

Still Buffering 390: Double Dare

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[theme music plays]

Rileigh: Hello, and welcome to Still Buffering: a cross-generational guide to the culture that made us. I am Rileigh Smirl.

Sydnee: I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Sydnee: Okay. Well, before we get going, this is a very special episode this week. Very special week. Very special couple of weeks. It is the time of year when we celebrate the MaxFunDrive!

Rileigh: Woo! It's like Super Sloppy Double Dare, but Super... Sloppy... Still Buffering?

Sydnee: Super Sl—eh.

Taylor: Yeah.

Sydnee: Sloppy? [laughs quietly]

Rileigh: I don't know.

Taylor: Well, yeah. Sloppy, yeah. [laughs]

Rileigh: A little sloppy. A little messy. A little special.

Sydnee: It's special. It's a special time. Because as you may already know, we are a listener supported network of shows. We count on you, our wonderful listeners, to become members of our network by contributing monthly donations to us, and all the other shows that enjoy on the Maximum Fun Network.

Um, we're gonna tell you a lot about that during this episode and the one next week, because this is what we do once a year. Um, but the important thing to know is that if you go to Maximumfun.org/join you can become a member of the Maximum Fun Network for as little as five dollars a month, and it's really key that you become a monthly member. Uh, because it's that—

[phone rings]

[all laugh quietly]

Sydnee: Sorry. That was Mom. [pause] Should I start over, or just... keep rolling?

Raleigh: [laughs] Just keep going. It's fine.

Taylor: Just restate that thing you said when it was ringing.

Sydnee: It's really important to become a monthly member, because that is how not only do you help support us in making the stuff that, I mean, I think you enjoy, 'cause you're listening to it so you must enjoy it. Um, making all the other shows on the network. But it's also—this is the time of year where when you do that you get gifts! There are presents!

Raleigh: Woo.

Taylor: Woo hoo!

Sydnee: That's right. For as little as five dollars a month you can get a ton of bonus content. We're gonna tell you more about what you get for higher levels of donation, at ten dollars a month and so on and so forth, later in the show. But the important thing to know is that this is the moment. Maximumfun.org/join. You become a Max Fun member, and help us continue to create the shows that you like.

It's really—your donations through the years have transformed our shows, our lives, helped us make more content, better content. Um, help us focus

more on this as something that we can make for you and share with you, our audience, and continue to make it available to everybody for free.

Um, we thank you for it. We love you for it. And this is the time of year where we hope that you will, if you've got a few bucks to throw our way, you will do so. So again, Maximumfun.org/join, and we'll tell you more about the gifts you can get later in the show.

So, I've been—I don't know if I've mentioned this, that I've been watching ER. I don't think I've mentioned this on the show.

Raleigh: Mm-mm.

Sydnee: That's not what our episode is about. And I'm not gonna make you all watch ER. Can I start with that?

Raleigh: Thank you.

Sydnee: I'm not gonna make you watch ER. I don't—you are missing out. [laughs quietly]

Raleigh: Mm-hmm.

Sydnee: It's a great show. I'm here to tell you that the show ER from 1990...

Raleigh: Something.

Sydnee: ... 4 or 5? It was something like that—is a great show that you've all missed out on, for... I don't wanna think about how many years it's been.

Taylor: Is it because it's so accurate to what doctoring is really like?

Sydnee: There are aspects of it that are incredibly accurate, yes. I mean, like, it's like a lot of those shows where there's a lot of people also—well, okay. There aren't a lot of people having sex. But there is that sort of, like, relationship, sexy element that medical shows get a lot. You know?

Raleigh: But not as far as Grey's Anatomy?

Sydnee: No. No. Not like Grey's. I mean, at least so far. I'm only in the middle of season two.

Raleigh: Yeah.

Sydnee: It's a lot more about the, uh, emotional stress of being, like... being exposed to horribly traumatic situations constantly, and then having to just, like, shove it deep down inside and move on to the next one.

Raleigh: Mm-hmm.

Taylor: Hmm.

Sydnee: And there's a lot of the dark humor—

Raleigh: Fun.

Sydnee: —that exists in medicine to cope with that. Which is very on the nose. Somebody—well, it was created by Michael Crichton, who, by the way, had an MD. I didn't know that.

Raleigh: Hm.

Sydnee: Did you know Michael Crichton had an MD?

Taylor: I did not know that.

Sydnee: I know. Harvard.

Taylor: Wow.

Raleigh: Wow.

Sydnee: Yeah. But I don't think he ever practiced. He just wrote... you know, a bunch of really popular books, and obviously... [laughs quietly]

Raleigh: A TV show.

Sydnee: TV shows.

Raleigh: Yeah.

Sydnee: Anyway, here's why I'm bringing up ER. So I've been re—I've been watching ER. Not rewatching, 'cause I never really watched it the first time around. Super enjoying it. And I noticed [laughs quietly] uh, I was watching an episode and this kid had a lunchbox, and it had Animaniacs on it.

And I was like, "Ah, that's groovy. That would've been the right time." Right? Right time frame. Like, very true to, like, the moment. Kids has Animaniacs on his lunch box.

Then there's in another episode, there's a kid wearing a Wakko t-shirt. And then in another episode, there's a TV on in the background with some kids watching Animaniacs. And then in, like, the fourth time where I saw a kid wearing, like, a ball cap with the Animaniacs on it I was like... am I having a stroke, or is this...

Raleigh: [laughs]

Sydnee: Is there—

Raleigh: Is there some sort of partnership between Animaniacs and ER?

Taylor: Was this all the same episode?

Sydnee: No. These are multiple episodes across two seasons, so far, of ER. Where I have seen Animaniacs references.

