

## Wonderful! 42: Professor Groovyshoes

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[theme music, "Money Won't Pay" by bo en and Augustus plays]

**Rachel:** Hi, this is Rachel McElroy.

**Griffin:** Hello. It's Griffin McElroy.

**Rachel:** And this is *Wonderful!*

**Griffin:** Salutations.

**Rachel:** Hello.

**Griffin:** Hello, weary traveler. Kick off your boots by mein fire, and warm up yein, yein cold socks as we y— d— ts— spin you a yarn of...

**Rachel:** Those chilly July evenings.

**Griffin:** Oh, brr, I can see the fr— the frost on your bones if you know what I mean. And so, this is *Wonderful!*. This is a podcast where we talk about stuff that we really like, and I'll tell you what I really like is that freaking sleek, slick new microphone that Rachel's using. Oh my God. It looks like a, like a— I don't know, like a fancy, modern, like vibrator. You know what I mean?

**Rachel:** Oh, oh. [chuckles awkwardly]

**Griffin:** It does. It kinda looks like a f— Now, you're checking it out, and you're— Just give me a confirmation like yes or no.

**Rachel:** I mean, not like any I'm familiar with.

**Griffin:** Oh, getting ribald, but anyway, this is *Wonderful!*, and we—

[Rachel laughs]

**Griffin:** — get ribald sometimes. what do you wanna do first?

**Rachel:** I mean, small wonders.

**Griffin:** Sure. You got one?

**Rachel:** I do, actually. I wanted, for those of our listeners that are not on social media, you ha— may have missed that last week's jumbotron about Henry and Elena—

**Griffin:** Yeah.

**Rachel:** Where there was a proposal, and I thought for sure—

**Griffin:** We talked a bunch of yay, I think—

**Rachel:** It—

**Griffin:** A lot of shit.

**Rachel:** It didn't actually happen or had happened previously because the request was for March. It actually happened—

**Griffin:** It did happen.

**Rachel:** — and they posted a video of it for our pleasure. [chuckles]

**Griffin:** That's not on them. That's on us 'cause we just assumed that they had made other plans, but—

**Rachel:** Yeah, exactly.

**Griffin:** — no, this was the plan, and I— it was so delightful to see that video and know that you shared that special moment with us.

**Rachel:** Griffin, I think when you proposed to me, you bought the ring like a literal, what, day before you proposed to me?

**Griffin:** Yeah, but you were watching me like a fucking hawk—

[Rachel laughs]

**Griffin:** — for any sort of proposal-like behavior.

**Rachel:** Well, because you took one of my rings very—

**Griffin:** Oh, I was not—

**Rachel:** — deliberately. [laughs]

**Griffin:** — s— slick about it.

**Rachel:** To get the size.

**Griffin:** Seemed like my dude Henry was, you know, doing some top-secret—

**Rachel:** Yeah, just the fact that he held onto that for so long just waiting.

**Griffin:** Some good shit.

**Rachel:** Yeah, that's great.

**Griffin:** but yeah, that was really great. You have anything else?

**Rachel:** No, that— that was my big one.

**Griffin:** I wanna mention the cinnamon roll Oreos that we got.

**Rachel:** Yes.

**Griffin:** Damn, y'all. I am becoming a... I just, like... I've gotten really into it. There's a guy named Greg Miller, who d— does a bunch of video game stuff and kinda—

**Rachel:** Mm-hmm.

**Griffin:** — launched his own video game, channel with some other folks called *Kinda Funny Games*, and he— I don't know if he still does it, but he did a long-running Oreo review series called *Oreo Oration*, which I watched now and then, but now, it's like—

**Rachel:** When did it start?

**Griffin:** a few years ago. Justin—

**Rachel:** Where was it—

**Griffin:** Justin was on an episode, I believe.

**Rachel:** Oh, really?

**Griffin:** I— they had a special— or, they had a special— he had a special like Justin McElroy segment.

[Rachel laughs]

**Griffin:** But now, I get it 'cause there's so many different Oreos, and they're all... Pretty good.

**Rachel:** I feel like just recently it's just like blown up.

**Griffin:** It's blowing up. I also wanted to say, there's— so there was this old game series. I mentioned to Rachel I might do a segment on this, but I don't think you would be locked into it at all.

[Rachel laughs]

**Griffin:** But there's an old game series called *Quest for Glory*. It was like this old adventure game series that was really cool, because it kind of blended like adventure games.

I— I wanted to talk about it because I thought for sure, you had played, you know, *Monkey Island* or something like that, but then I said, "*Monkey Island*," and you looked at me like, "An island... made out of monkeys, or is it..."

[Rachel laughs]

**Griffin:** but it— it blended like *D&D* stuff with like these old point-and-click adventure games in like, a really, really cool way. and I've been replaying that whole series. What was really cool and really ahead of its time, it came out in the '80s and '90s.

**Rachel:** Was *Sam & Max* an adventure game?

**Griffin:** *Sam & Max* was an adventure game. Did you play that one?

**Rachel:** Okay, I did play that one.

**Griffin:** Yes!

**Rachel:** when you said adventure game, it took me a long time to wrap my head around what that meant.

**Griffin:** Yeah, it's basically like a genre kinda defined by, having like a list of actions like "Look at," or "Talk to," or—

**Rachel:** Yeah, okay.

**Griffin:** And then, you have like weird item combinations. Like, what *Quest for Glory* did that was really cool is you could play like a thief, or a fighter, or a magic user.

And instead of like, having to figure out these weird, nonsensical answers to things, you actually had to like kinda play *D&D* with it. Like, "Okay, well, I'll pick the lock, and I'll oil the hinges so they don't make any noise." What was really cool was you could take your save file when you finished one game, and then like, a few years later, when a new one came out, you could import

your character and like, let 'em go through the whole series, which is like way ahead of its time.

**Rachel:** Yeah.

**Griffin:** but the new game from those developers has been in the works for over a decade, called *Hero-U*, and that just came out today, and that's really fun. I've been playing it here and there. I like it, and it's got me playing the old games, too.

**Rachel:** Is it like, a PC game?

**Griffin:** And it's a PC game, yes. And it was kick started, and... I think it was originally supposed to come out in like 2013, so—

**Rachel:** Oh, my gosh.

**Griffin:** — a little behind, but, yeah, I've been— I've been liking that, and I've been playing the old *Quest for Glory* games, too, 'cause I can beat those in like, 15 minutes. I thought about that might be my speed run, my entry into speed running.

**Rachel:** Oh, yeah. There you go.

**Griffin:** That might be it. I actually start this week, according to wonderful.fyi, the most valuable website on the Internet. I wanna start out talking about a thing I love very much and have enjoyed for quite some time... and also just recently enjoyed after not enjoying it for a long time a couple days ago. That is the *Jackbox Party Packs*.

**Rachel:** Oh, have we not talked about that?

**Griffin:** We have never talked about the *Jackbox Party Packs* before.

**Rachel:** Wow.

**Griffin:** So, *Jackbox Party Packs* are collections of social, sort of local multiplayer games.

**Rachel:** Are you— so... I don't know how common this was, but I am very familiar with the original PC *You Don't Know Jack* games.

