

Wonderful! 304: The FGWP

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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 Wonderful! A show where we talk about things we like, that's good, that we're into. And right now I'm gonna say, for the past decade, I've been very into Rachel... McElroy.

Rachel: That's right! Actually one might say even more than that, because we did not get married immediately. [laughs]

Griffin: We didn't get married immediately. I suggested it. You balked at the idea.

Rachel: Yeah. You were like, "Lifetime has this show. It's gonna be a big hit."

Griffin: Yes. It's called Married at First Sight. This is not usually how the matchmaking process works, where you meet someone in public and then you just marry them right then and there. But it is our ten year wedding anniversary, December 7th, a day that shall live in infamy.

Rachel: [laughs] Uh-huh?

Griffin: But I feel like... I don't know. Being married ten years to you, I feel like we have overtaken Pearl Harbor Day in terms in sort of importance.

Rachel: Wow, alright! [laughs]

Griffin: To the landscape of the nation.

Rachel: I would like to think that if you look at December 7th on Wikipedia our wedding is listed.

Griffin: Above Pearl Harbor.

Rachel: Above, yeah. [laughs] Even though chronologically it would probably not be listed first, it is.

Griffin: No. But it's like in order of importance, you know what I mean? Um, so...

Rachel: Griffin, I think our listeners are probably wondering, you've been married ten years. What is your advice for a successful marriage? And what would you say to them?

Griffin: Marry the perfect person for you to get married to.

Rachel: [laughs] Aww.

Griffin: It's pretty—I'll say this. If you can swing that, it's pretty fuckin' easy, man.

Rachel: True. True. I will say, uh—and this is advice I like to give everybody—compliments.

Griffin: Oh yeah.

Rachel: Continue to compliment constantly.

Griffin: And not just one thing.

Rachel: Yeah. [laughs]

Griffin: It's gotta be across the board.

Rachel: I do have to remind Griffin that he has to move across multiple areas of myself and my body.

Griffin: Yes, yes. Um, I've gotten so much better at that. Like, talking about—

Rachel: I know. How soft my hair is.

Griffin: Your hair is so soft and it smells so good every day.

Rachel: [laughs]

Griffin: Do you have any small wonders?

Rachel: I'm gonna say—and this relates to our ten year wedding anniversary—I'm going to say, uh, the destination which is adults only.

Griffin: Yes.

Rachel: We went to a resort in celebration of our ten year anniversary, and children were not allowed there.

Griffin: Yeah.

Rachel: Which we picked specifically because we knew this would be the first time we had ever left our children for more than one night as a couple.

Griffin: For literally seven years.

Rachel: For seven years. [laughs] And, uh, and so we didn't want to see a child to remind us of our own regular life outside of the resort.

Griffin: Yeah, it was huge. Big ups to Peeps and Cici for coming through in clutch, watching the boys so we could get away for a couple nights. It was very, uh—we were stressed about it until we got there, and then it was totally chill.

Rachel: It was, yeah. It was like once we knew that our children would, in fact, go to bed without us present, it was like, "Okay. The rest of this is gonna be fine."

Griffin: Yeah. Um, I'm going to say, uh, there's a company called Teenage Engineering that makes a bunch of sort of boutique synths and sequencers and little digi-music devices. They make the Pocket Operator series, which I have a few of. Those little sort of, uh, calculator ones. They've just come out with the EP-133, the KO2, which is sitting on my desk right there. It's that giant sort of tablet-sized...

Rachel: Looks like a computer.

Griffin: It looks like a—I mean, it looks like an office calculator.

Rachel: Calculator. Probably more like a calculator, yeah.

Griffin: Uh, but it's so fun. They—their track record is kind of hit or miss. They make a lot of stuff that's, like, way too expensive. Like, \$2000 portable, like, synth keyboard workstations, and some of them aren't great. This one's, like, 300 bucks, and it's super powerful, and super, super fun to mess around with and play around with. I think this is gonna become sort of my off court buddy that I travel around with.

Rachel: And how great that you're supporting engineers that are teens.

Griffin: Yes. These—these 13-to-19-year-old teenagers.

Rachel: It's incredible!

