

Wonderful! 296: Murder Gossip Twins

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[theme music plays]

Rachel: Hi, this is Rachel McElroy.

Griffin: Hi, this is Griffin McElroy.

Rachel: And this is Wonderful!

Griffin: Thanks for listening to our show! We never do that. We never thank them at the top, but I thank you. We know there's lots of podcasts out there.

Rachel: Uh-huh.

Griffin: Bean... Freakers.

Rachel: [laughs] Criss Angel's new project.

Griffin: Criss Angel's new project, Bean Freakers. There's The Dance... Kids. There's... Money!

Rachel: With a bunch of E's at the end.

Griffin: Moneeey!

Rachel: Yeah.

Griffin: With a bunch of E's at the end. They're so fucking funny. Why aren't you listening to them?

Rachel: All married couples.

Griffin: All of them married.

Rachel: Uh, all talking about, you know, things related to things that they like.

Griffin: Murder Gossip...

Rachel: Murder Gossip.

Griffin: ... Twins.

Rachel: Exclamation point.

Griffin: They're twins and they gossip about murders. And they're so funny. [through laughter] And they're married!

Rachel: [through laughter] They're married?

Griffin: But you have joined us, and I'm so thankful. There's so many airlines... of podcasts that you could have flown, listened to, today.

Rachel: You are in an improv-ing mood today.

Griffin: Yeah.

Rachel: Just saying yes all over the place.

Griffin: To myself.

Rachel: [laughs]

Griffin: Yes, me!

Rachel: Yes, me. [laughs]

Griffin: Is the new way of doing it.

Rachel: [laughs]

Griffin: Um, hey. Do you have any of those small wonders that I crave so much?

Rachel: Oh... I mean, okay.

Griffin: If you don't say your chili, I'm probably gonna say your chili.

Rachel: You've talked about my chili before!

Griffin: Well, I just had it for dinner and lunch. Two chilies in a row. My doctor says not to do that.

Rachel: Yeah, this is probably not gonna end well for you. [laughs]

Griffin: My doctor says don't eat chili two meals two days in a row.

Rachel: Yeah.

Griffin: And I said, "[sarcastically] Whatever you say, doc. Wink!" And then a bean falls out of my tear duct, 'cause of how full of fuckin' chili I am.

Rachel: [laughs] No, I was gonna say, um—and I'm hesitant.

Griffin: Okay.

Rachel: 'Cause it's early.

Griffin: Uh-oh.

Rachel: But I did enjoy watching The Golden Bachelor.

Griffin: Let's get into this.

Rachel: Um, I'm not totally bought in yet. I'm gonna need a little bit more, I think. First episode, as I reminded Griffin, is always rough. There's too many people. You know, you're getting, like, five seconds. Everybody's super gimmicky.

Griffin: Yes.

Rachel: You know, like, the whole point of the episode is like, you're not gonna get enough of anyone, and everyone's gonna be uncomfortable. So—

Griffin: I got enough of a lot of 'em, I would say.

Rachel: [laughs] Some of them were a little much. But I loved that the ladies were supportive of each other.

Griffin: A lot of "Those earrings are incredible, your dress looks amazing."

Rachel: Yeah.

Griffin: Like, the quiet competition—

Rachel: "Everybody here is so beautiful."

Griffin: Yes. The quiet competition that usually takes place in the first episode of a Bachelor/Bachelorette season was not extant at all this time.

Rachel: No fights.

Griffin: No fights.

Rachel: No, like, backstabbing. No so-and-so is here for the wrong reasons. [laughs]

Griffin: Yeah.

Rachel: Um, it was just—like, it was very sweet. Um, but I'm gonna need a little bit more. I'm gonna need it to get, like, a little bit complicated, I think.

Griffin: I wanted it to be a little bit more different? 'Cause it was still very—

Rachel: [simultaneously] Yeah, true.

Griffin: —um...

Rachel: First impression rose. Everybody, like, standing around drinking cocktails. Like...