Like, not—not thematic—they're not part of the episode. They're just, like, happen to be there. So—

Taylor: Were they just made by the same company?

Sydnee: Yes. This is the—

Raleigh: Oh.

Sydnee: Are you looking it up? Are you looking up the answer?

Raleigh: Yeah.

Sydnee: I said this to Justin and he immediately was like, "Well, I bet I could tell you why this is happening."

Taylor: It's Warner Brothers.

Sydnee: Amblin Entertainment.

Taylor: Okay.

Raleigh: Hmm. So it's like how the company that owns Subway bought Auntie Anne's and Cinnabon, and now they sell foot long churros that are cinnamon rolls from Cinnabon and foot long pretzels that are just pretzels from Auntie Anne's?

Sydnee: Yes. That's... that cracks me up.

Raleigh: I've been thinking about that a lot.

Sydnee: Yeah.

Raleigh: We saw a commercial for that last night. Dad was like, "Subway has foot long pretzels and churros and cookies?!"

And I was like, "Yeah. Let me tell you what I know about this."

Taylor: Foot long cookies?! Don't let—

Raleigh: "Let me tell you what I know about those pretzels and churros."

I think the cookies are just Subway's cookies, but foot long.

Taylor: Oh, okay. Oh. But they are foot long. They're going with the—

Raleigh: Oh yeah.

Sydnee: How do you make a foot long cookie?

Taylor: Oh, I could tell—I mean—

Raleigh: They're foot long rectangles.

Taylor: That's—yeah, you could... I don't think that's the—hey, doc. Hey, doc.

Raleigh: [laughs]

Taylor: I don't think that's the hard part to figure out. It's not a matter of how. It's a matter of why. [laughs]

Sydnee: I guess I'm imagining the different, like, three-dimensional versions of a cookie that you could form into a foot long one.

Raleigh: It's like a rectangle. I mean, it's flat.

Sydnee: Okay, well, most—a lot of cookies are circular. And so—

Raleigh: Well, you know, Syd, if you change the way you put the dough on the sheet where you're baking it, then it changes the shape of it. There are these things called cookie cutters. [laughs]

Taylor: Yeah, I'm gonna guess it's just a big pan of dough that they just cut and bake. And there's lots of ways you could do it. There's many ways. I don't think that's the—I'm not concerned with that answer. I can envision that. [laughs]

Raleigh: You know like a cookie cake?

Sydnee: [simultaneously] I was imagining—

Raleigh: Like a cookie cake.

Sydnee: When you said a foot long cookie, the immediate image I had was like, if you think more like if you took a roll of cookie dough and just baked that, except that was a foot long. So I was thinking that.

Taylor: Like a cookie loaf.

Raleigh: [simultaneously] I mean, it's still flat. It's not a loaf. [laughs]

Sydnee: Yeah. Like a cylinder.

Taylor: [through laughter] A cylinder of cookie.

Sydnee: Like a foot long cookie cylinder.

Raleigh: Hmm, not quite.

Taylor: No, I don't think it's a three-di—I mean, it is to some degree a three-dimensional object, 'cause two-dimensional objects do not exist in our space. But I don't think it's, like, a... [unintelligible]—I'm assuming. Raleigh's seen it. She can confirm.

Raleigh: It's like a rectangle. It's like a—like, the same width as a cookie.

Taylor: Just a long cookie.

Raleigh: But just a long one.

Sydnee: Okay. Well, I just—I don't know. When you—I saw the commercials for the pretzels and the churros. I hadn't seen the cookie. And so when you said foot long cookie, the image that I conjured in my head was a foot long cookie cylinder.

Taylor: That's a... and I don't know why you didn't say, "Nope, not that one. That image isn't right. Move on to the next one, brain." No. You stopped there and went, "Eh, maybe." [laughs]

Sydnee: That seems like a—that seems excessive.

Rileigh: See? They're just long rectangles.

Sydnee: Do people want that?

Taylor: I feel like that's bad cookie science.

Sydnee: Yes.

Rileigh: Our father saw the commercial and said, "I want that." [wheeze]

Sydnee: Well...

Taylor: The joy of a cookie is, like, you have a little bit of crunchy bits on the outside and a little bit of soft bits on the inside. That's a good cookie. That's a—that's not enough crunchy bits on the outside and too much inside.

Sydnee: The ratio is wrong.

Taylor: Yeah. Bad cookie ratio. Bad cookie ratio!

Sydnee: It's why there is a superiority ranking in the different shapes of Reese cup.

Taylor: Right, yeah. 'cause you have, like—the reason that the specialty ones are better is because you get, like—you don't have the thick chocolate ridges on the outside that give you too much chocolate and changes the whole texture experience. You just get smooth peanut butter with that little bit of chocolate on the outside.

Sydnee: That's exactly right. That's why. And you can debate, then the order of, like, pumpkin and tree and, um... egg.

Taylor: Egg.

Sydnee: Yeah.

Raleigh: Egg.

Sydnee: Egg.

Taylor: Egg. [laughs]

Sydnee: I love the egg.

Taylor: I think that was just an agreement that the egg is superior! Just by going, "Egg."

Sydnee: Yeah. Egg.

Raleigh: Egg.

Taylor: Egg. [laughs]

Sydnee: Egg. You all know. You know!

Taylor: Egg's the best. Then the pumpkin, then the tree, then the regular Reese cup, then those little guys that are doing nothing for me.

Sydnee: No. Well, because they have, like, the thinnest layer of peanut butter inside.

Raleigh: Oh, I love the little guys! I love the little guy—

Taylor: What?

Raleigh: The white chocolate little guys?

Sydnee: [incredulous] White chocolate?!