Griffin: Um, no. I'm pretty sure grown-ups did make things.

Rachel: [laughs quietly]

Griffin: Um, but I just like this company. They make a lot of stuff. They have sort of a bad reputation in the space for people who are, like, you know, you can get a more authentic experience for cheaper. But I feel like this is the best thing they've ever made, and it's at a price point that makes a lot of sense, so that's the KO2, and it's super-duper fun. I go first this week.

Rachel: Okay.

Griffin: My topic this week is—you will probably be surprised to hear—is Bop It. We did get on the topic of Bop It the other night for kind of a gross reason. Do you wanna talk about it?

Rachel: [laughs] Uh, not particularly. I don't even remember how it came up. I remember what conversation transpired.

Griffin: The conversation became ranking the verbs featured on a Bop It in order of which it would be sort of least disastrous to a human penis.

Rachel: [laughs]

Griffin: And for those wondering, the order we settled on was, best to worst, pull it, flick it, bop it, twist it, and then spin it we sort of disregarded, 'cause we couldn't figure out the physics of how one would spin a... [crosstalk]—

Rachel: You are saying "we." I think it is important to note that this was—

Griffin: I spearheaded a lot of this conversation.

Rachel: This was pretty one-sided. It became kind of a monologue, I would say, on your part. [laughs quietly]

Griffin: Yeah. A sort of penis monologue.

Rachel: You provided me with a ranking and then repeated the ranking just to make sure that I learned what I was supposed to.

Griffin: You were busting up, though. You're trying to make it sound like this was just some lun—lunacy, sort of, uh... uh, rant that I went on.

Rachel: [laughs] I like how in your mind, like, if I am laughing then this is a worthwhile conversation.

Griffin: You are complicit, absolutely.

Rachel: [laughs] Uh-huh.

Griffin: Um, I don't wanna make like of the important place that Bop It has in my history, though, because man, I used to play Bop It all the time in its many iterations.

Rachel: Ohh.

Griffin: Did you—

Rachel: I never owned a Bop It. I don't know that I've actually played Bop It. I have seen it for sale in stores. I know what it looks like. I remember the commercials. I don't think I've ever had my hands on one.

Griffin: I considered buying a Bop It for this segment, but did not have time to procure one before we recorded.

Rachel: Henry would probably like it. Maybe we should put that on the ol'...

Griffin: [simultaneously] Henry would love a Bop It. We should.

Rachel: ... holiday list.

Griffin: That's a great idea. So, Bop It was a soft toy-game. It came out first in 1996 from Hasbro. It was designed by a toy engineer named Dan Klitsner who made a few hits, but nothing quite on the scale of Bop It.

And the original version of Bop It was a sort of stick-shaped device, about the size of your forearm, with three interactive elements on it. There was a yellow knob for twisting, a blue handle on one end of the stick for pulling, and then right at the center of the Bop It was a big button that you could bop. It was for bopping. It was the Bop It in Bop It.

Rachel: [laughs] Uh-huh, uh-huh.

Griffin: Uh, the way it'll work is that the game would sort of bark orders at you in time to music, to either pull it, twist it, or bop it. Uh, and then music would ever increase in tempo. And so you would have to do the commands faster and faster and faster. There was a multiplayer mode where it would add a fourth command, which was pass it, so after doing a few of the other commands it would say "Pass it," and then you'd have a few seconds to pass it to the other player. And the first one to mess up one of the inputs loses. That is... literally it.

Once it starts sort of trucking, once the tempo is going real fast and you are having to be very, very precise in your movements, it becomes kind of panicky to discern the difference between a "Pull it" and a "Bop it," for example.

Rachel: Yeah. It's kind of like the head, shoulders, knees, and toes principle.

Griffin: Yes.

Rachel: Where at first it's like, "Well, of course I'm always gonna remember where my head is."

And then the faster you go the more it's like, "Wait, now I'm just confused."

Griffin: Do you have trouble with head, shoulders, knees, and toes?

Rachel: N—I personally don't. But if you watch a bunch of children perform it, the faster it gets the more they're like, "Now I can't do anything right."