**Griffin:** Oh, for sure. Yeah. No, I was deep in those.

**Rachel:** And so, for me, when these came out it was like, "Oh, yeah."

**Griffin:** So that company that made those has a really interesting history. They w— they were called Jellyvision, and in the mid-'90s, they sort of spun up this— they were just sort of a general software company then, they spun up Jellyvision games, which made the *You Don't Know Jack* series, which, if you've never played it, was a very sort of, twisted, skewed version—

[Rachel laughs]

**Griffin:** — of trivia games, and they had— they released approximately a billion of these. So, there was like a f— a movies one. We had that one. There was a TV one, there was a sports one, and then like a lot of general like *You Don't Know Jack* stuff. There was one about like internet and computer stuff, and all of them were like trivia games.

They had a host, several hosts throughout the series, the most famous of which being, Cookie, Cookie Masterson, and they were just like kinda funny like trivia games, that you could play with your friends like sharing a keyboard, so each of you would get a letter that was your buzzer.

**Rachel:** Yeah.

**Griffin:** you had to like type in a name, but if you didn't type in a name, it would like assign you a silly name. Like all that stuff was really great, and they made these games for— for a long time, and they put out a lot of different versions of it. and at its heyday in that period, Jellyvision games had like 75 employees, and they were just like, cranking these games out.

Then they wanted to try putting them on consoles like the original PlayStation. and this was like I guess, early— early thousands late '90s. They wanted to put these games, and they fucking tanked, they bombed

really, really hard. And now all of the sudden this like successful company, got cut down from 75 employees to just six employees.

**Rachel:** Whoa.

**Griffin:** They went through the fucking ringer, and sort of took a step back to work on some other stuff for a while. They did some, sort of online— I— I think I might be confusing Jellyvision and Jellyvision Games here, but the— the company started to focus on sort of online interactive stuff that wasn't really gaming.

It was like helping, uh... creating these sort of human interactive experiences using sort of interactive elements on websites. This was, again, early thousands, so this was c— sort of cle— cutting-edge stuff. And they tried to reboot *You Don't Know Jack* in 2011. We actually have that. It's up on my shelf somewhere. For like, modern consoles in 2011. And it did all right. They did like a Facebook game.

but then they changed the name of their company from Jellyvision Games to Jackbox Games in 2013, and around that time is when they started to experiment with this new idea, and that idea was, what if you could use your smartphone not as the thing that you actually are playing the game on but as a controller for an— an experience that you could, you know, look at on a TV through a game console, or a PC, or whatever using your smartphone or tablet as a controller?

So, they did that, and they— they messed around with that. They put out a couple games before. In 2014, they dropped *Fibbage*. *Fibbage* was the OG first like big Jackbox Games game, and it was kinda like *Balderdash*. You can still play it and there's a bunch of different versions of it out there, but it's kinda like *Balderdash* where there's a prompt like, with a blank like the... I can't fucking come up with a fake prompt right now.

**Rachel:** Oh, well, it'll just be like, uh... there was one about like what Tito Jackson tweeted on a—

**Griffin:** A— at Whataburger, what hashtag did he use? And then they have all the player enter in a fake answer, and then all the fake answers and one



real answer pops up, and you have to pick the one that you think is right. You get points if you get it right, and you get points for everybody that you fool with your lie.

So that was *Fibbage*, and it fucking exploded. It did so well, especially on, like Twitch and streaming sites. Like, it was— it was performing extremely well. Everybody was into it. So later that year in 2014, they were trying to figure out like a way to capitalize on this hot idea they had as using smartphones as controllers, and what they came up with was so like canny and also like a really good deal for people who play games.

They packaged a sort of remastered, expanded *Fibbage* with four other games, including a revival of *You Don't Know Jack* in the *Jackbox Party Pack* that came out in late 2014, the same year that *Fibbage* was released. They knew they had a fucking hit on their hands—

**Rachel:** Yeah.

**Griffin:** — and like got busy getting it— getting it, i— in this new, new form. that first pack had a bunch of very cool games that used the phone controller in different ways, as like buzzers for *You Don't Know Jack*, as a canvas for drawing in *Drawful*, which is just like you would get a prompt like that would be really weird like “rubber band shoes”, and you have to try and draw them, and then people guess what it is, and then you have to vote on— it's kinda like *Fibbage* where you have to vote on the—

**Rachel:** Yeah.

**Griffin:** — one that you think is right. they did also include a game where up to 100 players could join and play, simultaneously called *Lie Swatter*, and they did that because they looked at how well *Fibbage* did on Twitch and they were like, "Oh, shit. What if we did a game that people watching on Twitch could also join in?" Like it was so fucking smart, and you're watching this company go from like a decade ago, you guys fell completely apart.

**Rachel:** Yeah.

**Griffin:** To now you're making these, like—

**Rachel:** So wh—

**Griffin:** — brilliant, shark-like moves in the— the choppy waters of video games.

**Rachel:** What you do— For those that aren't familiar, what you do is you open up your like internet browser in your phone, and you go to, what, is it jackbox.tv?

**Griffin:** That's right, and then—

**Rachel:** And then you enter in a room code, and that's how you get everybody in the same place in the same game.

**Griffin:** Yeah, and i— i— it's so accessible. Like it takes— So we played this a— a couple nights ago. We had some friends over, and we were like, "Let's play a Jackbox game," and one of our friends was like, "Oh, I've never— I don't know what you're talking about. I've never played it." And there was no like tutorial we needed to give her.

**Rachel:** Yeah.

**Griffin:** No onboarding. We just said, "Okay, pull out your phone. Go to this website, and then enter in a funny name," and then we were playing *Fibbage 3*, I think.

**Rachel:** Yeah.

**Griffin:** They've done a lot of *Fibbages* at this point. like the value of these packs are so undeniable, and I say packs because they have put out, a lot of them. They dropped one a year since 2014, and another one is expected towards the end of this year. I got that off the Internet, but I'm out of the gaming industry at this point, so I could be talking completely out of my ass.

[Rachel laughs]

**Griffin:** but there have been so many good games in these packs that we've played so much like ... I really like *Fakin' It*, is a game I feel like I've talked about maybe before.

**Rachel:** Oh, it's stressful for me.

**Griffin:** Where everybody has— I think it's up to five players, and of those five players, four people get a prompt that will sort of prompt them to do some sort of physical thing. So it could say like "On the count of three, hold out the number of fingers of how many times you've pooped your pants."

And one of the players, the— the fifth player, will not get a prompt. They'll just know that you're gonna have to stick out a number of fingers. And then on the count of three, everybody sticks out their fingers, and you have to guess based on like who's got the weird outlier, or who like stuck out some fingers and then pulled them in and then put out more fingers, who's the faker who like didn't get the prompt, actually.