Griffin: Yeah, and a lot of it did feel—like, the guiding hand of the producer felt very visible and tangible at times.

Rachel: Yeah, somebody played a song on a guitar.

Griffin: That didn't do it for—I didn't like that.

Rachel: [laughs] There was like, "Here's a letter from my grandchild supporting me on this journey."

Griffin: Yeah. We'll see. The first episode is always usually the worst, but...

Rachel: But I think—I think this bachelor has potential. He seems comfortable on camera. He's a nice enough guy. Um, you know, definitely rooting for him.

Griffin: You got to. He's up there.

Rachel: So, yeah. I mean, I'm excited to see how it plays out. We'll see. I think—I have some nostalgia for the franchise, obviously. So I was like, oh, it might be good to get back in there. And then I was like, no, there's still a lot I don't like about it. [laughs]

Griffin: [laughs] Yeah.

Rachel: But I'm optimistic that they've changed just enough to, like, make it a new adventure.

Griffin: We're also watching Love is Blind right now, and it's—

Rachel: Hoo boy.

Griffin: —I'm pretty sure the first time only two couples have made it through the terrible crucible of... the pods.

Rachel: Yeah. I mean, that's kind of a spoiler? But not, because we're not gonna give any details about which two.

Griffin: Right. Well, okay, yeah, sure.

Rachel: But they're setting it up kind of like they did last season where it's like, some couples didn't make it out of the pods, but maybe they'll get together? 'Cause there's just not—

Griffin: Yeah, I hope not. There's some real dirt bags this—like, some real dirt bags this season.

Rachel: Yeah.

Griffin: Even for a Netflix romance reality show, there's some real dirt bags in the mix.

Rachel: Yeah.

Griffin: Um, so hopefully they don't get... any more screen time than they've already had. But... they probably will. Um, as long as we're doing this roundup, Survivor's back.

Rachel: [laughs]

Griffin: And it has maybe the worst tribe...? This poor tribe has, um, just... it's just a bad—it's a bad crew. It's a crew that couldn't shoot straight. And, um—

Rachel: It was a little refreshing in a way, right? Because people come to this show so prepared now. Like, everyone's studied the puzzles. Everyone's, like, you know, worked on their fitness. But there's [laughs] one tribe this year... which it almost seems intentional, because they took every person that was likely to have trouble being on Survivor and put 'em together.

Griffin: And put 'em just in the one tribe, yeah. So we'll see how that goes. Sometimes that tribe can have a fun place post-merge because all of a

sudden they're the spoilers who can tilt the scales in one direction or the other, assuming there's not just one, or maybe even no one left from that tribe by the time the merge rolls around. That would be interesting.

Rachel: I will say, they definitely did that challenge where they made 'em get real muddy. [laughs]

Griffin: Right off the jump, yeah.

Rachel: Which we assume is somebody's thing.

Griffin: Some nasty producer.

Rachel: [laughs]

Griffin: It might be Jeffrey. Who knows? Like...

Rachel: Yeah, true. Um, but I think that might be enough for me. I think I might be like, "I don't want to be here anymore, 'cause I'm... "

Griffin: Yeah. There was someone who did that. Played that card. Which you don't see a lot of on Survivor. Someone saying "Actually? This sucks, out here. The food situation? You guys gotta get it figured out."

Rachel: Yeah.

Griffin: Um, I go first this week.

Rachel: Okay.

Griffin: I'm getting pretty, um, esoteric on this one, and I sent you some videos to watch, so you're probably prepared for that, I hope.

Rachel: Yeah, you sent me three kind of related but unrelated videos, so I'm curious how you're lumping this together.

Griffin: So, I have talked about peripheral-based rhythm games before on this show. Stuff like Guitar Hero and Rock Band.

Rachel: Yes.

Griffin: Which were very formative and important to my college experience. They came out right in that sweet spot, and I spent so many nights playing those games with my friends. Um, but before that genre of rhythm games came around, there was a different type of rhythm game that was popular, and this one doesn't rely so much on special controllers and licensed songs.