Griffin: Yeah. I would say the difference here is that that song is commands in a provided, unchanging order. Whereas Bop It, sometimes Bop It will give you "Twist it" like, six times in a row. And you'll be like, "Certainly, certainly it's not gonna give me another 'Twist it,'" and then it hits you with another "Twist it."

Rachel: True.

Griffin: You start to get in your own fucking head about it. Um, for those who found Bop Its three commands too pedestrian...

Rachel: [laughs] Uh-huh?

Griffin: Two years later, Hasbro would release the Bop It Extreme, which was sort of a steering wheel-shaped device that added two more inputs: a little green noodle for flicking, and then a little red wheel for spinning. I never owned a Bop It Extreme. My friend Clint did. I had some trouble playing it because I built up so much muscle memory around the original Bop It...

Rachel: [laughs]

Griffin: ... that any time a "Flick it" or "Spin it" would come up, my central nervous system would just, like, misfire.

Rachel: Uh-huh?

Griffin: And I would just freeze up.

Rachel: [laughs]

Griffin: Um, Bop It filled a really interesting sort of space in the toy/game arena, which was pretty, like, busy in the 90's and the early aughts.

Rachel: Yeah, right?

Griffin: You had a lot of sort of experimental, oftentimes pretty crummy stuff coming out from Tiger Electronics and Hasbro. Uh, and that tried to sort of blend the world of computer gaming and toys. Some were great, like there was a little game called Lights Out that was just a little grid of, like, five by five buttons that lit up and as you pressed one it activated or deactivated the adjacent ones, and so, you know, it'd give you, like, puzzles that you had to try and solve and turn off all the lights. That one was great. There was many others that were not as good.

But for me, like, Bop It is the most successful of those experiments. And the reason I think that is because it was so easy to just start playing it.

Rachel: Yeah.

Griffin: Like, sometimes—I have a lot of memories of having friends over or being over at a friend's house, like Clint's house with the Bop It Extreme where we'd just be goofing around, and then someone would just pick up the Bop It, and then would be playing Bop It for, like, a half hour.

Rachel: Yeah. And you know what? 'Cause I was thinking in my head, like, "Oh, this kind of reminds me of Simon." But then I was like, Simon really requires memorization, where this one is random, so everybody's got kind of the same shot.

Griffin: That's exactly it. Bop It is what I would consider to be a zero friction game, in that you can pick it up and be playing it within seconds, and even if you've never played Bop It before, I mean, you know the rules in an instant. They're on the—

Rachel: Yeah, they tell you what to do.

Griffin: They tell you what to do. It's on the thing. It's written on the thing what you do. And so you pick up the rules instantly. And I cannot think of, like, another game that I would consider to have such a low barrier of entry than Bop It.

Now, I will say that Hasbro has gone, like, absolutely batshit wild with power, and they've released, like, a dozen variations on Bop It at this point. There's Bop It Bounce, which apparent—I've never—these I've never even seen before. I had to, like, research all of these. I'm kind of a Bop It purist.

Bop It Bounce had a ball and a trampoline. And so the trampoline would, like, tell you instructions on, like, how to bounce the ball on the trampoline, and then you would have to [crosstalk]..

Rachel: [simultaneously] Whoaaa.

Griffin: There was Bop It Smash, where you had to time inputs in sync with, like, this little line of lights. Kind of like that arcade game where the light goes around in a circle and you have to press the button right when it hits, like, your target light. Um, there was Bop It Tetris, which had sort of two cylinders with different kind of, uh, grids of lights. And one would appear that would be kind of like the Tetromino that you had to drop into the other side, so you would have to twist it to make it line up and sort of compress it.

Rachel: Whoaaa.

Griffin: While the Tetris music played. That one actually looks pretty fun. I would—I would get into Bop It Tetris.

Uh, there was, like, a Bop It Yoyo. There were, like, motion activated Bop Its where you could kind of customize, like, what commands it would say to you. Like "Brush it!" And you'd have to, like, mime brushing your teeth with it.

Um, I—some of them looked fun, but for my money nothing beats the original Bop It, or perhaps Bop It Extreme. Um, a game that in my childhood I just accidentally picked up and played more times than I can count. I would go years without playing Bop It and then would be, like, cleaning my room and be like, "Oh shit, Bop It! Well, I may as well play Bop It for a little while."