Taylor: Whoa!

Raleigh: Oh, I love those. I do. I do love those.

Sydnee: No!

Taylor: So you mean you want just, give me all of the white chocolate—which isn't chocolate—and just the tiniest hint of peanut butter?

Raleigh: Yes.

Taylor: Interest.

Sydnee: No...

Raleigh: Charlie loves 'em too.

Sydnee: I know. I know she does. But Charlie doesn't like actual chocolate.

Raleigh: Well, I don't really, either.

Sydnee: Oh.

Taylor: I would put Reese's Pieces before the little guys.

Raleigh: Well, I would too. I love Reese's Pieces.

Sydnee: Uhh... I mean, I—

Raleigh: I love them.

Sydnee: Yeah, that's tough. Now, I would definitely put Reese's Pieces over white chocolate.

Taylor: Yeah.

Raleigh: Crazy.

Sydnee: No. But you like Dots.

Raleigh: I do.

Taylor: Yeah, that kind of ends any argument. Any—

Raleigh: So does Charlie. Your daughter.

Sydnee: [laughs quietly]

Taylor: Any involvement with you and a candy conversation, Raleigh, just falls out when you bring up Dots.

Sydnee: Yeah.

Raleigh: You know what I wanna know is if the Subway company owns Auntie Anne's and Cinnabon, and created their own menu items featuring those menu items, Pizza Hut and Taco Bell are often a combination experience because they're owned by the same corporation. Why are there not combination Pizza Hut and Taco Bell menu items that you can get at a combination Pizza Hut and Taco Bell?

Sydnee: Well...

Taylor: What would that—like a taco pizza?

Raleigh: Yeah.

Sydnee: I mean, the Mexican pizza already exists at Taco Bell.

Taylor: Yeah.

Raleigh: Or like—like, a taco pizza, or like... like... I don't know.

Sydnee: There have to be ways to cross over.

Raleigh: Cheese sticks, but...

Taylor: I don't—

Raleigh: ... Taco Bell? [laughs quietly]

Sydnee: Cheese sticks, but Taco Bell.

Raleigh: I don't know!

Taylor: Yeah! Like, nacho cheese sticks.

Sydnee: Ooh, nacho cheese sticks!

Raleigh: Yeah, there you go! Yeah!

Sydnee: Okay. Okay.

Taylor: I feel like that would—I feel like there's—

Raleigh: You know what I mean?

Taylor: Yeah.

Raleigh: Like, why—

Sydnee: No, there's potential there.

Raleigh: Why can't they cross over?

Sydnee: I don't know why they can't.

Taylor: I'm just—I don't think—when you talked about the foot long cookie, I really realized that the whole thing that Subway decided was their brand was things that are long. [laughs]

Raleigh: [laughs] Yeah.

Taylor: Like, measurable inches of food was—they, like, this is just—as many things as we can make a foot of.

Sydnee: What do we sell [crosstalk]?

Taylor: Is our brand.

Raleigh: Long things.

Taylor: And, like, now the other branches in the family, can they not make... can they not make—like, that's—don't infringe on our...

Raleigh: No, can't make the foot long [crosstalk].

Taylor: Long food. [laughs]

Sydnee: It's a monopoly! It's a mono—

Taylor: Don't make long food! [laughs]

Sydnee: We need a lawyer. They've created a monopoly—

Raleigh: [simultaneously] A monopoly over foot long things.

Sydnee: —on foot long things.

Raleigh: Well, you know, it's interesting, because I know they faced some legal problems before by advertising foot long sandwiches that really weren't a foot long. They were, like, ten inches. And if you look at the pictures of these foot long sidekicks, as they are calling them, the pretzels are absolutely significantly shorter than the churros and the cookies. Which makes me think the pretzels are not a foot long. So I would be—I wanna know how they're advertising them.

Sydnee: We got one, but I don't—I didn't measure it. [laughs]

Raleigh: You got one and you were sitting here questioning me about it?! You eat—

Sydnee: Well, not the cookie! The pretzel! We got a pretzel. We got a foot long pretzel.

Raleigh: But your—[sighs] okay. Was it a foot long?

Sydnee: I didn't—I don't—I mean... you are asking the wrong person. I have no spacial reasoning.

Raleigh: Didn't you do math field day?

Sydnee: I know, and that is the part of math that I fall apart on.

Raleigh: It's also the part of math field day I was the worst at.

Sydnee: Yeah. Those tangrams really got me, too. I have no spacial anything. I was good with algebra and I was bad with geometry. I mean, don't—don't get me twisted.

Raleigh: Me too.

Sydnee: I got an A in both, of course. [laughs quietly]

Taylor: [wheezes] Okay?

Raleigh: Don't get it twisted.

Sydnee: But it was hard in geometry and it wasn't hard in algebra. That's—that's my brain. I can visualize things. I don't have aphantasia. Have you heard of aphantasia? You've heard of this?

Taylor: Where you don't see things in your head?

Sydnee: Yeah.

Raleigh: Yes, Hank Green told me about this online. [laughs]

Sydnee: Yeah.

Taylor: Yeah. That's wild. I mean, I can't imagine—like, I feel like... it's like a 50/50 divide between my internal landscape and the rest of the world, as far as where my attention lies. [laughs]

Sydnee: I know exactly what you mean. Like, to the extent that sometimes I don't know if something really happened, or if I just saw it in my head so vividly that I thought it happened.

Raleigh: Yeah.

Taylor: Yeah.

Sydnee: It is—it's so hard for me to conceive of not seeing things in your head.

Taylor: Like, that's how I get myself to sleep every night. I make a little movie in my head until I fall asleep.

Raleigh: Yeah.