So, specifically I'm talking about character-based rhythm games, rhythm games with, like, original stories and soundtracks and characters. Arguably the most—not arguably. The most iconic of which is PaRappa the Rapper, the 1996 PlayStation 1... I don't think it was a launch title, but it was pretty early in the life.

Rachel: This is something that you've mentioned on a variety of podcasts, and so I was kind of surprised that we hadn't talked about it yet.

Griffin: Yes.

Rachel: Uh, but I think it's just because every time you say that phrase...

Griffin: PaRappa the Rapper?

Rachel: [laughs] It, like, checks off a little, like, chalkboard tick in my brain, because it's such an unusual, uh, combination.

Griffin: It is an unusual title and game, and everything about it is just super-duper weird. I was inspired to talk about this after a song from PaRappa the Rapper came up on, like, a Spotify playlist. And then I had to explain to Henry, like, what it was we were listening to.

Rachel: Yeah.

Griffin: Because he wasn't really ready for that. So, PaRappa the Rapper is a game about a rapping dog named PaRappa, who lives in this weird, flat sort of paper craft world. All of the characters are two-dimensional, and

when they move and turn you just see them like sheets of paper, twirling about.

Uh, and throughout this game, which is incredibly short, it's six levels, it's six very short songs. You could power through this thing in, like, half an hour. Which back in the day, not great. Not what you wanted when you've just spent, you know... what is essentially probably about \$90, counting inflation, on a game.

Throughout the game you take PaRappa through different scenarios as he learns karate, bakes a cake, waits in line for a bathroom, and then ultimately performs a concert to impress his crush, who is a living flower named Sunny Funny.

Rachel: Can you say—I don't know if you said this and I missed it, but when did it come out?

Griffin: 1996.

Rachel: Okay.

Griffin: Uh, so each level sort of—each song has kind of call and response lines where you had to copy your tutor for whatever level you were playing through a series of very, very precise timed controller inputs. The songs are iconic. I can remember all six of them, uh, really, really well. And inevitably, though, you would just kind of butcher the songs every time, because if you missed by a frame, the input, then all of a sudden it is just like, "Ki—cha—uh—oh-oh!" It just doesn't sound like words anymore.

So I want to play the song that started this, the song that came on that Henry heard, my favorite song from PaRappa the Rapper, called Driver's Test, where a moose driving teacher who's named Inspector Mooselini, which is very good, teaches PaRappa how to operate a motor vehicle.

[Driver's Test by PaRappa the Rapper plays]

Griffin: Um, so this kind of launched this developer named NanaOn-Sha, which is a Japanese game company. And they would go on to release a

sequel to PaRappa the Rapper and a remaster of this original game, but I actually prefer—they released another sort of side story in the PaRappa-verse called Um Jammer Lammy, which is a character that was voiced by Sara Ramirez, star of stage and screen.

Uh, they were on Grey's Anatomy and Spamalot. They've done a bunch of stuff. I was surprised to see their name on the IMDB for this one.

Uh, same sort of conceit. Like, flat paper world. Uh, and she is a lamb who is learning how to be confident in her guitar playing. At some point she has to land a plane. At some point she has to, like, put out a fire with the fire department through the power of guitar playing. At one point she dies and goes to hell, and then has to escape from hell, with the power of her, uh—her guitar playing, so she can go play the... the world's greatest rock show with her band, MilkCan.

Um, but it's very much the same thing as PaRappa the Rapper. It's like, somebody says a line, and then you have to press the exact some inputs in time, only instead of rapping you play guitar. And, uh...

Rachel: Yeah.

Griffin: The songs of this one I actually like better than PaRappa the Rapper. It doesn't have the sort of, like, cultural impact that PaRappa had, but I love me some Um Jammer Lammy.

Here's a song. It's the last song, which the title of it is very—this game came out in 1999. It's a very 1999 game, very 1999 song title. It's called Got To Move (Millennium Girl).