Rachel: [laughs]

Griffin: I think that's really special, and I can't think of too many other things, you know, before or after that that have come and sort of [crosstalk].

Rachel: Well, and there's so few games that you don't need several people to play, you know? Like, I remember that as a kid. You know, I was an only child, so it was usually just me and my dad playing a board game. And a lot of times, games aren't really designed even for two. Usually you need, like, at least more than two. And so it's nice that this was out there for all of us lonely souls. [laughs quietly]

Griffin: Yeah. Hasbro and Tiger Electronics I would say, like, most of the stuff they made kind of fit this category of like, "Hey. Hey, lonely guy."

Rachel: [laughs]

Griffin: "Hey, lonely lil guy. Pick this up. Go have some fun." Um, that's Bop It. We should get a Bop It. We should have a Bop It in this house.

Rachel: [simultaneously] We should. Yeah, no, you've sold me on it.

Griffin: Okay. We'll get a Bop It.

Rachel: I'll give you \$500.

Griffin: Okay.

Rachel: [laughs]

Griffin: That's a lot of money for a Bop It. You understand that, right?

Rachel: I know, but I'm so excited about it now.

Griffin: Okay. \$500 could buy a lot of Bo—like, we could each have several of our own discrete Bop Its for \$500.

Rachel: Uh-huh.

Griffin: Okay. Okay. Um, can I steal you away?

Rachel: Yes.

Griffin: Thanks.

[ad break]

[music plays]

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Neil: I'd always had a vague interest in live culture food preparation.

John: Sleeping with Celebrities, hosted by me, John Moe, on Maximumfun.org or wherever you get your podcasts. Night night.

[music and ad end]

[music plays]

Speaker 1: Somewhere in an alternate universe where Hollywood is smarter...

Speaker 2: And the Emmy nominees for outstanding comedy series are... Jetpackula. Airport Marriott. Throuple. Dear America, We've Seen You Naked. And... Allah in the Family.

[audience cheers and applauds]

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[music and ad end]

Rachel: Griffin, you want to hear about my thing?

Griffin: Desperately.

Rachel: My thing is, uh, just all over the place this time of year, and it is the free gift with purchase.

Griffin: Ah, I love a free gift with purchase. A fugwup.

Rachel: [laughs] Uh-huh. As the insiders call it.

Griffin: Yeah.

Rachel: Um, this is something that I have noticed as we are kind of checking off our gift list. One thing I like to do when it comes to your siblings and their spouses is to find a gift that would work for all of them.

Griffin: Yes.

Rachel: Like, a nice gift.

Griffin: A nice, practical gift.

Rachel: Not like a toaster, but like a thing that would be useful to all of them. And I did this recently, and it came with a little, a little gift.

Griffin: Okay.

Rachel: And I thought, like, this is a great thing about this time of year. [laughs quietly] Where it's like, "Hey, are you gonna buy five? Maybe you'll get one for you."

Griffin: We got some stuff at the Lego store this past weekend.

Rachel: Yeah!

Griffin: Uh, and it came with free Lego Christmas ornaments, which you built all of... by yourself.

Rachel: I did. Sorry about that.

Griffin: [laughs quietly]

Rachel: You—well, you do all the big sets all the time.

Griffin: I do 10% of the big sets, and then our children all—you know, I'll enter their field of vision and they'll be like, "Stop that. Play with me with just the little minifigs."

Rachel: Yeah. Which by the way, Lego—and you probably know this already—but, like, most of the time the boys just want the little mini guys. They don't actually really want the set.

Griffin: No, yeah.

Rachel: So we're paying a lot more for the set when really we just want the little guys.

Griffin: Just want the little guys.

Rachel: Why don't they just sell the little guys?

Griffin: I mean, they d—they—I mean, they do. Not the licensed little guys.

Rachel: Yeah, I want, like, a—yeah, I want, like, all the little guys.

Griffin: Yeah. Anyway.

Rachel: But they probably don't do that because it would be...

Griffin: They would not get any money, yeah.