**Rachel:** Mm-hmm.

**Griffin:** It's really great. There's a ton of really, really good games, and yeah, I just love— I love playing games with our friends, but I, like I think like a lot of people, am very self-conscious about like explaining rules to people. Like I'm really— especially if it's a game I'm really excited about. We've had *Betrayal at House on the Hill* in our closet for a long time because I'm so scared—

[Rachel laughs]

**Griffin:** — to get two people to come to our house and sit down with us, and I say like "Okay, so here's how this works. One of you's gotta play this cha—" like, I don't—

**Rachel:** Yeah.

**Griffin:** That does not sound appealing to me, so like a game that you can just say, "Hey, get your f— get your fucking phone out. Let's draw some funny pictures," is—

**Rachel:** No, it's great.

**Griffin:** — is very appealing to me.

**Rachel:** It's so accessible and so fun for like anybody.

**Griffin:** Yeah, now that it's on Switch, you can take it, you know, anywhere with you, and— and I think—

**Rachel:** Oh, yeah.

**Griffin:** — all the packs are on Switch, too. So yeah, *Jackbox*.

**Rachel:** Cool.

**Griffin:** It's also like really cool to watch this company that was sort of a staple of my gaming youth r— recover like a phoenix from the ashes. Al— also, I guess, full disclosure, we know some of those guys. They do *Hello from the Magic Tavern*. some of the Jackbox Games people do *Hello from the Magic Tavern*, which Travis has been on. I've met them before, but I don't owe them fucking anything, so this is not even biased or anything. And they didn't pay us, so like shut it down, Reddit.

**Rachel:** Well, we're also not a news source, you know.

**Griffin:** Yeah, we're not a fucking news source or—

[Rachel laughs]

**Griffin:** I feel like I— Baby, I'm gun shy, and I think for reasons you could understand.

[Rachel laughs]

**Griffin:** Hey, what's your second— or your first thing? No, you know what? Give me your second thing first.

**Rachel:** [laughs] How would you know it was my second thing?

**Griffin:** You're right. Why don't you just lie to me, baby?

[Rachel chuckles]

**Griffin:** You remember that show, *Lie to Me*? Oh, it was so good. Ha—

**Rachel:** What was it about?

**Griffin:** The guy was on it who... and they did, like— he was like a, I guess, a I— a detective or a doctor, and he lied all the fucking time. And people liked it a lot.

**Rachel:** His name was John Lie.

**Griffin:** Tim— John Lightham. And really hot. Just hot doctor, or lawyer or detective.

[Rachel laughs]

**Griffin:** What's your first thing?

**Rachel:** Okay, so I wanna remind everybody of the week that I did SpaghettiOs, because my two topics this week are kinda bougie.

[Griffin laughs]

**Rachel:** And so, I just want you to know that I'm still Jenny from the block.

**Griffin:** Okay.

**Rachel:** Still like SpaghettiOs.

**Griffin:** All right.

**Rachel:** But... my first thing this week—

**Griffin:** Foie gras.

**Rachel:** No.

**Griffin:** That's good. It shouldn't be.

**Rachel:** Is wine ratings.

**Griffin:** Wine ratings?

**Rachel:** Yes.

**Griffin:** This is your f— wonderful thing?

**Rachel:** Yeah, the fact that you can like see the score for a bottle of wine before you purchase it.

**Griffin:** Okay, that's fair. Now, I get it.

**Rachel:** Yeah. So, it's kind of like looking at Amazon reviews.

**Griffin:** Sure.

**Rachel:** Before you buy something.

**Griffin:** Yes.

**Rachel:** But when you're in a store, it's very difficult to do something like that in a short amount of time.

**Griffin:** Just making sure we don't have like a wine-based sponsor this... no, it's toothbrushes and underwear. We're good.

[Rachel laughs]

**Griffin:** You're other thing's not toothbrushes or underwear, is it?

**Rachel:** It's not.

**Griffin:** Okay.

**Rachel:** [chuckles] Yeah, so I've— I, obviously, like I would say the majority of people have no idea what I'm doing when it comes to buying wine.

**Griffin:** It's everybody. Even the— sommeliers even like, they don't fucking...

**Rachel:** So, when I go to the store, it's really helpful to see these like, little point values.

**Griffin:** Wow, this brings up so many good questions in my mind. What is the... you're at a store, what's the minimum number purchase that you would even fucking think about buying? Like, what's the—

**Rachel:** Like, the minimum score?

**Griffin:** The minimum score that you would even think about buying.

**Rachel:** Okay.

**Griffin:** And I have a follow-up.

**Rachel:** well, so I was deciding this the other day—

**Griffin:** Yeah. [laughs]

**Rachel:** Because I decided to really put effort into it.

[Griffin laughs quietly]

**Rachel:** and so I decided when I was at the store that I wouldn't do anything below a 90.

**Griffin:** Damn, sideways!

**Rachel:** Well, here's the thing, though. I have some history on wine ratings.

**Griffin:** Okay.

**Rachel:** So, I— I actually— I thought of this partially because of the new hit *My Brother, My Brother and Me* segment.

**Griffin:** [laughs] You— *Celebrity Wine, Why Not?*

**Rachel:** [chuckles] Yeah.

**Griffin:** I don't know if we can call that one a hit yet.

**Rachel:** [laughs] I like it. and so I did a little research on the history of wine ratings. it was invented by the American critic Robert Parker in 1978.

**Griffin:** Just one guy came up with it?

**Rachel:** Yeah.

**Griffin:** Not like a board of folks? Like, a—

**Rachel:** In 1975, he began writing a wine guidebook. and then—

**Griffin:** [wheezes] I'm sorry. That's fucking bonkers to me—

**Rachel:** I know.

**Griffin:** — that this dude was like, "This is an 83," and people were like, "What the fuck are you talking about?"

**Rachel:** In '78, he published a direct mail newsletter called the *Baltimore Washington Wine Advocate*, which later became the *Wine Advocate*.

**Griffin:** Okay.

**Rachel:** The first issue was sent free to consumers from mailing lists Parker had purchased from several major wine realers... retailers. the *Wine Spectator* tasters review wines on this scale. So, 95 to 100 is a great wine.



**Griffin:** Has there ever been a 100? I hope there hasn't been.

**Rachel:** I don't know. 90 to 94 is a wine of superior character and style.

**Griffin:** Oh, listen to you. That's the only thing you like.

**Rachel:** 85 [chuckles] to 89 is a wine with special qualities.

**Griffin:** Rat piss. No way crossing these lips.

**Rachel:** 80 to 84 is a solid, well-made wine.

**Griffin:** Oh, fuck no. That's— I'm gonna barf. There's nothing lower, right?

**Rachel:** 75 to 79 is a drinkable wine.

**Griffin:** Potable. [cackles]

**Rachel:** That may have minor flaws.

**Griffin:** [laughs] There's a— a LEGO in mine. That's weird.

**Rachel:** [laughs] 50 to 74 is not recommended.

**Griffin:** Yeah, I would say.

**Rachel:** So, here's the thing about the scoring.

**Griffin:** Any, d— anything below 50?

**Rachel:** No, 'cause here's the thing about the scoring. So, I did a little more research, and here is the scale that is used. You automatically get 50 points if it's a wine.

