I actually wrote a feature about it for Polygon. It was like the first thing I wrote.

**Rachel:**

It's very good.

**Griffin:**

I think it may have been the only feature I wrote, while I was at Polygon.

**Rachel:**

It's very, very good.

**Griffin:**

Um, if... It was this, this is a, a physical video game. It was made by, uh, a studio called Die Gute Fabrik, which is a Danish indie developer.

Um, and they... This game kind of spent a long, long time, just kind of as this prototype that, uh, the, the game's designer, who's a dude named Douglas Wilson, who I've interviewed a ton of times, and I think has like a lot of really interesting like, uh, philosophies about video game design. Uh, he would just like bring it to conventions, and people would play it in hallways, because it is a, kind of a tough game to figure out how to release.

Because the basic gist of the game is this, every player, uh, and you can play with a ton of players. I think we got up to, like, seven people playing at one time, but you can go way, way higher than. I think you can go up to like 16. Uh, every player has, in one hand, a PlayStation Move controller, and this was a peripheral that Sony put out, kind of in the Wii Xbox Kinect era, uh, where everybody thought for like 20 minutes that motion controls were going to be, like, the permanent future of video games.

**Rachel:**

Yeah.

**Griffin:**

Um, it's a really cool looking controller though. It's like this little rod with this plastic ball on top of it. And there's a, an LED inside of that plastic ball that can change colors. Uh, so, uh, and it's... it is motion sensing. So, everybody has one of these controllers in one hand, and the point of the game is to jostle the other players' controllers, uh, past a certain sort of like movement threshold.

And if you can do that, you will knock them out of the game. While doing that, you have to protect your, your own controller, uh, because everybody else will be kind of trying to do that to you also. Uh, they, they sort of frame it as a dueling game, which sounds hyperbolic, until you play it once.

**Rachel:**

Yeah. Uh-huh.

**Griffin:**

Because it very much is, all the way from, um... And I, I, I actually interviewed Douglas about this before I got a chance to play it, and he talks about how the physicality of the game is so interesting, the poses that people take on is almost... they look like fencers, kind of—

**Rachel:**

That's true.

**Griffin:**

... holding up their, their, you know, their torch in one hand that they're trying to keep upright and safe, while, you know, stabbing one hand outward, like a... like a, a f— a foil or something. Um, so that's it. If you're the last player standing, you win. The thing that complicates this, is that there is music that sort of, uh, scores every, every, every round of the game. It is sent to Johann Sebastian Bach's Brandenburg concertos.

Um, and the tempo of those concertos swings, uh, periodically, from very, very fast, to very, very slow. When the music is going very fast, the threshold for movement is, is way more forgiving. You can, like, make some dope maneuvers. You can run with your controller, and probably not knock yourself out. You can dive forward to swat at another player's hand, and not, uh, knock yourself out.

But when the music slows way down, if you barely move your controller too much, you, you are out. Uh, it is... it is extremely unforgiving at that point. And so, the matches are so unpredictable, because you never know when the music's gonna change. You might make a bunch of, like, desperate maneuvers to try to knock somebody out, and then the music slows down, and now you are pincerd between two people, who are very close to you, and you have to very cautiously, like you're disarming a bomb, get yourself out of that situation. Um, it is, it is, it is... It's fun in a way that no other game, I think, I've ever played is.

**Rachel:**

Yeah.

**Griffin:**

And I've played so, so many games. Uh, it is... There is something, uh, and I'm, I'm probably going to misuse this word, but there's something kind of transgressive about it. We play a lot of games with our friends. But there's something about this game... this game's physicality—

**Rachel:**

Yeah.

**Griffin:**

... that actually requires you to, kind of, uh, kind of make, make a physical move—

**Rachel:**

Yeah.

**Griffin:**

... to like shake your, uh, your friend's arm—

**Rachel:**

Yeah.

**Griffin:**

... or like make a... almost like a... almost like a fight, right? But it's harmless, and it is—

**Rachel:**

Yeah.

**Griffin:**

... uh, it is... it is not violent in any way. And we never certainly hurt each other while playing this game. But like, these... I don't have that relationship with my friends, where we're like, rough and tumble roughhousing all the time.

**Rachel:**

Yeah.