Rachel: They would not get as much money. Anyway, um... the big thing I noticed with this free gift with purchase thing this time of year is that it is largely in the cosmetic space.

Griffin: Oh, interesting.

Rachel: So a lot of it is a, like, spend \$50 and you get this little makeup bag with all of our little trial sized makeup things in it.

Griffin: Okay, cool.

Rachel: Clinique is a big one with this. Clinique kind of was my go-to company when I was a teen. Um, because they had a lot of, like, earth toned colors and they promised, like, it wouldn't make you break out. Which as a teen was my number one concern. Uh, and they constantly have this going on. Of like, "Buy a full size thing and get seven tiny ones."

Um, and it still works for me. I'm still like, "Well, I was gonna buy the full size thing anyways, so now I get seven tiny ones!"

And apparently this is something that has been going on for a very, very long time.

Griffin: The fugwup?

Rachel: The fugw—

Griffin: Phenomena?

Rachel: The [unintelligible mumbling]. [laughs quietly] Uh, yeah. So... it started, though, not with, like, trial sizes, but like, with weird, like, things like lithographs?

Griffin: I don't know what that is. Is it drugs?

Rachel: [laughs] It's like a poster, but it's got kind of like a... well, now—see, now I have to look it up because I don't want to tell you the wrong thing and everybody with google at their fingertips is like, "You didn't know what a lithograph was?" Uh...

Griffin: Is it like a lie detector test?

[pause]

Rachel: It is a method of printing originally based on the immiscibility of oil and water. The printing is from a stone or metal plate with a smooth surface. So it gives you kind of like a shiny... a shiny quality.

Griffin: Okay. Like a shiny poster.

Rachel: Um... yeah. Let me... now I want to show it to you. So this has really gone off on a tangent here.

Griffin: Yeah, sure.

Rachel: Um... here's what I'm thinking of. This is probably actually what it looked like.

Griffin: Oh, gorgeous.

Rachel: You know?

Griffin: Gorgeous poster.

Rachel: Mm-hmm. So that was the thing back in the day. 1851, uh, B. T. Babbitt launched his best soap, which was actually the name of the product. [laughs]

Griffin: "The other soaps I've made up to this point—hi, everyone. It's me, B. T. Babbitt. I'll admit—"

Rachel: You knew good soap and adequate soap. Guess what?

Griffin: "You thought, how is B. T. gonna take it one level up again? Well, I'm here with my best soap."

Rachel: So, Best Soap, if you purchased it you received a full color, high quality lithograph poster of various scenes. Landscapes, romantic tableaus, patriotic and religious imagery.

Griffin: Hell yeah.

Rachel: So of course you wanted—

Griffin: "I got these picture of Jesus with my soap! It's awesome!"

Rachel: [laughs] "Now I'm clean and devout."

Griffin: Yeah!

Rachel: So of course you'd want to collect all of them too, which was—

Griffin: [simultaneously] Oh, sure, I would, yeah.

Rachel: —was the appeal. Like, depression glass is something you've probably heard of too.

Griffin: Nope!

Rachel: This idea—oh, okay. [laughs quietly] You're making me google all these things that I thought I—

Griffin: Depression glass?

Rachel: —I would just be able to say. It's very collectible now. Like that. You've probably seen it in antique stores.

Griffin: Oh, yeah, sure, okay.

Rachel: And not really known what you were looking at.

Griffin: So I thought—I thought that this was... sad... gla—glass that you... got, or made... while you were quite sad.

Rachel: Uh, it was distributed free or at low cost, so if you bought for example Quaker Oats you could get depression glass.

Griffin: A cup. Okay, cool.

Rachel: And now everybody, like, tries to buy the whole set, 'cause it was so rare that anybody got the whole thing.

Griffin: And yet when I get into Pokémon cards people are like, "Grow up." But you're over there buying sad glass. I don't understand it.

Rachel: [laughs] Sad glass. Um... so this happened everywhere. Um... and then of course also the prize in the cereal box is another kind of example, although I don't think that's totally the same thing.

Griffin: No.