**Griffin:** [wheezes, laughs] This is the worst rating system I've ever heard in my life. "Did you see— did you see the— *Ant Man and the Wasp*?"  
" I did. I hated it. It's the worst movie I've ever seen. I give it a 50."

"A 50, huh?"

"I mean, it was a movie."

[Rachel laughs]

**Griffin:** "They made a movie. The... You can't deny that."

[Rachel laughs]

**Griffin:** 50 points for being wine.

**Rachel:** Yes. Yes.

**Griffin:** Did they review a Coca Cola and give it a zero, and they were like, "Oops, we fucked up."

[Rachel laughs]

**Griffin:** What's the use case?

**Rachel:** Well, so here's the thing. From 2009 to 2013, the average rating was about 88, with very few wines below 81 and only slightly more over 94.

**Griffin:** That's... I'm sorry, a bad scale. You're telling me you didn't drink one— I'm— I don't drink that much wine, and I've drank wine that I thought was fucking dirty, terrible shit, and I would give lower than an 80.

**Rachel:** Well, there's not a lot of— So, there's not a lot of scores. a lot of wines are never reviewed or tasted by reviewers.

**Griffin:** Okay. Now, I get it.

**Rachel:** if they were scored and did poorly, their marketers obviously aren't gonna be like, "63 by Wine Spectator."

**Griffin:** Yeah, that's true.

**Rachel:** [laughs] So there— it— When I was doing the research on this, I thought it was interesting. So, this is from inc.com. There are all these different outlets. There's Wine Spectator, there's Wine Advocate, there's Wine Enthusiast. this inc.com article said that Wine Enthusiast is the easiest grader, Wine Spectator is harder, and Wine Advocate is the hardest grader.

**Griffin:** Doesn't sound like they're advocating for the wine then, does it?

**Rachel:** Yeah. so— [laughs] So, the scoring. So, you get 50 points for just being a wine.

**Griffin:** Yeah.

**Rachel:** You get five points based on color and appearance.

**Griffin:** Okay.

**Rachel:** 15 points on aroma and bouquet.

**Griffin:** Fift— does that— is that flavor? Is the bouquet flavor? Is that just the price?

**Rachel:** It's with the nose. It w— it's what you get with the nose.

**Griffin:** That's 15 fucking points?

**Rachel:** Mm-hmm.

**Griffin:** You get 50 for being wine, five for being either a white or—

**Rachel:** No, if it's perfect is what I'm saying.

**Griffin:** Right, I'm... I—

**Rachel:** So, if it's perfect, you get the full 15.

**Griffin:** I don't— [sighs] I don't care about the stink of the wine, I guess, is w—

**Rachel:** Oh, Griffin, have you ever opened a bottle of wine, and it smells like nail polish remover?

**Griffin:** Yeah, I guess that's true.

**Rachel:** 20 is for flavor and finish.

**Griffin:** Yeah.

**Rachel:** And then 10 is just overall quality.

**Griffin:** That's bullshit too. There's so many problems with this fucking scale. "It tastes amazing, it looks great, it smells awesome, it is wine, and the color is so, so cool. That's a 90."

"Wouldn't you wanna give it that extra 10?"

"[inhales sharply] I mean, yeah, I guess. It got a cool label. the bottle seems real sturdy. I could really conk somebody with this bad boy."

[Rachel laughs]

**Griffin:** "That's our 100."

**Rachel:** There is obviously a lot of problems with the scoring.

**Griffin:** Do you mean the fact that you get half the score just for being fucking wine?

[Rachel laughs]

**Griffin:** Could this, the score— do they use this on other things? Like, "What do you think of this rug?"

"I give it a 36, which is great.

[Rachel laughs]

**Griffin:** "Because it's never gonna earn those 50 wine points. It's not wine. It simply isn't wine, Gerald."

**Rachel:** [laughs] I find it really useful. when I go to the store, and I see that a wine is 88 and then the wine next to it is 92, well I'm gonna pick the one that's 92, you know?

**Griffin:** Yes. For sure. I prefer— I mean, for me, best case scenario is no— no joke, some website picks the wine for me and sends it. That's ideal for me. Some sort of wine-delivery service. That's— that's sort of my dream scenario, where I don't have to pretend like I know what I'm talking about.

**Rachel:** Well, you know that that is a literal thing that has, in fact, advertised—

**Griffin:** I know.

**Rachel:** — on the McElroy podcast. [laughs]

**Griffin:** Yes, yes. I'm just— that's real talk. That's like the best wine experience I've had because I don't have to, I don't have to go to a—

**Rachel:** I like going to the store.

**Griffin:** Uuuugh.

**Rachel:** I like going to the store and kind of perusing—

**Griffin:** I'm just so out of my depth.

**Rachel:** And then seeing— Oh, sometimes you'll see the score, and it'll be from like a few years before what's on the shelf.

**Griffin:** Mm.

**Rachel:** So, it'll say like "This wine's a 92 in 2015," but you're looking at a 2017, and you're like—

**Griffin:** Ah.

**Rachel:** — "Oh, I can't count on that."

**Griffin:** So you throw it on the ground for lying. What I do like at the store is when the employees of whatever the place is will put little notes on it.

**Rachel:** Yeah.

**Griffin:** Like a little "I ate this with some tilapia, and I n— just nudded. It was great."

**Rachel:** Oh. Oh, Griffin.

**Griffin:** Like, I see that, and I think... What? That's a g— that's a ringing endorsement from the— the wine store.

**Rachel:** It's how we'll picture of the guy like making his...

**Griffin:** Face.

**Rachel:** ... his— his nut face?

**Griffin:** Yeah, sure.

**Rachel:** [laughs] No, I do like that. I— You know, I just appreciate the help. It's like, it's like, you know, like a friendly neighbor saying, "Hey, you know what I like? This. You should try that."

**Griffin:** Yeah.

**Rachel:** It's— you know, it's maybe it's \$16, and that's a little more than you thought about spending, but spend in confidence.