Sydnee: Mm-hmm. Mm-hmm.

Taylor: When people tell me that they can't do that I just, like, but what—what do you—what goes on—I mean, I know you have thought. You have intellect. But it's just an entirely different experience.

Sydnee: Yeah. It is.

Raleigh: And the melatonin-induced pictures I have in my head when I go to sleep? Oh, man. What are you looking at if you take melatonin and you don't see things in your head? Can't be as fun.

Sydnee: I don't know. My experience like that was when I, uh... 'cause I don't take melatonin, but I had to be on malaria prophylaxis for a while. That can give you some wild... I mean, they're really dreams. But one way or another, when you close your eyes, everything gets real vivid.

Taylor: I just—I just lucid dream a lot. And I feel like that is a bummer thing to do and then have to wake up in the real world and be like, just five minutes ago I could fly, and, like, summon sandwiches to my hand. And now I have to go to a job. This is... this is a downgrade.

Raleigh: That seems like a sick lucid dream.

Taylor: [laughs] Yeah, well, that's a—like, when I realize you're in a lucid dream there's always, like, a short list of things you do, right? It's like, "I'm gonna fly, and then I'm gonna eat a bunch of food. And then I'm gonna fly again."

And that's kind of it. I don't know. I don't know what other people do in their lucid dreams. [laughs quietly]

Sydnee: I mean, I... you know what other people do in their lucid dreams! We're not gonna talk about it on our show!

Taylor: Yeah, I guess, but...

Raleigh: Sydnee!

Sydnee: [laughs]

Taylor: I mean, some people. Not—

Raleigh: We were talking about flying and eating sandwiches, Sydnee!

Sydnee: Well, and that's great, too!

Taylor: Lucid dreams reveal your deepest desire, and I would just like to sit down and eat a meal, and then fly. That's it. Those are the—I don't get to do either of those things in my daily life.

Sydnee: Well... I think it's interesting that we all have those similar experiences, 'cause it speaks to probably something genetic that isn't—I mean, I don't know why we would necessarily study it right now. I don't know what benefit it would be to any of us, or mankind.

Taylor: Right now, on the podcast? No, I don't think we have time for that, you know.

[all laugh]

Taylor: It's a very—it's only, like, a 45 minute show, you know.

Sydnee: Well, yeah. Yeah. And just, like, generally I don't know what we would do with that research. Like, "Hmm. So that was genetic all along." And then what?

We just—

Raleigh: Now you know.

Sydnee: Now we know. And then we know a thing. So I don't know that it would necessarily benefit humankind.

Taylor: Well, I mean, Syd, that's a lot of science is, "Well, now we know that."

Raleigh: That's true.

Taylor: I mean... sea urchins wear little hats. We spent a lot of time figuring out why. I think that's important science. It doesn't benefit us except for to know why sea urchins like to wear little hats.

Sydnee: [laughs quietly]

Raleigh: It's true.

Sydnee: That's true, that's true. There is. We used to do... in one of my classes in college, we used to have to bring in on a little note card some sort of study we read, and learned something. Like, an actual peer-reviewed study, and what was it—briefly, like in a line or two—and what'd we learn from it?

And, um, we always—and then we had to say, like, what branch of science that was a part of. And I always liked—we had this challenge where we would all try to find things, and I can't say the word that we called it because it has, like, a curse word in it.

Raleigh: Mm-hmm.

Sydnee: But it was, um... what the freak, I guess would be, science. Like, we're not really sure why we did it, and we don't know exactly what we learned from it. But maybe should. [laughs quietly] Maybe should this will be a building block to something we cannot yet understand.

Raleigh: Yeah.

Sydnee: That was always the challenge, was to find those studies. So then when they were like, "And what—how did this advance scientific knowledge?"

And would be like... "We don't know." [laughs] "Unclear."

Taylor: I don't know. I feel like that's the high points of humanity. Like, I think if we spent more time investing our resources into, like—I mean, taking care of each other first. But then, like, do bugs like music? I wanna know. I just wanna know! Can we figure that out? Can we do a study? Is there a study? I think that's us at our best. [laughs]

Sydnee: Probably. Probably. I mean, there—like, that was—I remember the first one we talked about like that was like, the complexity of songs from various songbirds.

Taylor: Hmm.

Sydnee: And how it influences their mating. Which is, like, a fascinating thing to think about, that different songbirds have different—like, their songs can be very complex, and this leads to a higher probability that they will mate, because they sang a harder song. [laughs quietly]

Raleigh: I saw a TikTok of a—

Sydnee: And I don't know what we do with that. But it's cool!

Raleigh: I saw a TikTok of a girl who owns a cockatiel who just sings September by Earth, Wind, and Fire on repeat pretty much all the time all day and saying, what does that—what does science say about that?

Sydnee: I mean...

Taylor: That is a cool, grade A bird. That's a good...

Sydnee: I bet that—

Taylor: ... high quality friend.

Raleigh: It's so, so great.

Sydnee: I bet that bird could get a date.

Raleigh: Probably.

Taylor: I would date that bird.

Sydnee: What? [laughs]

Raleigh: [laughs]

Taylor: I mean, like... like, we would—like, I would—I would—

Raleigh: Like if you were a bird?

Taylor: If I was a bird, yeah.

Raleigh: Okay.

Sydnee: Yeah, okay.

Taylor: No, like not now! [laughs] Look, I'm a bit of a weirdo. I don't date birds. I feel like I need to say that. Now I feel like I'm saying it too much. Now I think it's a thing that people aren't gonna believe that I don't date birds.

Sydnee: [laughs] If you have to say you don't date birds...

Taylor: Oh, man. [laughs] Crap.