**Griffin:**

And yet this game kind of required it, and I thought that was so... Every time we played, I was like, battling this desire to win, and to not get knocked out, versus, like, "Oh, well that's like... that's like my friend who, like, I go out for happy hours with, and talk to—"

**Rachel:**

I'm gonna push him very hard. [laughs]

**Griffin:**

"... and I'm gonna fucking push him as hard as I possibly can, trying to knock him out of the... out of the game." Um, it's also just like, visually, a super interesting game to watch.

**Rachel:**

Yeah.

**Griffin:**

Not only, like, watching people figure out how to duel in this game that they've never played anything quite like before. But also like, from afar, these controllers have these beautiful glowing lights. Every player is assigned a different color, and so from afar, you just look... feel like you're, like, watching some willow wisps, like, wander through the forest.

**Rachel:**

I know. We used to play it a lot in the front yard, back when you were living with Justin.

**Griffin:**

Oh yeah.

**Rachel:**

And people would walk by and drive by, and just look at us, like, "What are they doing?"

**Griffin:**

"What the fuck are they doing?" It is a very weird game to see people playing. Um, but there was a time where, like, every time that our group of friends got together—

**Rachel:**

Yeah.

**Griffin:**

... I would bring it out. Um, it was finally formally released in, I think, 2014, in this bundle of games called Sports Friends, which is actually... has like a ton of super fun, like, local multiplayer games in it. Uh, and, uh, Johann Sebastian Joust is one of them. I, actually, kind of always preferred the, like, unreleased version that I had on my MacBook, because you can play it anywhere. As long as you have your MacBook, you can just open it up, and hand everybody controller, and just fucking play wherever you want to.

**Rachel:**

Yeah.

**Griffin:**

So we'd play at like lake houses, at night—

**Rachel:**

Yeah.

**Griffin:**

... where you can play, like, really, really huge games because—

**Rachel:**

We've played it in, like, living rooms too.

**Griffin:**

We played it in living rooms too. I, I had one round where I like hid in the bathroom, in, like, the shower, waiting for, like, everybody else to knock each other out, so I could finish the last person one—on—one. And, uh, our friend, Eric, found me in the bathroom, and it was literally like a horror movie, pulling back the shower curtain, like, "Oh my god. Oh no."

**Rachel:**

[laughs]

**Griffin:**

Um, it is... it is a great game. We have not played it, admittedly, in, in quite some time, but I still have all the controllers. Uh, so, so, I guess anytime we want to, we could do it. But if you have a PlayStation 4, uh, Sports Friend, and, and, like, you do like to play with, sort of, like, local multiplayer games, Sports Friends is a great package, and you can play this game with, like, the regular PS4 controller. You don't need these, like, special move peripherals.

**Rachel:**

Oh okay.

**Griffin:**

Yeah, uh, the, the, the move was kind of a... kind of a flop. You can use it with the PlayStation VR helmet now, kind of, uh, but there was a period there where you could get them for like \$15 on Amazon, so I stocked up on, on a ton. So, I know this is not exactly like a reproducible thing for the folks at home, but, uh, I just... Man, I, I love this game. And—

**Rachel:**

I think, you know who I think would really like it?

**Griffin:**

Yeah.

**Rachel:**

Is Henry, for sure.

**Griffin:**

Henry would very much like it, but I'm... I mean, I would beat him, pretty bad.

**Rachel:**

[laughs]

**Griffin:**

He would lose to me, I think. Just wingspan—wise.

**Rachel:**

He's still a little unstable on his feet, too, so you could joust him real easy  
[laughs]

**Griffin:**

He's very joustle. I would never do that.

**Rachel:**

[laughs]

**Griffin:**

Um, but I don't know. I like this. I got very... When I was writing that feature, I got very into the idea of folk games. It was a, uh, and probably still is like a movement in the video games industry, of just, like, "Hey, what if the thing that you looked at was not the screen?" What if the thing you looked at... Like what if we could make digital games—

**Rachel:**

Yeah.

**Griffin:**

... with like electronic components where you actually had to look face to face with another player? So I, I remember there was like a dueling game, where there was a screen, but you weren't looking at it. You were looking at

the other person, you know, six feet away from you, as you guys had like a wild west duel. Uh, stuff like that, like, I think is so... conceptually, so cool, and so refreshing. And this is the... by far, like the pinnacle of that.