**Griffin:** What would you pair with... just to tie it all back together—

**Rachel:** Uh-oh.

**Griffin:** — SpaghettiOs?

**Rachel:** Oh, with SpaghettiOs. I mean—

**Griffin:** Probably robust red, right?

**Rachel:** Like a cabernet sauvignon, probably.

**Griffin:** Yeah, something s— maybe something even spicy a little bit?

**Rachel:** Oh...

**Griffin:** I like to spice up my SpaghettiOs. I put a little bit of crushed red pepper in there.

[Rachel laughs]

**Griffin:** Not a whole lot but a little bit of that, and some garlic powder, and then some Tabasco.

**Rachel:** Interesting.

**Griffin:** And it's spicy, and then I get a robusto red in there, like a—

**Rachel:** Mm-hmm.

**Griffin:** — cabernet sauvignon.

[Rachel laughs]

**Griffin:** Do you wanna steal me away?

**Rachel:** [laughs] I would like you to provide music—

[Griffin imitates the *Home Improvement* transition music with a series of “berf”s]

**Griffin:** I w— could I burp all of it, do you think?

**Rachel:** Please don't.

**Griffin:** I could.

**Rachel:** Please don't. I have no doubt that you could.

**Griffin:** What do you bet? What do you bet me?

[Rachel laughs]

**Griffin:** Okay, well, I guess—

[Griffin imitates the *Home Improvement* transition music again with a series of "doo"s]

**Griffin:** That's good. Is that what we wanted?

**Rachel:** Yes, exactly.

**Griffin:** Like, mediocre art.

**Rachel:** Exactly. Yes, please.

**Griffin:** Just sort of like half measure.

**Rachel:** Please. Who are our sponsors?

**Griffin:** [chuckles] I'm so, disheartened right now that I've been stymied in this way.

**Rachel:** Oh, I'm sorry, Griffin. I should support your art. Please burp. Please burp for the next two minutes.

[Griffin laughs]

**Rachel:** Please do a series of burps.



**Griffin:** So, our first sponsor— before we get into it, we should mention, we just recorded about a good eight minutes for another sponsor that we won't mention the name of. But in it, we d— sort of in—we— we—

**Rachel:** We?

**Griffin:** I sort of created this fictional universe in my head where I was taking, you know, disco classes from a prof— a— a professor named Professor Groovyshoes. And I'm telling you this because—

**Rachel:** I wanted to organically try and work it in.

**Griffin:** No, no, no. I know. We'll still do that.

**Rachel:** Okay.

**Griffin:** It'll still flow like fucking butter, baby. It's gonna be so smooth and soft.

**Rachel:** Okay.

**Griffin:** But I mention that because we can't include it like, right? We can't include like a free promo for an advertiser just because I looked at the schedule wrong. So what I want is to see if we can get our way back into Professor Groovyshoes.

**Rachel:** Couldn't we have done this without the explanation?

**Griffin:** No, I think it's better if we sort of outline what we're doing.

**Rachel:** Okay.

[ad break]

**Rachel:** This message is a jumbotron.

**Griffin:** Yes.

**Rachel:** It is for Blue-Haired Rob.

**Griffin:** Hello.

**Rachel:** It is from Jessica.

**Griffin:** Hey.

**Rachel:** "Happy birthday. Or if this isn't near your birthday, happy whatever day. You are such an incredible, good, good boy, and thanks for singing me *Hamilton*, learning about nail art, and always making me smile. You are amazing. I can't say enough how funny, clever, and kind you are. Also, your butt is good."

**Griffin:** Oh.

**Rachel:** I'm s—

**Griffin:** Did you just add that?

**Rachel:** No. [chuckles] "I am so lucky bowling brought us together."

**Griffin:** Bowling brings so many people together, and we just don't talk about this.

**Rachel:** I was just thinking about bowling today. We should do that sometime.

**Griffin:** We should. It would bring us together, finally.

**Rachel:** [laughs] This next message is for Keith. It is from Leah. "To my sweet bean."

**Griffin:** Oh.

**Rachel:** "It's been the absolute best adventuring with you. You make me laugh, make me feel so loved, and make me a better person. Thanks for dating me, my wonderful goof. Hopefully, now I've matched your gift-giving

skills having Griffin and Rachel tell you how much I love you. Spoiler alert, it's a lot. Love, your cute girlfriend, Leah."

**Griffin:** Aw. And you know what I like about that the most is that Leah gets in there at the end and is like, "I'm pretty cute, too, so handle it."

[Rachel chuckles]

[ad break]

**Griffin:** Can I talk about my second thing?

**Rachel:** Yes.

**Griffin:** My second thing is a song. The song; three word title. One word though, just repeated three times. It is "Mercy, Mercy, Mercy", by the Cannonball Adderley—

**Rachel:** Oh my gosh.

**Griffin:** — Quartet.

**Rachel:** Of course.

[clip of "Mercy, Mercy, Mercy" fades in]

**Griffin:** This song is fucking great, if you've never heard it before. I'm just going to play some of it right now.

[clip of "Mercy, Mercy, Mercy" plays, then fades out]

**Griffin:** So I heard this song on the radio for the first time a few years ago, and I just fell really in love with it. It is so fucking smooth and so good, and like the electric piano, and the— the horns playing in unison, as like the song builds up to that peak. It hits that peak like eight times in that song, that "duh-nu-nu-nu-nu-na", and on that top note they like split and do this crazy explosion every time.

**Rachel:** Yeah. It's very good.

**Griffin:** Like “durn!”. It's fucking great and then it comes down soft for that little— that little electric piano and kind of flirty, that flirty one. People love it when you sort of describe jazz music, I’ve found.

[Rachel laughs]

**Griffin:** I’ve found that people really like when you're like, "And then it comes at you like ‘chuch-cha-cha-cha-cha’. And then the piano is like ‘ba-ba-bum-bum’." That was the Chips Ahoy song I was doing just then.

[Rachel laughs]

**Griffin:** So—

**Rachel:** That's every band instructor ever. I don't know. Well, you never took band.

**Griffin:** I did not, no.

**Rachel:** But I feel like every band director has that talent.

**Griffin:** Oh, you mean being like, "Bum-cha-chu." Like, sorta—

**Rachel:** Like, I want you to come in like, "Beep, beep, beep, beep, and then I want you to come with a “bom-bom-bom-bom.”

**Griffin:** *Whiplash* would have been a way better movie...

[Rachel laughs]

**Griffin:** It if was J.K. Simmons just like, "No, no, no. You, you're doing a good job but it's more like ‘chi-cha-cha-chi-chi-cha-chi-chi-cha-chi-chi-cha’. Can you? Oh, that's good enough.”

**Rachel:** [laughs] He's so nice in this relationship.

**Griffin:** I know. That's what I like. The best thing— the thing I like the most about the song is the audience participation. The audience is fucking great. Towards the beginning of the song especially like as he's setting up what the song is about, the audience is just like cheering back at him almost talking to him from the stage.

And then they're clapping along with the beat, sometimes on the eighth note, just like jamming along to this song that I think was— this was the first time that they had played it. This was the first time it appeared on a— on an album so I don't know that they had heard him play it before, and that they were still like grooving to it so hard.

And then like three minutes in or something, there's an applause break for no reason. There's not like a dope solo or anything like that, there's just— they just start clapping in the middle of the song because of how fucking good it is. Every time I hear that like it makes me smile a lot.

And the message of this song is also great like his intro explains that sometimes life throws adversity at you that you're not prepared for. And he says, "Here's— here's some advice I got from my pi— uh, my pianist, Joe Zawinul. it sounds like what you're supposed to say when you face that adversity, mercy, mercy, mercy." And then he plays this new jazz standard.

[Rachel laughs]

**Griffin:** It is the fucking wildest called shot I've ever heard in my life because the implication of what he says is, "Here is a song that feels like what you're supposed to say when things don't go your way, which is mercy, mercy, mercy." It's almost like synesthetic, like wait, what did you say?