Rachel: [laughs]

Griffin: And I'm gonna play that now.

[Got To Move (Millennium Girl) by Um Jammer Lammy plays]

Griffin: My favorite game from this genre is called Gitaroo Man. Uh, it came out on PlayStation 2 in 2002, and they don't make games like these

anymore. Like, this genre that I am describing does not exist and has not really existed since the PS2.

Rachel: Although they definitely have some, like, IOS games that are kind of like this, right?

Griffin: They have lots of IOS games, but not so many that have, like, original songs, original characters.

Rachel: True, yeah.

Griffin: Like, I can't think of a rhythm game I've played that had, like, original music that is in the PaRappa style since then. Gitaroo Man was from a developer called INIS, which is a Japanese company. It's an acronym that means Infinite Noise of the Inner Soul, which is very powerful.

Rachel: Ooh.

Griffin: In Gitaroo Man you play as a boy named U-1 who, kind of like PaRappa, unpopular nerd, until he learns that he is this guitar hero of legend guided by a robot dog named Puma. The soundtrack for this game fucking rips. It goes through a bunch of different genres of music. And unlike PaRappa and Um Jammer Lammy, it's not call and response. There's, like, different stages where you have to, like, sort of follow a line and press a button to, like, play guitar riffs, and then your enemy will attack you and you have to, like, block it with, like, different timed inputs. So it's not just back and forth. So the songs are, I don't know, more listenable I guess, 'cause they're songs. And all of this culminates in just this fucking sick, like, wild stallions, uh, guitar duet called The Legendary Theme, which is just this over the top shreddin' guitar ballad that I'm gonna play, uh, last here.

[The Legendary Theme by Gitaroo Man plays]

Griffin: Um, these games were all really short and really weird. And like I said, like, they don't really make them anymore. Once Guitar Hero came out there was this huge tidal shift in the genre where all of a sudden people just, you know, wanted to play songs that were real songs that they knew, and play them with controllers. Which rules, and I love all that. But I have so

much nostalgia for these games, because they symbolize, like, a lot of the PlayStation generation for me. Like, that is... those have been sort of, uh, melded into, like, retro game nostalgia in the way that, like, Super Nintendo was once it reached a certain way. I feel that way about, you know, PaRappa, and Crash Bandicoot, and games from that era. And I know a lot of the people who played those games growing up also have, like, extreme fondness for them, which feels very special and nice. And sometimes I'll go back and just listen to the Gitaroo Man soundtrack, 'cause it, uh, it slaps.

Rachel: Yeah.

Griffin: A lot of those games aren't fun to play. Like I said, PaRappa the Rapper, if you miss a beat by, like, a second, the song drops into a minor key, and there's duck quacking noises over it to let you know how bad you are.

Rachel: That's what was so confusing, is Griffin wanted to show it to us and he put on a play through, which we assumed would be—

Griffin: Good.

Rachel: —somebody doing well, but that was not—[laughs]

Griffin: No, they failed several times, which was a real disappointment. But that's—character-based rhythm games. I love them very much and I—maybe one day they'll make a new one. They'll make a comeback.

Rachel: Yeah.

Griffin: Uh, can I steal you away?

Rachel: Yes.

Griffin: Great.

[ad break]

[music plays]

John: The human mind can be tricky. Your mental health can be complex, your emotional life can be complicated. So, it helps to talk about it. I'm John Moe. Join me each week on my show, Depresh Mode with John Moe. It's in depth conversations about mental health, with writers, musicians, comedians, doctors, and experts. Folks like Noah Kahan, Sasheer Zamata, and Surgeon General Vivek Murthy.

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[music and ad end]

[music plays]

K.T.: Hey! This is K.T. Wiegman, operation specialist. I'm here with...

Christian: Christian Dueñas, producer. And we're both worker-owners here at Maximum Fun.

K.T.: October is national co-op month, so we're celebrating our brand new co-op and some others with an event called Co-Optober.