**Rachel:**

Yeah.

**Griffin:**

Um, yeah. Go... Seriously, go watch videos of people playing this game, it is a fun fucking game to watch. Where's the national championship for this? That's what I want to know.

**Rachel:**

There should be.

**Griffin:**

There should be.

**Rachel:**

We should incorporate it into our hide and seek predator.

**Griffin:**

Yeah. There actually was, uh, a version of this game that, uh, Douglas Wilson told me about, that he prototyped in a theater. I think he could play with up to 100 people, and he played in a theater with all the lights off.

**Rachel:**

[laughs]

**Griffin:**

And, uh, this is gonna be kind of complicated, but it... when he told it to me, it sounded like the coolest thing ever. And also, what's cool about it, is that I think this was the only game of it ever played on Earth, and it may never get played again. So that's interesting to me, that it was a game that was played once in the history of mankind.

So everybody had a move controller, and there was a seeker, and their controller was glowing red. And this was in a theater with no lights on, so it's pitch black in there. All that you can see when you're, like, hiding in the seats, in the theater, is this red ball floating around in the distance. And, uh, all of the hiders, their controllers were not illuminated, they were completely dark.

**Rachel:**

Oh.

**Griffin:**

But if you move, it starts to glow.

**Rachel:**

Oh my God.

**Griffin:**

And so the seeker will come close to you—

**Rachel:**

That so good.

**Griffin:**

... and if he gets close to you, you can start to move, but your ball is going to start to glow, and they're going to be able to find you.

**Rachel:**

Oh, it's kind of like Marco Polo.

**Griffin:**

It's kind of like Marco Polo meets, uh, hide and seek, meets, like, the scariest sounding game ever.

**Rachel:**

[laughs]

**Griffin:**

Um, yeah. What is your second thing?

**Rachel:**

Uh, my second thing, and I thought it was interesting that you brought up Daniel Tiger earlier, because my second thing is the song Baby Beluga.

**Griffin:**

Okay.

**Rachel:**

[laughs]

**Griffin:**

Oh, this is gonna make... This connects a lot of dots. Because when I came home, uh, today from picking up Henry, I saw a printout of the lyrics of Baby Beluga downstairs, and I was like, "Is Rachel doing some, like, open mic nights somewhere?" [laughs]

**Rachel:**

[laughs] I know, I thought later I should have hid that from you—

**Griffin:**

Yeah, that's fine.

**Rachel:**

... because I find we like to keep our topics secret.

**Griffin:**

Baby Beluga, huh?

**Rachel:**

Baby Beluga. So, um, for those that aren't familiar, this is a... uh, it's actually the name of the album. But it's, uh, a name of the song that I'm—

**Griffin:**

Is this Raffi?

**Rachel:**

It is Raffi.

**Griffin:**

Okay.

**Rachel:**

Uh, released in 1980.

**Griffin:**

Damn, it's a Raffi classic.

**Rachel:**

Uh, so, the album begins with the sound of whales communicating, and includes an illustrated sing along book, which was also published, and sold separately, as a companion to the first track. During the Macy's

Thanksgiving Day Parade in 1993, the song was sung in a blue screen featured Baby Beluga swimming.

**Griffin:**

Okay.

**Rachel:**

Uh.

**Griffin:**

Was this an important song to you as a child?

**Rachel:**

A little bit, yeah, I do. I have a lot of memories of hearing it as a kid, and loving it. Um, but I can't, like, pinpoint specific things.

**Griffin:**

Mm.

**Rachel:**

I remember recently I asked, because you were talking a little bit about, like, the songs that your family would sing when you were growing up.

**Griffin:**

Yeah.

**Rachel:**

And I asked my dad, I was like, "Did you guys sing any songs to me?"

**Griffin:**

[laughs]

**Rachel:**

And my dad said that he used to sing me the theme song from Cheers  
[laughs]

**Griffin:**

[laughs]

**Rachel:**

That is just, just perfect. [laughing]

**Griffin:**

[laughs] Yeah. That's peak, peak whiner. Um.

**Rachel:**

But I, uh, I've been trying to sing the song to Henry—

**Griffin:**

Yeah.