[Rachel laughs]

**Griffin:** The song sounds like mercy, okay. Yeah. It does. That's very— that's true, I guess. so this song, it went on to be this surprise hit for Cannonball Adderley. it charted at number 11 on the Billboard Charts and was covered by a lot of other artists. it became like a jazz and blues standard. A lot of the people who covered it added lyrics to it.

and the rest of the album that "Mercy, Mercy, Mercy" is on is also really great. It's off the album *Mercy, Mercy, Mercy Live at The Club*. and the club, according to the liner notes, the club was Club DeLisa in Chicago, that's where it says, "This is where we recorded this." That was a lie. they actually recorded this whole album at Capitols Hollywood Studios, where they invited in this audience and set up an open bar.

**Rachel:** Ohhhh.

**Griffin:** And just recorded it there. The reason that they say it was at Club DeLisa, which was later changed it's name to just The Club, like it says on the album cover, was because Cannonball Adderley was old friends with the owner of The Club and just wanted to drive up business for him.

**Rachel:** Ohhhhh. That's cool.

**Griffin:** That's a fucking great story.

**Rachel:** Yeah.

**Griffin:** It's a co— wild con to pull on the people who are buying your album, lying about where it was actually recorded just so you can get some foot traffic at your friend's bar. So like that's an awesome anecdote. I love how Cannonball Adderley kind of came up with his brother Nat Adderley, he plays the coronet and... Cannonball plays the altos saxophone.

**Rachel:** Is there a difference— What's the difference between a trumpet and a coronet?

**Griffin:** I mean, you're the one in band. So like, I don't know why you think I would know that if you did not.

**Rachel:** I thought they were the same thing.

**Griffin:** I think they're different. Do you want me to Google it? I can Google it.

**Rachel:** I do. I want to learn something. [laughs]

**Griffin:** Have you not been...? [types loudly] Did you know the story about Cannonball Adderley lying about... The difference between a trumpet and a coronet is very minor. They both play the same notes and they sound virtually the same. In appearance, the trumpet looks a bit longer and hasv and is more slender than a coronet. The real difference has to do with the way the tubing of the instrument flares.

**Rachel:** Oh.

**Griffin:** Okay.

[Rachel laughs]

**Griffin:** Was that interesting?

**Rachel:** I— You know, so Griffin, you don't know this. I'm an old jazz hound.

**Griffin:** Okay.

**Rachel:** So I knew all about Cannonball. But I didn't know about the coronet.

**Griffin:** so Cannonball, as we all know, went into space.

**Rachel:** Yes?

**Griffin:** He was on the— [laughs] He was the first one to play jazz in space.

**Rachel:** In space, yes.

**Griffin:** Yeah. And he went to the planets.

**Rachel:** Went to the... Mars.

**Griffin:** Went to planet Mars and played jazz on the Mars with his friend Lance.

**Rachel:** With Lance... Attersney.

**Griffin:** Interesting. Yeah. That was right when—

**Rachel:** It used to be Adderley and Attersney. It was like a fun...

**Griffin:** Yeah, they played together.

**Rachel:** ... duo.

**Griffin:** They loved it. I love that he played the, the horn with his brother. God in heaven, we got so far off the track.

[Rachel laughs]

**Griffin:** he actually, so sadly he actually died very young. He died at age 46, of a stroke. but like during his time on Earth he played with like all the big names in jazz. and I found this fucking great story on the *New York Times*. This is the last thing I have on Cannonball Adderley. I've gotten away from the scope of the thing which was just this one specific song, which is really good. Go listen to it, add it to whatever playlist you— you frequent, but this story from, his *New York Times* obit actually blew me away.

So, when he was younger he was actually a band teacher living in Florida and he moved to New York City to try to get into a conservancy there to, you know, master his craft. And while he was living in New York, he ended up playing this like crazy, fateful show at a famous jazz club there called Café Bohemia. So this is a— a quote from his obituary in the New York Times explaining this like wild story.

“On the night that he went to Café Bohemia, Oscar Pettiford's saxophonist, Jerome Richardson, was late getting to work and Mr Adderley was grudgingly granted his request to sit in until Mr Richardson arrived. but Mr Pettiford was not one to suffer amateur's lightly, and in an obvious effort to send Mr Adderley off the band stand in embarrassment, he led the band into “I'll Remember April” at a furious tempo. But Mr Adderley sailed through a long solo on alto saxophone with such facility that he literally became a star overnight.



The next day he was the talk of the New York jazz world. Within a week, he had been signed to an exclusive recording contract by MRC Records. And in less than a month after his casual arrival here, he had recorded his first album with a band that included Jerome Richardson on tenor saxophone." He literally had a fucking *Whiplash* done to him!

**Rachel:** Yeah.

**Griffin:** That Atlassian whiplash, where's he like, "Oh, let's see if he can fucking keep up with this, kid." Tat-ta-at-tat-at-tat-at-ata-ta-ta. "Oh, that's pretty good." like this dude, Oscar Pettiford tried to do this to him, where he's like, "I don't want some fucking new guy coming on to my band and embarrass."

So he played really, really fast jazz song, "I'll Remember April", and tried to just embarrass the guy off the fucking stage, but actually Cannonball Adderley destroyed up there and became a— a sensation, and within a week had a recording contract. He literally did a *Whiplash*. That's fucking amazing to me.

**Rachel:** That's a great story.

**Griffin:** so, yeah. Cannonball Adderley had a cool life, made a very, very, very good song. "Mercy, Mercy, Mercy". [pause] Can you tell me your second thing?

**Rachel:** [chuckles] My second thing is subsc— [garbles her words]

**Griffin:** [chuckles] I love subscriptsals. my favorite thing about them is how they goful— [garbles his words]

[Rachel laughs]

**Griffin:** Al-la-la.

**Rachel:** It's just jazz, baby.

**Griffin:** Yeah, baby. I love it.

**Rachel:** Subscription boxes.

**Griffin:** Okay.

**Rachel:** It's not really as cool as suber-subber— [laughs]

**Griffin:** I know. Okay, I think maybe let's do the first one.

**Rachel:** [chuckles] So, I love subscription boxes.

**Griffin:** Sure.

**Rachel:** And here's why.

**Griffin:** Yes.

**Rachel:** They are like little presents that you buy for yourself, and you don't know what they are.

**Griffin:** Yeah, I like that.

**Rachel:** And that's apparently a very millennial thing. [laughs]

**Griffin:** That's an extremely millennial thing, is to— Well, let's call it what it is, gambling. We're all just sort of rolling the hard six all the time with our, you know, shirts and shoes, and...