Christian: We've got special events all month long, starting with a live Q&A on YouTube where Max Fun worker-owners will answer your questions on Friday, October 6, and much more to come.

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K.T.: That's C-O-O-P-T-O-B-E-R.

Christian: Happy Co-Optober.

[music and ad end]

Rachel: Alright. You want to hear my thing?

Griffin: Yes. So bad.

Rachel: It's a little fancy pants.

Griffin: Alright!

Rachel: You know me, I'm always resistant to being too fancy.

Griffin: Yeah.

Rachel: But I wanted to talk about espresso.

Griffin: Oh, yeah.

Rachel: That's fancy, right?

Griffin: I think so, yeah.

Rachel: I feel real fancy when I drink it.

Griffin: Well, yeah. It's so little, and little is fancy.

Rachel: [laughs]

Griffin: When you drink a big—like, a Big Gulp, Big Gulp not fancy. Unless you fill it with espresso. But that would get you jacked.

Rachel: It is. It's little. Uh, it's also, like, it looks fancier than coffee, you know? There's, like, that little layer of what's called, like, cream on the top.

Griffin: Oh, is that what you call that?

Rachel: Yeah. So—

Griffin: I call it spume.

Rachel: [laughs quietly] That's not good. I don't like that at all!

Griffin: It is what it i—I mean, it's the same thing.

Rachel: When I worked in the Barnes and Noble coffee shop, we served Starbucks products, and we had to learn the variety of standards that Starbucks required of all employees serving their beverages. So I learned all about, like, using an espresso machine, and what the espresso should look like, and how long it could sit out before it wasn't good anymore.

Griffin: Did you have to use the little whisk? The fun little espresso whisk? Have you seen it? It's like, and you put—you put—I see the—I get this TikTok a lot. And they put, like, the espresso... stuff, in a tiny little cup, and then they use a whisk to even the distri—

Rachel: Are you talking about, like, a milk foamer, or...?

Griffin: No, not—it's like a—you know those things that you, uh—they're, like, wire... like, claws, almost—

Rachel: [simultaneously] Oh, yeah.

Griffin: —and you put 'em on your hair and it feels good?

Rachel: Yeah. [laughs]

Griffin: It's like that, but you don't put 'em in your hair. You put 'em in your espresso bean grounds.

Rachel: No, we never used that.

Griffin: Okay.

Rachel: The one thing that was fun, though, is we had kind of an old machine, and it would always make two shots, like, regardless of what you wanted to do. Like, you would put it in the little, like, tamped thing.

Griffin: Right.

Rachel: And it would, like, pour out two shots, and so if somebody only wanted a tall...

Griffin: Okay.

Rachel: You got to keep the extra shot.

Griffin: Oh, that's cool.

Rachel: For yourself.

Griffin: That's great.

Rachel: So my coffee consumption was out of control [crosstalk].

Griffin: I bet. I love all the ritual that goes into, like, really fancy coffee production at home. The amount of gadgets and gizmos really appeals to me. The thought that first thing in the morning when both of our kids are awake that I could sneak off to the kitchen and do some quick... alchemy, uh, is not possible.

Rachel: Yeah. So, espresso machine. It is a, um, highly pressurized hot water forced over coffee grounds to produce a very concentrated coffee drink with a deep, robust flavor.

Griffin: Yeah.

Rachel: There is no standardized process for pulling a shot of espresso, but the recommendation from Italian coffeemaker Illy is a jet of hot water at 88 to 93 degrees.

Griffin: That's so specific.

Rachel: Through a 7 gram cake-like layer of ground and tamped coffee. Uh, this was the big thing, was when I was making espresso you had to, like, tamp it down, like... dense enough.

Griffin: You gotta have a cake-like layer.

Rachel: Because you would time how long it took the water to get through that tamped layer.

Griffin: Okay.

Rachel: And if it went through too fast you hadn't, like, tamped enough, and if it went through too slow you had tamped too much. It was a whole process.

Griffin: That's wild.

Rachel: Yeah, yeah, yeah. So that's definitely part of it, right? Is, like, the... the process.