Rachel: And then there were companies like Pond's, which have you heard of their, like, cold cream? This idea of you removing makeup with this moisturizing cream?

Griffin: No, but it sounds nice.

Rachel: Man, I feel [through laughter] like I'm just throwing up a lot of, uh, air balls.

Griffin: Is this what it's like when I talk about, like, Japanese roleplaying games to you?

Rachel: Yeah. [laughs] Yeah.

Griffin: Okay.

Rachel: Or when I talk about poetry I guess.

Griffin: Yeah.

Rachel: They gave away, like, a free tube of their vanishing cream. And what they said was, quote, "At our expense," for over a decade.

Griffin: Wow, holy shit.

Rachel: So they were very clear on like, "No, it's not like we priced up the cost of this so that we could say we were giving it away. This is actually—we are really suffering because of this." [laughs quietly]

Griffin: They're saying "Please don't buy our stuff. We are—please. You are breaking the bank."

Rachel: So I read this article from Racked that came out in 2017 that was called, quote, "Why makeup companies still give gifts with purchase," because a lot of this stopped, partially because of the whole coupon crazy phenomenon. Of like, you would either create fake coupons, or you would give a bunch of different fake addresses, email addresses, setup post office boxes, just so you could claim way too many of these.

Uh, but as I mentioned, cosmetic companies still do this. And I thought it was interesting. There was an interview in Racked with this professor of marketing at Columbia College in Chicago who said "Premiums are attractive because they change the value equation without changing the price of the product."

Griffin: Sure.

Rachel: Uh, kind of suggesting that this is a... this is like a luxury item, this is an indulgence, so—but you're saving money, you're getting something free with it, so you don't have to feel like, you know, you're making a poor financial decision.

Griffin: I'm a huge sucker for this in a major—I feel like clothes companies, like independent clothes companies do this a lot. And sometimes I will be shopping for lots of, let's say for example, shorts. Lots of pairs of shorts at, say for an example, Chubbies. And then Chubbies is like, "Hey, if you buy one more pair of shorts on top of these, I'm gonna give you a travel mug, and a hat, and—" and it's like, "Yeah, man! Fuck yeah!"

Rachel: And you forget that you never needed five pairs of shorts. [laughs]

Griffin: No, I really only need the two.

Rachel: Yeah. But then you're like, "Well, if I just—if I do a little bit more... "

This happens to me a lot with Clinique. They will, like, put the price point at above, like, one product, basically. Like it'll be like, "Spend \$50," and everything on their site is, like, \$30 or less, so you have to—you inevitably buy more than you were planning to.

Griffin: Yeah.

[pause]

Griffin: We're basically just outing ourselves as the world's biggest suckers.

Rachel: [laughs] I know! But I don't think we're alone.

Griffin: No.

Rachel: And what is this show if not about building community?

Griffin: Yeah, if we're gonna get caught up in a grift, at least this grift gets us travel mugs and Chubby hats.

Rachel: [laughs] Uh, so yeah. So largely I'm doing this online. Stores will still sometimes do things in person. Like a lot of department stores you'll go from counter to counter and they'll be offering things like this. Apparently, uh... when Este Lauder bought Mac in 1998 they had a promotion on lipstick day where they offered a free lipstick to in-store customers, and the lines, like, wrapped around the block.

Griffin: Sure.

Rachel: Just to get, like, a free item. Which again is something as we've gotten older that we've learned a lot about. Of, like, how much is your time worth?

Griffin: Right.

Rachel: [laughs] And how you're not actually saving money by investing hours in doing something like this. But it's just that, like, free thing. And I've talked before on the show about how I love to hear something is discounted. Really, like, activates, like, a pleasure center in my brain. This is very similar.

Griffin: Yeah.

Rachel: And to the point where it's like, I am not someone who really uses makeup, but I have a lot of makeup bags that were given to me with purchase of, like, you know, a face soap.

Griffin: You can put anything in there.

Rachel: True! Right?

Griffin: Some—some granola bars.

Rachel: This is what I think.

Griffin: Yeah.

Rachel: Uh, yeah. So that's, uh, fugbuh. Fig—fugwup. Um, and I love it, and this time of year is kind of the best time of year to do it.