**Rachel:** I was reading this *Fast Company* article where they— this guy, Marshall Cohen, who is the Chief Industry Analyst at NPD, a consumer market research group. and he said, "Millennial consumers in particular love the idea of self-indulgence and subscription companies really understand this". [chuckles]

**Griffin:** Alright. okay. It's a pretty myopic view—

[Rachel laughs]

**Griffin:** — of what millennials— “They love indulging themselves with the \$4 they have”.

**Rachel:** Well, I— I have a little pity on like market... analysts and marketing people, because they have to think about their demographics and they have to make these sweeping generalizations to sell what they're gonna sell.

so as of March 2018, more than 2000 subscription boxes existed in the US. Subscription box websites have grown over 3000%. In the last three years—

**Griffin:** Jesus.

**Rachel:** — up from 722,000 in 2013, to 21.4 million.

**Griffin:** Is that how much money they made or?

**Rachel:** No. It's— it's how many like hits, like site visits.

**Griffin:** Oh, okay.

**Rachel:** in 2018 in Denver, there was a Subscription Summit for the \$40 billion subscription industry with over 600 attendees.

**Griffin:** [chuckles] Oh, that's fun.

**Rachel:** 2017 was in Austin. [laughs]

**Griffin:** Oh hey. Alright. Do you think at like dinner for those things, they just put like a bunch of like cardboard boxes out on a table and it's like take your pick.

**Rachel:** It's like two chips from a ver— a variety of chip—

**Griffin:** I was gonna say, you just opened one up and it's like, oh, Salsbury steak, okay.

[Rachel laughs]

**Griffin:** I'm vegan.

**Rachel:** I was thinking more like you got like exactly one sample—

**Griffin:** I see.

**Rachel:** — of every meal item.

**Griffin:** Yeah, that would work too.

**Rachel:** there are about 5.7 million subscription box shoppers in the US today. and so here's— here's the... the large majority of these subscription people that are purchasing these boxes, they have college degrees, liberal politics, female, with children ages three to five.

**Griffin:** Huh. And you're telling me you like this.

**Rachel:** Yeah, I know. [laughs] I think... I mean, it's a convenience thing, obviously.

**Griffin:** Sure.

**Rachel:** It's not easy for me to get to the store. It's also not easily for me to access new things anymore, you know? Like when you— when your full time is occupied between work and a family, you're not like talking to your cool friend about like the hot new beauty product or whatever.

**Griffin:** That's number one for me. Like, that's— that really is why I—

**Rachel:** Yeah.

**Griffin:** I don't do like a ton of these, but the ones I do like I do because I have no— I really don't have another way to get... Like they're not sponsors this week, but Stitch Fix like I use all the time 'cause I don't have time to fucking go to the store and try out new stuff really.

**Rachel:** Yeah.

**Griffin:** I mean, I do, but like once every four months or so.

**Rachel:** Well, and it's like— it's like the wine scoring thing. Like you kinda want somebody else to think about it for you.

**Griffin:** Yeah. I don't know what the fuck I'm doing.

**Rachel:** Yeah.

**Griffin:** With my bod.

**Rachel:** so the biggest kind of most popular one started in 2010 and that was Birchbox. Do you remember? I used to get that.

**Griffin:** Yeah.

**Rachel:** It's where I found some of the—

**Griffin:** It smelled so good that box.

**Rachel:** Yeah. [laughs] It's where I found some of the stuff that I like to use today, but it's just kind of like things that you wouldn't be able to access otherwise, like I don't go into a store that sells all these products.

**Griffin:** Yeah.

**Rachel:** So it's like nice to have somebody make those choices for me.

**Griffin:** Sure.

**Rachel:** there is a website called My Subscription Addiction, and she, Liz Cadman, like rates all these boxes and like apparently gets requests constantly from new box services to like list them up there.

**Griffin:** Hmm.

**Rachel:** On the— on the website. But it's... it's kind of fascinating.

**Griffin:** Yeah.

**Rachel:** Like how huge it's become and how it just kind of started with like beauty products and then became like cooking and clothes and pets and lifestyle and it's— it's outta control.

**Griffin:** What is a box that doesn't exist that you would be very into getting?

**Rachel:** Mm-hmm. Mm-hmm.

**Griffin:** Money is no object.

**Rachel:** Pickles.

**Griffin:** That, re— I want give you a minute to really think about it.

[Rachel laughs]

**Griffin:** 'Cause you said pickles real fast and it can't be— Imagine getting a bunch of— Sorry, babe. Get—

**Rachel:** Just different pickles every month.

**Griffin:** A bunch of pickles in a box that comes to your door that sits outside in the 100 degree heat and I didn't hear them knock on the door so that one's done.

**Rachel:** Hey, they're sealed up in jars. They're fine.

**Griffin:** I'm gonna search Pickles of the Month Club. Do you mean it?

**Rachel:** I would like pickles.

**Griffin:** [from a distance] Pickle subscription.

[Rachel laughs]

**Griffin:** [quietly] Oh baby.

**Rachel:** Are there pickle boxes?

**Griffin:** there's... there's six. There's Mouth: Pickles Every Month, Pickle of the Month Club—

[Rachel laughs]

**Griffin:** Pickle Veggie of the Month Club, Lemon Bird Pickle of the Month Club.

[Rachel laughs]

**Griffin:** Bunky Pickles and Mouth Cravings Every Month Box. Okay. I think that one's done. So there's four.

**Rachel:** All right. All right. Let me try again. Let me try again. [whistles quietly in thought] what if there were some kind of meal kit that would deliver pre-proportioned ingredients? [laughs]

**Griffin:** Okay. This has been our most advertising— unpaid advertising filled fucking— like nobody's ever gonna advertise with us again after this one.

**Rachel:** Musical instrument of the month.

**Griffin:** That one would be expensive, but I'd be very into that one. It'd be like what'd you get this time? Melodica? I guess I gotta learn.

**Rachel:** Like instruments from all over the world.

**Griffin:** Yeah. That'd be fucking great. That's a really good one.

**Rachel:** What about you, Griffin? What do you want?

**Griffin:** I want that one.

[Rachel laughs]

**Griffin:** Yeah. I don't think they have that one.

**Rachel:** All right. Get at me.

**Griffin:** Well, I mean it's financially impossible, but that might be why, but—

**Rachel:** Not necessarily. You know, like—

**Griffin:** Maybe it's like a little one.

**Rachel:** A kazoo is an instrument.

**Griffin:** Yeah. I would be really pissed off if I paid like \$60 a month—

[Rachel laughs]

**Griffin:** For my fucking musical instrument and it was— it was like a kazoo and then the next one I got was like an alto kazoo.

[Rachel laughs]

**Griffin:** And then the next one is like a harmonica, which I'm sorry, folks, it's like 12 kazoos all taped together. Fucking don't at me.

**Rachel:** What if it's one— one month it's like a harmonica made out of wood and then the next month it's a harmonica made out of... brick. [laughs]

**Griffin:** Which one can the wolf not play?

[Rachel laughs]

**Griffin:** so this is *Wonderful!*. This is the show that we did and... we can't undo it.

**Rachel:** Hopefully we'll continue to do.

**Griffin:** What do you mean, hopefully?



**Rachel:** Well, you know, maybe people didn't like this episode. [chuckles]

**Griffin:** Is it because we tried to sell them things without any benefit to us whatsoever? Are we tastemakers?

**Rachel:** I don't think so.

**Griffin:** That seems like a lot of responsibility. So here's a submission from Grace who says, "Pepsi Cola, go get it." Huh? That's weird. And Daryl says, "Ford trucks. They got the F-150 is so fast [chuckles] and good, go buy one of those, they're cheap."