Griffin: The ritual, yeah.

Rachel: Yeah, yeah, yeah. So this, like, method of making espresso is usually attributed to Angelo Moriondo of Turin, Italy, who was granted a patent in 1884 for a, quote, "new steam machinery for the economic and instantaneous confection of coffee beverage."

Griffin: Alright!

Rachel: Which, like, at the time the machine consisted of a large boiler to push water through a large bed of coffee grounds, with a second boiler producing steam that would flash the bed of coffee and complete the brew.

Griffin: Okay.

Rachel: [laughs]

Griffin: So it's just fancy moonshine at that point, it sounds like.

Rachel: Yeah, I'm picturing, like, an enormous machine. You know how, like, computers used to be the size of a whole room?

Griffin: Uh-huh.

Rachel: I'm figuring that's what this was.

Griffin: Yeah.

Rachel: Just, like, a huge distillery for one cup of espresso.

Griffin: Do you think we'll ever have an espresso machine we can fit in our pockets?

Rachel: Oooh...

Griffin: Probably not.

Rachel: Probably not.

Griffin: [laughs] Okay, cool.

Rachel: 'Cause you'd have to carry hot water around too.

Griffin: Yeah. And grounds. No, yeah, there's—all of a sudden you're, like, a Mr. Bean skit.

Rachel: [laughs] Uh, so the next kind of stage in it was in 1903 there was another patent that invented the first pressure release valve, which meant the hot coffee would splash all over the barista from the instant release of pressure. [laughs]

Griffin: That's huge. I can't believe how long they went without that.

Rachel: [laughs]

Griffin: What a high risk, high reward beverage.

Rachel: Just decades of people being, like, horribly burned.

Griffin: Yeah, I bet!

Rachel: Like, "Well, this is just part of it." [laughs]

Griffin: That's espresso, baby! When you see the smile on their satisfied faces, though, it makes the... the scalding hot—"Ow, fuck!"

Rachel: [laughs] Uh, the early machines could produce up to 1000 cups of coffee per hour, but relied exclusively on steam, which had the unfortunate side effect of imbuing the coffee with a burnt or bitter taste.

Griffin: Oh yeah.

Rachel: Have you—you've probably had, like, super bitter espresso before.

Griffin: Yes.

Rachel: This used to happen. So, prior to my Barnes and Noble, you know, experience, I worked very briefly at, like, a bagel shop that also had an espresso machine, and they gave us no training whatsoever. [laughs]

Griffin: Oh no!

Rachel: Like, we just knew that you put the grounds in there and you turned it on, and then you took what came out and put it in a cup. And so I had, like—

Griffin: Well, I could've told you that.

Rachel: We had people all the time coming up to us like, "Oh, man. This is really bitter." And I'd be like, "Yeah, I mean, that's just... "

Griffin: "Yeah, it's espresso, dude!"

Rachel: "That's just how it is." [laughs] I had no idea.

Griffin: That's great. What an incredible power dynamic that that creates. Of like, "Yeah, it's bitter. It's espresso, dog!"

Rachel: I was, like, 15, maybe? And yeah, again, it was just like, I had no idea how to do anything at all, and nobody ever trained me.

Griffin: I remember the first time I had, like, good... coffee that was, like, prepared well. I think it may have been Intelligentsia in Chicago.

Rachel: Yeah.

Griffin: All the coffee drinks I had had up until then were, like, kind of bitter and nasty. Uh, and then I had a good cup of coffee and was like, "Oh, I didn't know that there was, like, actually a—a scale of quality that could reach this high."

Rachel: Uh-huh. Yeah, well I mean, because most places don't, like, specialize in it, you know?

Griffin: That's true. I had a good cup—where did I—oh, we went to Founding Farmers for lunch over the weekend, and man, I had a good ass cup of coffee there. I don't know if you got any.

Rachel: I didn't.

Griffin: Aw, man.

Rachel: It was past my coffee time.