Sydnee: ... the chance that you do date birds just increased. [laughs]

Taylor: Oh... [laughs quietly]

Raleigh: I highly recommend everyone goes on TikTok and just looks up "bird singing September."

Sydnee: Oh.

Raleigh: It's great.

Sydnee: I bet that's cute.

Taylor: [quietly] I've seen that bird.

Sydnee: Um... well... Double Dare. I don't know. [laughs]

Taylor: We're not—we're not—yeah. This is—we changed topics, like, eight times, but the topic of the day...

Sydnee: Is Double Dare. Which, I mean, I guess that makes sense. Double Dare was, at its heart, a trivia show about all kinds of things. All kinds of topics. An educational show, would we go so far as to say? You learn something.

Raleigh: Is that really the point, though?

Sydnee: I—no. I don't think the point of Double Dare... but, like, you could make a case that it was educational because when they were asking... I mean, first the kids and then eventually the families, when they're asking them questions...

Raleigh: Mm-hmm.

Taylor: But did you not feel like the questions were—I mean, they were not very difficult. And then the point of—any question that was slightly difficult, it just immediately went to a physical challenge.

Sydnee: Yes.

Taylor: Like, it would be like... like, I don't know. The most basic question possible. And then as soon as there's anything, "Ah, just go to—just do a physical challenge." Like, I don't—

Sydnee: Just do a physical challenge.

Taylor: —I don't wanna think about how many states begin with the letter M. Just do a physical challenge.

Raleigh: Yeah.

Sydnee: This is—this feels like America in a game show.

Taylor: Yeah. [laughs]

Sydnee: I don't know. Let's do a physical challenge.

Taylor: Right. [laughs] I think—

Sydnee: I don't know! Let's punch about it!

Taylor: I would rather you make sweet and sour soup on my head than me have to think about... letters. [laughs]

Sydnee: And don't even get me started on geography!

Taylor: [laughs]

Sydnee: We don't know that here!

Taylor: I don't know where France is! Give me a balloon to pop with my chest!

Sydnee: [laughs] Do we even teach geography still? Or is it just physical challenges in school? We get to the part of geography and everybody's just like, "I'll take the physical challenge." The teacher's like, "Thank god."

Raleigh: [laughs]

Taylor: Go to PE. There you go.

Sydnee: We haven't actually taught geography in years. I don't know. I am sure there are Americans who know geography. I guess I should say that. If you are an American who knows geography, I am sorry.

Taylor: That's a group of people that I would never want to make mad.

Sydnee: Yes.

Raleigh: Yeah.

Taylor: The concept of an American that knows geography is an American that knows too much. I respect you, sir or ma'am. [laughs]

Sydnee: Yes. You have a grasp of an area of knowledge that so few Americans do.

Raleigh: Myself included.

Sydnee: Yeah.

Taylor: Yeah...

Raleigh: I would like to say.

Sydnee: No, that was the only category on The Floor that I felt like I would've done poorly on.

Raleigh: Mm-hmm.

Sydnee: The other ones were you have to name a fruit. [laughs]

Raleigh: I can name fruits.

Taylor: What?

Sydnee: [laughs] They—on the game show, The Floor—

Raleigh: Sydnee's really obsessed with The Floor.

Sydnee: First of all, it's hosted by Rob Lowe and he just—he's all in. Earnestly all in to this show, and I love that. But they just have to—they do battle over these categories and it's like, okay, literally Taylor, this is an example. The category is fruits. Two people, standing across from each other, and they have to—they show them a picture of a fruit and they have to name it. And when you answer and you hit the buzzer, then the other person's clock starts ticking, and it goes back and forth until one person runs out of time.

Basically from either not answering fast enough, or not knowing what it is. So... it starts off and it's literally like, a picture of a banana. A picture of an apple. A picture of some grapes. A picture of a straw—I mean, like, this is how all the categories start. So, like, transportation. A picture of a car. A picture of a boat. [laughs] A picture of a plane.

Raleigh: [laughs] I feel like there's only so many things in transportation before you run out of ways to transport.

Sydnee: But it always inevitably culminates in someone who does not remember the name of a common object or thing on Earth. Sometimes it's celebrity-based, in which case I wouldn't know those as well either, but I don't know. There's just this moment where these two adults are intensely, like, yelling the names of common—like, things you find in your kitchen junk drawer. That was a thing.

And it's like, rubber band! Paper clip! Stapler!

Raleigh: Battery!

Sydnee: Battery! House key! Pen! [laughs quietly]

Taylor: Uh... o—okay.

Sydnee: This is literally the show. Anyway. Okay. But before we talk more about that... there's something we gotta do.

Raleigh: We gotta check the group message.

Sydnee: That's right! 'Cause it's a very special group message this week. We already alluded to it, but what time of year is it?

Raleigh: It's a Super Sloppy group message! [laughs]

Taylor: That... also MaxFunDrive! [laughs quietly]

Sydnee: We keep—we keep saying it's sloppy.

Taylor: We're trying to make it happen.

Sydnee: The MaxFunDrive is not sloppy, y'all.

Raleigh: It brings me a lot of joy. No, the MaxFunDrive isn't sloppy. I just think that Double Dare was more fun when it was special Super Sloppy. We also are more fun when we are MaxFunDrive... Super Sloppy.

Sydnee: Super Sloppy MaxFunDrive.

Raleigh: Yeah.

Taylor: Yeah.

Raleigh: But yeah, it's MaxFunDrive.

Sydnee: Yes. It's the MaxFunDrive. So again, we are a network of shows that count on donations from our listeners to keep making the content that you enjoy, to make more of it, to make new shows, to try new things, um, to buy better equipment. All the things that we do that go into making our podcast. Um, we count on you to do it.