**Rachel:**

... I used... When I changed his diaper, I used to sing it all the time. I do a little less now. But he used to just really hate having his diaper change—

**Griffin:**

Yeah.

**Rachel:**

... like, in a very specific kind of way. So I used to sing this song. Uh, when I was reading about it online, I read something that says, "Children who grew up listening to Raffi's song are referred to as beluga graduates or beluga grads." [laughs]

**Griffin:**

No, they're not. They're actually not.

**Rachel:**

He's like, "No, actually no."

**Griffin:**

They're super, super, super not.

**Rachel:**

Raffi gets kind of a bad rap, because he was, like, such a popular children's music performer, and I think parents kind of grew to hate his music.

**Griffin:**

Sure.

**Rachel:**

But I just... I still find it so comforting and warm.

**Griffin:**

Well, I was kind of a li— a bit of a later generation. And so, for me, it was Baby Lou Bega. And—

**Rachel:**

[laughs]

**Griffin:**

... this... [laughs]

**Rachel:**

No, give me a little bit of that. Give me a little bit of what that sounded like, Griffin.

**Griffin:**

I mean, it was Mambo Number 5, but it was like, you know, nice, and it was like—

**Rachel:**

A little bit of Minnie Mouse.

**Griffin:**

No, it'd be, like, Mambo Number 5, and they would still have, you know, whale sounds.

**Rachel:**

Oh, I thought... You see, I thought you were gonna like try and make it more kid appropriate for, like, a—

**Griffin:**

Uh, no, it was still about courting multiple women.

**Rachel:**

A little bit of pumpkin pie.

**Griffin:**

Oh, yeah.

**Rachel:**

Kind of like hungry caterpillar but—

**Griffin:**

Yeah, that's fun.

**Rachel:**

... Mambo Number 5.

**Griffin:**

Sure. Yeah, it's all about all the foods Lou Bega ate, and he got a tummy ache, and he turned into a butterfly.

**Rachel:**

[laughs] Uh, so I wanted to give you some lyrics of it. It, like, it just paints such a nice, like, comforting picture to me.

**Griffin:**

Okay.

**Rachel:**

Uh, so, it's a little baby whale, uh, and kind of his adventures in the ocean.

**Griffin:**

Ye— I mean, yes, clearly it's a baby beluga, my, my love [laughs]

**Rachel:**

[laughs] I'm painting a picture Griffin. You've got to set it up.

**Griffin:**

Sure. No, I know, but it is... it is... I do want to... It is Baby Beluga.

**Rachel:**

So let me... let me read a little bit. [laughs]

**Griffin:**

Okay.

**Rachel:**

"Baby beluga in the deep blue sea, swim so wild and you swim so free. Heaven above in the sea below, and a little white whale on the go. Baby Beluga, Baby Beluga, is the water warm? Is your mama home with you, so happy? Way down yonder where the dolphins play, where you dive and

splash all day, waves roll in, and the waves roll out. See the water squirt now to your spout."

And then it just kind of continues from there. Uh, and ends where the, uh, the whale is, like, home in bed for the night. Uh, and I, I just... I don't know.

**Griffin:**

Read that. I want to hear that part.

**Rachel:**

Okay. "When it's dark, and you're home and fed, curl up snug in your water bed. Moon is shining, and the stars are out, good night, little whale. Good night."

**Griffin:**

Who doesn't like that? If you don't like that you're a... you're a... you're a fucking ghoul.

**Rachel:**

[laughs] Well, I think Raffi just had a lot of repetitive children's songs, that I think created... This was before there was, like, a huge amount of children's programming.

**Griffin:**

Sure.

**Rachel:**

And so there wasn't a lot for kids to want to do over and over and over again, on repeat, and, you know, music albums kind of allowed for that. I think a lot of parents got sick of it.

**Griffin:**

Yeah, I mean, if I had to listen to... On this drive home, I heard the song, uh, The Tiger Family Trip, or whatever, from Daniel Tiger twice, and I was like, "Oh, this fucking sucks."

**Rachel:**

[laughs]

**Griffin:**

So I get if I had to hear Baby Beluga a million times, I would probably not—

**Rachel:**

Yeah.

**Griffin:**

... love it. But those lyrics are so undeniably pleasant.