Griffin: That's right.

Rachel: Once it hits 11 I'm like, "I'm not having any more coffee for at least five hours."

Griffin: Yeah.

Rachel: It's very... [laughs]

Griffin: It's a weird rule.

Rachel: It's doctor—it's doctor-recommended.

Griffin: Yeah. We should stop seeing this doctor that we go to that tells us when to—when to eat chili and when to drink coffee.

Rachel: [laughs] Um, so... I personally, I like espresso with, like, a little bit of milk in there.

Griffin: Yeah, sure.

Rachel: Um, I don't usually do sugar. Although when I—I did go to Italy. And... [laughs]

Griffin: I just made a face at Rachel.

Rachel: The face that didn't translate, but you can picture it at home what that face was. [laughs]

Griffin: Yeah. It was like, if I had made a noise with the face it would've been like, "[nasally] Haw... "

Rachel: And the big thing I learned prior to going was that, like, uh, if you're not gonna order food, you should just stand at the counter and drink

your espresso really fast, 'cause sitting at a table is for people that are ordering food. Uh, and so I definitely would put sugar in there so I could down that thing super-fast and get out of there.

Oh, and that time that I mentioned earlier, that's six seconds. So if you let your espresso sit for longer than, like, six seconds without, like, turning it into a drink, like, it is not supposed to be good anymore.

Griffin: Wait, what does that mean?

Rachel: So, like, what happens—that, like, crema on the top, that, like, kind of rich foamy layer, like—

Griffin: The spume.

Rachel: [laughs quietly]

Griffin: Yeah. What happens to it?

Rachel: The, like, the quality will start to, like, disintegrate, and it gets more and more bitter, basically, the longer it sits. So you're supposed to—

Griffin: So you're supposed to drink within six seconds of it coming out of the... machine?

Rachel: You're supposed to, like, do whatever it is you're gonna do with it. So, like, pour it into a bigger drink, or...

Griffin: Oh, I see. Okay.

Rachel: You know, or add milk or whatever.

Griffin: That's a pretty high margin of error.

Rachel: Stir it around, whatever you're doing.

Griffin: Okay.

Rachel: Yeah, no, I know. I know. And this, again, this may not be true. [laughs quietly] This is what I remember from my experience at the Barnes and Noble cafe, and I believe the year was 2005. So this—

Griffin: Was there, like, a Starbucks representative there, like, hanging over your shoulder? Like, "One! Two! Three!"

Rachel: [laughs] No. No, but it felt that way. That was the environment. It was a real high stakes situation.

Griffin: Yeah.

Rachel: Oh, here we go. So I found an actual definition of crema. "The crema is a layer of dense foam that forms on the top of the drink. It consists of emulsified oils in the ground coffee turned into a colloid, which does not occur in other brewing methods. Crema is produced when water placed under very high pressure dissolves more carbon dioxide. The gas present inside the coffee that is produced during the roasting process."

They didn't say spume anywhere in here.

Griffin: That's weird.

Rachel: That is weird.

Griffin: 'Cause that's what it said in the m—the manual.

Rachel: [laughs quietly]

Griffin: For the—

Rachel: The manual?

Griffin: Yeah. For the... Bean... Squisher 4000 we have downstairs.

Rachel: We don't actually have an espresso machine, but we have a coffee machine.

Griffin: We have a coffee machine. It's fine.

Rachel: That can make espresso, and I'm...

Griffin: It does okay.

Rachel: I feel fancy every time I drink it.

Griffin: We do have special little cups for it, which I do like.

Rachel: I did get the little cup! Ohh, that's the best part.

Griffin: Sometimes there's—I got that 4 o'clock feeling. A lot of people get it at 3. I get it at 4. And sometimes I don't want to chug down a big, you know, cuppa joe, big cuppa mud. I just want to get a little boost, a little kick in the shorts.

Rachel: Mm-hmm, I know, and you just knock it back.

Griffin: Knock it back, no problem.

Rachel: Mm-hmm, you're ready to go.