And especially, you may have noticed, more than ever, because there's not as many advertisers on podcasts these days, and so it's become more important than ever that we have you all to support the things we do.

Now, there are a lot of different levels that you can support Maximum Fun. And we do ask that you become a monthly member. That's how we know we can count on, you know, you donating what we need to keep doing what we're doing. But this is the time you can do it.

At \$5 a month, \$5 a month, what will that get you?

[pause]

Taylor: That will get you a ton of bonus content. Not just from us, but from every podcast on the network, and not just from this year, but from all years past.

Sydnee: That's right. I believe it is over 600 hours of bonus content. So silly—silly, goofy things. Not necessarily. But, like, fun extra stuff. [laughs quietly] Some of 'em are silly.

Rileigh: We have a vault just like Taylor Swift.

Taylor: [laughs] Get our rare B-sides, like when we played D&D. That's like a Taylor Swift song, right?

Sydnee: Absolutely. So \$5 a month and you get access to all that bonus content.

Now, what will you get at \$10 a month?

Raleigh: Well, at \$10 a month you also get that bonus content, and you get one of 40 enamel pins. There's one for every Max Fun show, including our own. Uh, and you get to pick which show's specific design. They were all created by Maret Bondorew and you can pick which one you want, and you get it. Uh, based on, like I said, all of our shows.

And you'll receive your own letterpress Max Fun membership card. And like I said, you get all that bonus content as well. So every level you get the gifts from the level below.

Sydnee: That's right. So if we go up another, let's give you another example. If you can do \$20 a month, you're gonna get that BoCo, you're gonna get a pin, but what else are you going to get?

Taylor: You've got options. You get two paths that you could take. Uh, you could get a bucket hat.

Sydnee: I love bucket hats, by the way.

Taylor: If you like this show, you probably like bucket hats. [laughs]

Raleigh: Yep. [laughs]

Sydnee: That's right. I was so excited when I saw that we were offering a bucket hat, because I love bucket—with the Max Fun logo on it. It's a very cute bucket hat.

Raleigh: And they say [crosstalk]—

Sydnee: Or if you're not a hat person—

Raleigh: They say it fits all the heads. Uh...

Taylor: They've tried it.

Raleigh: Yeah.

Taylor: On all the heads.

Sydnee: Hm.

Rileigh: But, uh, if you're not into hats you can get a Gains on the Go bandanna. It's a super cute green and yellow bandanna featuring little Easter eggs from all of the shows, um, that doubles as a chess board.

Taylor: So you could, like, wear as a neckerchief, and then if someone's like, "Man, I wish we could play chess right now. But we're on the go."

You could be like, "No worries, pal. I got you."

Sydnee: And there—[laughs quietly] there are higher levels, too. You should really check out, if you are able to do so, at 35, and 50, and 100, even higher levels per month. And again, this is just like—I feel just like Marc Summers. You still get all of the other gifts at the other level—like, the lower levels of donating. This is just like on Double Dare when he would read out the prizes.

You still get the Casio keyboard. You still get the BK Knights. You also get a bucket hat! I mean, that's... you don't—

Taylor: That probably was a prize at some point on Double Dare.

Sydnee: I'm sure it was. Now, I will tell you, you do not—we will not give you a Casio keyboard for joining.

Rileigh: That's what I was just about to say.

Taylor: So sorry.

Sydnee: For joining the Max Fun Network. We can't give you a Casio keyboard. I don't have one to give you. But it's the same vibe. You get it.

Um, but this is the moment. Maximumfun.org/join. Again, not only because all of these great gifts that we just talked about. This is the time of year where when you join you get them, which is cool, and it's a great way of us saying thank you for what you do.

Uh, but also because if you like something and you're able to throw a few dollars towards something you enjoy to keep it going and to help make it better, I think that's a great thing to do. I think it's wonderful to be able to support art, if you love it and you can.

And, um, we really appreciate those of you who do. If you're already a member, thank you so much. If you're upgrading, thank you so much. Um, we so appreciate what you do. You can go to Maximumfun.org/join. You pick the shows that you listen to. If you're listening right now, we're one of 'em, so thank you.

So the money you're donating, the majority of it is going directly to the shows you like. So again, don't delay. This is the moment. If you delay, if you're like me, you'll forget about it. Maximumfun.org/join.

So, back to Double Dare, the game show we were supposed to be talking about before.

Taylor: [laughs] Yes.

Raleigh: Yeah.

Taylor: Alright. [laughs]

Sydnee: Um... Double Dare started in 1986. Did you know that, Tey?

Taylor: Oh, I'm as old as Double Dare.

Sydnee: Yeah. Double Dare started—

Raleigh: [through laughter] You also started in '86.

Taylor: [laughs] As well. Me and Double Dare, we have a lot in common.

Raleigh: [laughs]

Sydnee: You're a few months older. It started in October of '86.

Taylor: We're both full of useless but mildly interesting facts, and very messy. [laughs quietly]

Sydnee: Uh, what's your relationship with Marc Summers, though?

Taylor: R—respect?

Raleigh: [laughs]

Sydnee: Love Marc Summers. So he was obviously the original host of Double Dare. Super Sloppy Double Dare came out in '89.

Taylor: Hm.

Sydnee: Um, when was Family Double Dare? That was in... oh. That was in '88. So. No, '90. Sorry. Getting on my... yeah. So we had Double Dare Super Sloppy, and then Family Double Dare. And it went away for a while. Do you remember that they brought it back?

Raleigh: In 2018, they brought it back. I wasn't watching it, but I remember it because Liza Koshy was one of the hosts of it, and she was a YouTuber that I watched at the time.