**Rachel:** Griffin...

**Griffin:** Grace says, "Recently I have been getting to work about 20 minutes early to take a short power nap with my windows down in my car. I even keep a little pillow in the car. It feels so refreshing and gets me in a great place to face the day ahead."

Where do you live Grace? What part of the country? Because Texas, I do not think you could attempt this maneuver. I'm glad you rolled the windows down for sure. But like... if you did this shit in Texas, it would be—

**Rachel:** I like the idea of people parking next to her.

**Griffin:** "Shh, shh, shh."

**Rachel:** And then very like quietly closing their door and being like "Oh, oh, oh".

**Griffin:** Yes. I mean, I do love a nap.

**Rachel:** And not even locking their car 'cause they don't wanna disturb her.

**Griffin:** I love a nap. I love a during the work day nap. I always really resonated with that episode of *The Office* where it's Kelly's birthday and they tell her she can either nap for an hour or watch TV for an hour.

**Rachel:** Oh yeah.

**Griffin:** And she picks the nap and I'm like, yeah.

[Rachel laughs]

**Griffin:** That's right.

**Rachel:** Well you've never, or at least not lately, have you had anyone to tell you no on that one.

**Griffin:** That's true. Last time this was applicable was when I fell asleep in the background of TCBY when I was the only employee there.

[Rachel laughs]

**Griffin:** And so I may have missed a few, customer-inos.

[Rachel laughs]

**Griffin:** Abby says, "I'm thankful for free samples at Costco." I love Costco. Get there, buy all the things. Consume, consume, consume.

[Rachel laughs]

**Griffin:** "I rarely ever go, but when I do, I make sure to plan it over lunch. Nothing makes me happier than having a free little snack every 15 feet." Yep, yep, yep, yep, yep. Yep. Jerky. Fruit leather. Mozzarella sticks.

**Rachel:** I always feel a little like debased though when there's a line of people in front of the—

**Griffin:** Oh yeah.

**Rachel:** Sample.

**Griffin:** I love it though. I love that shame.

[Rachel laughs]

**Griffin:** Georgia says, "One thing I find wonderful is my dad's birthday scavenger hunt. My dad started a tradition in my family that as soon as the birthday celebrator wakes up on their special day, the next hour or so is spent searching the house for clues he's written— written and hidden around the house that he ultimately— that ultimately lead to a birthday prize."

**Rachel:** I love that! Can I tell you about a game I made up when I was a kid?

**Griffin:** Yes.

**Rachel:** I called it "Detective H&S" and it was like hide and seek, but it was with clues. So your friend would hide somewhere and leave clues around the house so you could find them.

**Griffin:** I'd just turn— turn the thermostat way up. Can't hide forever, Mike.

[Rachel laughs]

**Griffin:** [chuckles] It's— it's hot as hell, Mike. Ooo, I got a nice tall glass of lemonade. Smells good, doesn't it Mike, the lemonade? [chuckles]

[Rachel laughs]

**Griffin:** "Smells pretty good right about now. Yeah, I got up to about 130 in here so... You sure, Mike? Uh-oh, Mike?"

[Rachel laughs]

**Griffin:** Anyway. "It's been the highlighted birthdays in my family for over a decade and it's especially wonderful because even if it isn't your birthday, you still get to run around your house in pajamas, help solve the riddles and of course have birthday cake for breakfast at the end." That's a win, win, win.

**Rachel:** Yeah. I wanna do that for Henry when he's older. When he would be—

**Griffin:** Yeah. Or we could do it for him this coming birthday when he wouldn't be old enough to appreciate it, but we definitely would.

[Rachel laughs]

**Griffin:** But wait, we'd have to get somebody to come into our house and hide all the clues.

**Rachel:** Mm-hmm. I'm sure there's a subscription service for that.

**Griffin:** Jim Carey? He played The Riddler in the *Batman* movie.

**Rachel:** Mm-hmm. He'd come to your house and make clues for you?

**Griffin:** Make clues all over. [laughs]

**Rachel:** Okay.

**Griffin:** And then he's so good at it, you would not— It would be like four months after Henry's birthday and, you know, I'd be washing my hands and I see something out of the dishwa—

**Rachel:** He'd fall out of the closet. [laughs]

**Griffin:** Yeah.

**Rachel:** And say "Smokin'!". [laughs]

**Griffin:** Yeah. Fuck, that's good.

[Rachel laughs]

**Griffin:** So that's the show. Thank you so much for listening. Thanks to Ben and Augustus for the use for our theme song, "Money Won't Pay". You can find a link to that in the episode description. And Max Fun. I mean, what is

there to say? A lot actually, 'cause they're a big network and they got a lot of good stuff.

**Rachel:** They're a wonderful network with wonderful creators.

**Griffin:** Yeah. Shows like *The Greatest Generation*.

**Rachel:** And... *Minority Corner*.

**Griffin:** And *Stop Podcasting Yourself*.

**Rachel:** And *Friendly Fire*.

**Griffin:** And *Switch Blade Sisters*.

**Rachel:** And *Bubble*.

**Griffin:** And so many more at [maximumfun.org](http://maximumfun.org). And if you wanna hear more stuff we do it's at [McElroyshows.com](http://McElroyshows.com). I'm gonna mention it here. I don't think I've ever talked about it on this show, but we made a graphic novel adaptation of *The Adventure Zone*, our first arc, *Here There Be Gerblins*.

And I'm only mentioning it now because it comes out next week. so you— if you haven't pre-ordered it, you can at the [adventurezonecomic.com](http://adventurezonecomic.com) and take a look at it and... I hope everybody like it. but yeah, so go look at that and I think that's it. And what else is there?

**Rachel:** Where should people send the things that they love?

**Griffin:** You can send those to [wonderfulpodcast@gmail.com](mailto:wonderfulpodcast@gmail.com) and we'll find 'em there and... talk about 'em on the show. Try and keep 'em tight like two sentences or so and maybe— maybe we'll pick ya. And we don't really have any sort of metric for what makes a good one of those, but we just kind of feel it out.

Okay. I think that's it. Thanks for listening to the episode and... I guess Pizza Hut, Nike shoes.

**Rachel:** Ah, good, good, good.

**Griffin:** Pizza Hut, Nike shoes, Nabisco...

**Rachel:** mm-hmm.

**Griffin:** Lids, the store at the mall.

**Rachel:** [laughs] Yeah.

[theme music fades in]

**Griffin:** They're a big one.

**Rachel:** Uh-huh.

**Griffin:** *Crash Bandicoot*. Reebok, Adidas—

**Rachel:** Mm-hmm.

**Griffin:** And—

**Rachel:** Heinz.

**Griffin:** Heinz. That's it. Bye.

[theme music plays, then fades out]

[ukulele chord]

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[ad break]