Griffin: Mm-hmm.

Rachel: Yeah, so that's espresso. There's, like, a lot of different drinks, obviously, you know, that like—

Griffin: That's true, baby. I'm always talking about that.

Rachel: [laughs] Like the latte, and the cappuccino, and the Americano, and all that stuff. I'm not gonna talk about that. That's just, you know, icing on an already pretty good cake.

Griffin: Now we can't talk about that. Now we can't talk about that.

Rachel: Ever?

Griffin: Ever. 'Cause you just—I was actually gonna do Americano next week.

Rachel: Uh-huh?

Griffin: Hey, thank you so much for listening, again. I'll thank you at the front and the back. Bookend it. And we have some friends at home. Lucas says:

"My small wonder right now is the Korean reality competition show on Netflix called The Devil's Plan. Y'all have got me and my partner into shows like Physical 100 and Siren. It set us on this fun content journey. Thanks! This show is a compelling and engaging new and exciting way, and a fun thing we can share after a long week at work or a tiring day."

Netflix is trying really hard to get us to watch that show.

Rachel: Yes! We are getting pushed that on our, like, cover page every time we open it up.

Griffin: We watched a trailer and it does look like our shit, but it also didn't tell us anything about what the [crosstalk] of the thing is.

Rachel: Yeah, I thought it had kind of a Traitors vibe. But I may have been reading too much into it.

Griffin: Yeah. Uh, Leora says:

"I love and take for granted document recovery/autosave. It is so, so nice when you forget to save, your computer bluescreens, and your document is still there nice and safe on your computer rather than lost to the depths."

Rachel: Yeah.

Griffin: I mean, yeah. This isn't so much a—I do most of my, like, document preparation on Google Docs—

Rachel: In the Cloud.

Griffin: —which, like, constantly saves, like, every time you press a button. But I do definitely—I had a, um... like, a capstone paper in college that my computer crashed, and luckily it autosaved, but it was like the scariest 90 seconds of my life [crosstalk].

Rachel: Yeah.

Griffin: Um, thank you to Bo En and Augustus for the use of our theme song, Money Won't Pay. You can find a link to that in the episode description. Thank you to Maximum Fun for having us on the network. Go to Maximumfun.org, check out all the good programming that they have there.

We have some shows coming up in Philly and New York. We're doing MBMBaM and TAZ. Uh, Philly, October 11th, and then in New York for New York Comic Con on the 12th and 13th. Uh, New York Comic Con has rescinded the requirement that you have a badge for the Comic Con in order to come to those shows. You just gotta get a ticket now, which you can do over at mcelroy.family, and come see us. There's plenty of tickets available, and we would love to see you. It's gonna be fun.

Rachel: You do—I notice when you do this, and it's probably just do this out of habit, you say "we" and "us" a lot, and I always feel the need to say, like, I am not... I am not part of that "we."

Griffin: You might attend—you might attend the shows. So...

Rachel: Yes, I will be present.

Griffin: ... it is accurate.

Rachel: But, um, if you are coming to see us perform Wonderful, that is not actually...

Griffin: Right, Wonderful is not going to—yeah.

Rachel: Not actually happening.

Griffin: Um, and that's it. Oh, we have merch over at mcelroymerch.com. Some new stuff for October, including an Amnesty Lodge candle. Um, and that's great. That's very exciting, too.

That's it! I gotta go! I gotta go hop on the bike... and pick up our son.

Rachel: Yeah!

Griffin: Um... and maybe deliver some packages along the way.

Rachel: Hmmm, mm-hmm.

Griffin: As a sort of high octane DC courier. Um, you know. Ted Cruz is, like, "Gotta get—gotta drop of my medicine... [holding back laughter] at the... you got—I need my medicine."

I'm like, "I got you, Ted!"

Rachel: [laughs] Yes, me.

Griffin: Yes, me. I can't wait to dump Ted Cruz's medicine down the sewer.

Rachel: [laughs]

[theme music plays]

[chord]

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