**Rachel:**

I still have a... I really have a terrible memory when it comes to memorizing songs, so I still haven't memorized the whole thing. So, part of me printing it out was like, "I've really got to learn this one."

**Griffin:**

You really need to.

**Rachel:**

Because I like the idea of having like a song that we sing to Henry.

**Griffin:**

Yeah. Do we not have one?

**Rachel:**

Not consistently.

**Griffin:**

I mean, we have, um, this is the diaper song. This is the diaper song. This is the song that we sing when we put the diapers on. This is the diaper song. This is the diaper song. And if you feel like it, you can sing along. That's one I wrote though, because I'm the new... I'm the new Raffi.

**Rachel:**

Mm-hmm. We also, we also have one that I wrote.

**Griffin:**

That's true. Patience, patience, P-A-T-I-E-N-C-E. And that's fun—

**Rachel:**

Patience, patience, wait with me.

**Griffin:**

Wait with me. And that's great, because you get to learn.

**Rachel:**

[laughs]

**Griffin:**

And that was also... Was that also invented during diaper time? They don't tell you that.

**Rachel:**

[laughs]

**Griffin:**

They warn you, like, "Hey, you're going to change a lot of diapers," and you hear that, and you think, like, "Uh oh, poopy and pee pee, gross, gross, gross." What they don't tell you is how, um, fucking boring it is.

**Rachel:**

Well.

**Griffin:**

It's so boring to change a diaper.

**Rachel:**

And there are multiple periods in your child's life where they absolutely hate it, and a lot of times will fight you during the process—

**Griffin:**

Yeah.

**Rachel:**

... so you're trying to do anything to distract them.

**Griffin:**

Mm-hmm. Um, oh god, that was so pleasant. Baby, that took me to like a nice place.

**Rachel:**

Good.

**Griffin:**

Yeah, I needed to go there.

**Rachel:**

I'll sing this to you tonight before we go to bed. [laughs] Put those eyebrows away... [laughs]

**Griffin:**

Uh, hey, do you want to hear what our friends at home are into right now?

**Rachel:**

Yes.

**Griffin:**

Uh, Luke says, "Something I find wonderful is the website futureme.org. You can go onto it, and write a letter to be emailed to yourself, or someone else, on any date in the future. It's kind of like a little time capsule. I write myself a letter every week to be delivered on the first of January every year, so that by the time January rolls around, I have 52 digital versions of myself talking about what's on my mind, what I'm excited about, funny jokes I want to remember, goals I want to accomplish, and so much more.

**Rachel:**

I did not know this was a thing and I love it.

**Griffin:**

I love it. It's like your, your, your MacBook's time machine, where it's like, "Do you... I want to know what I was like the third week of March," and then I could see that, and I'd be like, "Oh, okay, maybe it gets better." [laughs]

**Rachel:**

[laughs] That is such a cool thing.

**Griffin:**

Yeah, uh, I thought so too, and so does Luke. Uh, Gabby says, "I'm a third generation Nancy Drew fan, and she's my role model. Nancy's independent, clever, shrewd, and compassionate. I've written essays about her, own mini Nancy Drew books and video games, and I'm even putting her books all around my upcoming wedding." That is so amazing. I don't think I've ever read any Nancy Drew, but it still sounds so amazing.

**Rachel:**

I haven't either, but I mean, I'm into it. I was real into Harriet the Spy.

**Griffin:**

I think this is the OG Harriet the Spy.

**Rachel:**

Yeah, I think so too.

**Griffin:**

Um, and one last one from Rory, uh, who says, "I love pull through parking spots. There's nothing better than setting future me up..." Whoa, weird.

Future me.

**Rachel:**

Ooh.

**Griffin:**

Wild. Uh, "There's nothing better than setting future me up for an easy breezy exit. I'm filled with joy when I see one, and I will park super far away to snag it."

**Rachel:**

[laughs]

**Griffin:**

Can I tell you a horrible story?

**Rachel:**

Sure.

**Griffin:**

I was in the Walgreens parking lot, and I parked, and I went in to get, I don't know, something. Probably butt cream or whatever.