Sydnee: I didn't know. I was not as familiar with her, but Charlie and Cooper knew who she was.

Raleigh: Mm-hmm. She started as a Viner.

Taylor: Hmm.

Sydnee: Hmm.

Raleigh: And then transitioned to YouTube when Vine went away, and was very popular on YouTube, and now I don't even think she does YouTube. She just does, like, actual, you know, TV and such.

Sydnee: Yeah. But it—so, Double Dare, if you're not familiar, was a Nickelodeon game show. I guess game show is the word for it. It feels like something else entirely. It feels like its own thing.

Raleigh: It is a show of games.

Sydnee: It is games, it is games. You have—originally it was teams of kids, two kids on each team, a red team and a blue team. And they, uh, face off in a battle of wits. [laughs quietly]

Um, but when they can't answer the question—and they get points for answering the questions, but if they can't answer the question they can opt for instead the physical challenge, which is some sort of stunt. It is not a—it is not any sort of, like, game that you've played in real life.

Raleigh: No.

Sydnee: It's not like they play, you know... horseshoes or something.

Raleigh: It's a little bit more exciting, made for TV, than horseshoes. [laughs]

Sydnee: And it often involved, like, stuff getting dumped on you. Like, throwing things that are covered in what I assume is, like, a whip creamy kind of substance at each other, or dumping colored liquids on each other, or slime, I guess. These were the slime days.

Raleigh: I mean, it was Nickelodeon.

Taylor: Was this the origin of Gak? 'Cause I heard Marc Summers refer to Gak many times, and I'm assuming that this was a... 'cause Gak became a product that you could buy. You could buy. It was like—it was slime, but they would call it Gak.

And, uh, and I didn't... I mean, I'm assuming it's either a Double Dare, or You Can't Do That on Television thing. It was definitely a Nickelodeon thing. But I was surprised to hear Gak thrown around so often.

Sydnee: I wonder if it was.

Taylor: [crosstalk] Gak.

Sydnee: It was a Nickelodeon thing, but I don't know if it was specific to Double Dare.

Taylor: Maybe the invention point of Gak. Which was just something for, like, it's not slime but it's gooey? [laughs]

Sydnee: Well, Gak was a superior product, especially if like—if my kids had to have one of the two in the house today I would choose Gak. Because the slime from, like, original, like, You Can't Do That on Television Nickelodeon days was pretty thin. You know what I mean? Like, a thinner substance. Whereas Gak was a pretty thick—it was not a putty, but it was on the, like—on that spectrum of slime to putty, it was a little closer to the putty end.

Taylor: Yeah.

Sydnee: Now, I imagine it could still get pretty stuck in hair. I don't remember ever getting Gak stuck in my hair, but I bet it could do some damage to hair.

Raleigh: Um, it did come from Double Dare.

Taylor: Ah.

Raleigh: In case you're wondering, there is a page on the Nickelodeon Fandom Wiki that is a list of Nickelodeon compounds.

Taylor: [laughs]

Raleigh: Uh, and it starts with slime, goes into Gak.

Sydnee: Floam.

Raleigh: Floam, uh-huh, of course.

Taylor: Yeah, yeah.

Raleigh: Um, Solar Gak, Smell My Gak, Gak Pak, Gak Vac, Gak Inflator, Gak Copier, Gakoids, Gak [crosstalk]. These are all things.

Sydnee: Ohh, the Gak Inflator. I remember the Gak Inflator.

Raleigh: Um, it says it's Nickelodeon/Mattel's most popular compound. It was originally issued in 1992, and then again in 1984.

Sydnee: I mean, if they sold it today—well, there's just so many slimes now.

Taylor: I mean, that's what slime has taken the place of. It's the same vibe.

Raleigh: That's what it says. It was—yeah. It was marketed on the fact that unlike other things at the time, it made a fart noise when you squished back into the container.

Sydnee: It does.

Taylor: Yeah, yeah.

Raleigh: So I think that's a little bit less unique these days.

Sydnee: Yes.

Raleigh: Fart noises are just inherent in slime.

[someone's phone goes off]

Sydnee: There's so many things that make fart noises nowadays. It's so hard to compete in the fart noise space.

Raleigh: It's really true.

Sydnee: Because it's just such a crowded...

Taylor: Yeah. They had such a monopoly on that for so long, and nowadays just, you know...

Raleigh: Such a tough market to break into. [laughs quietly]

Sydnee: You know, though, I will say, it is still—even though, like, the slime market is pretty crowded, I as a parent of children who love slime, I know the slimes I will not bring into this house and the slimes that I find acceptable because of how, like—how much they stick to your hands and your clothes, how much they're likely to stain, how hard they are to get out of carpet.

Like, these are things I've learned. So if a high quality slime comes on the market, I am going to gravitate towards that slime. It is crowded, but people do rise to the top, because I have to deal with the aftermath of the low quality slimes.

Raleigh: Mm-hmm.

Sydnee: [laughs quietly]

Taylor: Well, I think that because there wasn't a lot of competition, I don't think—I don't think Gak had to be the most... the most evolved slime material, 'cause I definitely remember it sticking to clothes and staining clothes and sticking to carpet.

Sydnee: Yeah.

Taylor: I remember making—doing some damage with some Gak.

Sydnee: They came in those fun containers.

Taylor: Oh, like little stars.

Sydnee: Mm-hmm.

Taylor: Yeah.

Sydnee: Looked like a splatter.

Raleigh: I always preferred Floam.

Sydnee: Did you.

Raleigh: It was not as messy.

Taylor: Yeah, Floam was a lump.

Raleigh: Yeah.