Griffin: Yeah.

Rachel: You—you too could have so many tote bags and makeup bags, um, that you don't really need, but are free.

Griffin: Yeah.

Rachel: If you spend... 50—

Griffin: \$150.

Rachel: [through laughter] \$150.

Griffin: [laughs quietly] You want to know what our friends at home are talking about?

Rachel: Yes.

Griffin: Arlo says, "Feeling nervous before a date. In this case it's a first date, so extra nervous. I'm out of practice and coping with a lot of other genuine anxiety, but the simple exciting nervousness feels so sweet and wholesome. It's like being 15 again, except we get to go to a bar and drink fancy drinks."

Rachel: Yeah!

Griffin: Yeah.

Rachel: What do you consider our first date?

Griffin: Um, I took you to Chez Zee once.

Rachel: Oh, well we had been together for a while then.

Griffin: Yeah, but that was like our first going out, 'cause you made a big deal out of the fact that you hadn't been on a date.

Rachel: I'd never been on a date. [laughs]

Griffin: Which is wild.

Rachel: I'd just never been taken out in a, like, "I'm going to treat you to an exciting evening that you know nothing about."

Griffin: Yeah, and like, Chez Zee was not the fanciest.

Rachel: No, no, not at all.

Griffin: It was a cute spot in Austin, but it was not the fanciest. And I remember I had to stop for gas on the way there and got gas on my jeans.

Rachel: Uh-huh.

Griffin: And so I smelled a lot like gasoline.

Rachel: Yeah.

Griffin: So, like, all that is very—

Rachel: Now whenever I smell gasoline it takes me right back.

Griffin: Sarah says, "My small wonder is a microwavable heat pack that I put under the covers on chilly nights. Keeps my feet toasty, and I get to feel like a colonial woman with a hot brick. Plus I can sleep sound knowing I won't light my bed on fire."

Rachel: [laughs] That's really nice. I keep getting—like, this is a popular gift. Those, like, little bags of rice that you, like, put in the microwave, and I never really know what to do with them.

Griffin: Yeah.

Rachel: But that sounds like a nice idea.

Griffin: We had one growing up that was filled with, like, buckwheat or something like that, and I could—and you would microwave it for a bit, and I would put it on my neck. It felt so good. And the smell of that thing is, like, lodged in my memory.

Rachel: Yeah.

Griffin: We should get a stinky rice bag.

Rachel: [laughs] I think we have one.

Griffin: Awesome!

Rachel: Yeah.

Griffin: 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. And thank you to Maximum Fun for having us on the network. Go to Maximumfun.org, check out all the great stuff that they have there. You're gonna like all the shows that you find there. Max... imumfun.org is the website. I don't know why I decided to say that again.

Rachel: Max M. Fun.

Griffin: Max M. Fun. Candlesnights is coming up!

Rachel: Yes!

Griffin: Very, very soon. December 16th, 9:00PM. Join us. Go to bit.ly/candlesnights2023 and you can watch along. It's our virtual spectacular. It's got guest stars. It's got bits and skits and...

Rachel: Yeah. These things—like, if you are somebody who does not listen to multiple McElroy products, you will not be lost during this episode. It is very charming and fun and bit-sized and really gets me in the spirit.

Griffin: Yeah. We have a lot of new stuff this year, sort of representing the branching pathways in which our sort of video efforts have gone in 2023, which is fun. So again, bit.ly/candlesnights2023. Uh, all proceeds go to benefit Harmony House, which is a great organization in our hometown of Huntington, West Virginia, so check it out. Come join us, it'll be a lot of fun.

Let's stop, 'cause I don't want to talk anymore.

Rachel: Yeah. What a sad condition for you to have, as somebody who talks...

Griffin: A professional talker.

Rachel: ... all the time.

Griffin: I know. Um... but I'm going to communicate—

Rachel: And when I say condition I mean you just have a cold.

Griffin: Yeah.

Rachel: This hopefully will not last for much longer.

Griffin: So I'm gonna whistle my sign off like a dolphin might. [whistles] [coughs]
Nope. That's— [crosstalk]

Rachel: [laughs]

[theme music plays]

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