**Rachel:**

[laughs]

**Griffin:**

And I went, and I got back in my car, and I was in front of like, it was like one of those two for... parking spots for two cars, parking them, and face each other. There's nobody in the other one, and the parking lot was almost empty. I looked around, and there were none of those, like, dividers that go in between the parking spots that face each other, right?

**Rachel:**

Yeah.

**Griffin:**

That would prevent a pull through. So I went ahead, and I drove straight forward, and I ran over one of those dividers.

**Rachel:**

This happened to me before too.

**Griffin:**

And I was like, "What the fuck?" And I pulled backwards, and I looked.

**Rachel:**

It was the only one?

**Griffin:**

It was the only mother... It was the only fucking divider in the whole lot, and I drove over it.

**Rachel:**

Yeah. That happened to me in the parking lot of a Value Village when I was in high school.

**Griffin:**

Anyway, I do love the pull through though, I cherish it.

**Rachel:**

I, I do get excited about it, for sure. Uh, but, um, I'm not willing to back up to get that easy escape.

**Griffin:**

Oh, god, no.

**Rachel:**

You know, people back into parking spots?

**Griffin:**

You're robbing Peter to pay Paul at that point.

**Rachel:**

Yeah, exactly.

**Griffin:**

That's a great turn of phrase. Robbing Peter to pay Paul. Like it's so good.

**Rachel:**

The first time I would hear... it sounds a little bit... When you say it, like, "Robbing Peter to pay Paul," as if you're—

**Griffin:**

It's like... It sounds like—

**Rachel:**

... giving like a list of, like, fun things.

**Griffin:**

Yeah, it sounds like a... like a folk band from the—

**Rachel:**

Yeah [laughing]

**Griffin:**

... from the '70s.

Um, so that's our show. Hey, thank you so much for listening. Oh my god, we almost forgot to tell you this. Um, update for next week, there won't be one. There won't be a wonderful next week, and we're sorry, we're going to Walt Disney World, and, um, we tried to, like, figure out like a way that we can do an episode for then, and also this episode's like a day late, so obviously things have been going horribly wrong for us this week.

Uh, so we are going to take a vacation from you all next week. We still, uh, appreciate you a whole heck of a lot. And we will be back the week after that with new, new content. But yes, next week, no show.

Um, thank you to Bo En and Augustus for this... for our theme song, Money Won't Pay. You can find a link to that in the episode description. Thank you to, uh, thank you to Rachel. She, she just crushes it, week in, week out, and—

**Rachel:**

Aw, thank you.

**Griffin:**

... Except for next week, because we won't be here.

**Rachel:**

[laughs]

**Griffin:**

But, yeah, and, uh, thank you to Max Fun for having us on the network.

**Rachel:**

Yes, thanks Max Fun. Uh, if you want to check out other shows about comedy and culture that include comedy and culture. Sometimes they are more than just about, but include. Uh, you can go to Maximum Fun.org to do so.

**Griffin:**

Yeah, and, uh, if you want to hear other shows that we do, it's at McElroyshows.com. And, um, I think that's it, so, um, let me just open up the gate here. Uh oh, who let the... who let the big dogs out?

**Rachel:**

[laughs]

**Griffin:**

It was... It was me.

**Rachel:**

[laughs]

**Griffin:**

Time to go home, big dogs. What's the, like, opposite of where the big dogs play? Because you hear where the big dogs play at the beginning of the wonderful—

**Rachel:**

Oh.

**Griffin:**

... and you get excited. What's, like, the sign off? Like, s—

**Rachel:**

How the little dogs sleep.

**Griffin:**

I don't think it's got to be the opposite sides of dog.

**Rachel:**

[laughs] okay.

**Griffin:**

I think we're just sort of dismissing the... dismissing the big... What if we just say, like, "Get out of here big dogs." You know what I mean? Like—

**Rachel:**

And then one of us goes, "woof, woof."

**Griffin:**

Oh, that's great.

**Rachel:**

[laughs]

**Griffin:**

But I was... I want to do like a Harry and the Hendersons thing, so you can be the dog. Get out of here, big dog. Just go.

**Rachel:**

Woof woof.

**Griffin:**

I know. Get out of here. We don't want you anymore.

**Rachel:**

Woof.

**Griffin:**

This is making me actually sad.

**Rachel:**

[laughs]

[theme music plays]

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