Sydnee: Yeah. Floam is not as messy. I wonder if Gak—I'd have to look at, like, how it's made, like what the chemical constituents are. But when you make slime at home, the great advantage of knowing how to make slime is that you know you can squirt contact solution on it when it gets in clothes or whatever, or hair.

And it will get harder and harder until it's more of a putty and you can just sort of pick it out. Like, I have gotten slime out of so many things with contact solution.

Taylor: Interesting.

Sydnee: Yeah. There's a tip for anyone out there who likes to make slime or play with slime.

Raleigh: So Gak is just glue, water, and borax.

Taylor: Oh!

Sydnee: So it i—so it is.

Raleigh: It's just slime.

Sydnee: It's slime.

Raleigh: Yeah.

Taylor: Well, there you go.

Raleigh: Well, that's what the internet is telling me Gak is.

Sydnee: Well, there you go. Yeah, boric acid, boric ions, borate, are in contact solution. So that's why you can use that to replace borax that you buy.

Taylor: So you use some of it to make it and you can use more if it to make it a different consistency to the point that you can remove it.

Sydnee: Yeah, the more you add, the firmer and less stretchy it gets. And if you add—so if you add too much, it's not really slime. Like, it becomes a putty kind of thing, which is not as fun to play with, but it does come out of clothing and stuff. 'Cause, like, then you can kind of, like, take something rough, like I'll take a washcloth or a sponge and just sort of rub it across the clothes or the carpet, and it turns into little bits. You know, it comes off. It's no longer sticky. It's sticking to itself more than it's sticking to the sub—whatever the... substance is.

Raleigh: Yeah. Why do you think with how popular slime has become slime-based TV shows have not also come back and risen in popularity? Like Double Dare?

Taylor: Uh... is that the question? Or is the question why were slime-based TV shows ever popular? [laughs]

Raleigh: I frickin' loved slime on, like, the Kids' Choice Awards. When they pull that out. You all seen that clip of Katy Perry opening the box of Kids' Choice Awards and just absolutely getting blasted with slime? I mean, they used to slime everybody on that show and I loved it.

Taylor: I mean, I guess I'm not against—

Raleigh: It's just a fun visual experience.

Taylor: No, fair. I'm not against a sliming from time to time. I just mean I think the whole point of Double Dare was...

Raleigh: Slime.

Taylor: ... watching people get covered in... like, I don't know. Like, I think at some point they did away with some of the more, like, openly grotesque things. Like, I was watching an early episode, it was from, like '86, and part of the obstacle course—it was definitely meant to be, like, this is a digestive tract. You come out the butthole. Go through the poop.

Raleigh: Mm-hmm.

Taylor: And it's like, that's gross. I don't want to watch that on TV. [laughs]

Sydnee: It was—it was very explicitly gross. I mean, I think picking the nose is pretty gross.

Taylor: Oh, I hate that nose!

Raleigh: Yeah. I did not like that.

Sydnee: Yeah.

Raleigh: I saw one that made me laugh so hard I had to pause it and take a breather that was an episode of Family Double Dare where they were throwing meatballs at their children in bowls full of spaghetti.

Sydnee: [laughs]

Raleigh: And it was just the visual of these parents throwing giant meatballs at their children wearing masks and goggles and these bowls full of fake spaghetti! I just couldn't! [wheeze-laughs] I couldn't stop laughing! Like, what—who—who came up with the idea, sitting in a production room somewhere in Nickelodeon headquarters and was like, "Guys, I've got it. The next great physical challenge for Double Dare."

Sydnee: There's a lot of great—there's that whole documentary about, like, the history of Nickelodeon and the people who, like, set down and said, "We wanna make TV for kids. And we want to make the kind of TV kids would like."

And, I mean, kids like watching parents throw giant meatballs at their children.

Raleigh: Yeah.

Sydnee: I guess.

Taylor: I mean... the opening, like that opening physical challenge that every episode would open on was always so jarring. Where it's just like, you don't really—there's no explanation. It's not like where they're gonna tell you what's gonna happen. You just—there was one—

Sydnee: On your mark!

Taylor: Yeah! It was a Family one and it was like, make your kid into a big ol' burrito. And it was just dads [through laughter] violently rolling their children up in, like, a giant foam, like, blanket! And just these kids just being thrown by these dads! I'm like, "Oh no!" [laughs]

Sydnee: Can you imagine being on Family Double Dare with our father?

Taylor: Oh no! [laughs]

Raleigh: Our dad would... would... take it so seriously.

Sydnee: I know.

Raleigh: Our dad rolling us around in those burrito blankets. Throwing meatballs at us. Can you imagine?

Taylor: Somebody would've lost an eye, if not a life. [laughs quietly]

Raleigh: Yeah.

Sydnee: I know. "Man dies playing Double Dare."

[all laugh]

Sydnee: He would go at that final obstacle course. I mean, I would've had to have a knee replacement back then if he had done it.

Taylor: I can't.

Sydnee: I can't even imagine.

Raleigh: He'd win.

Taylor: Yeah.

Sydnee: And Mom would have to participate, and she'd be so mad at him.

Taylor: Oh, she'd hate it.

Sydnee: "[through gritted teeth] Tommy! Stop it! Calm down!"

[all laugh]

Sydnee: "It's a kids' game show!"

Raleigh: I can just imagine sitting in that bowl of spaghetti and Dad throwing a giant meatball and just hitting me right in the head. [laughs]

Taylor: [laughs]

Sydnee: "Catch it! Catch it!"

Raleigh: "Why'd you throw it so hard? I'm supposed to catch it!"

Sydnee: "We need another meatball!"

Raleigh: "Well, if you'd been looking maybe you would've caught it!"
[laughs quietly]

Sydnee: "Eyes up! Stop crying!"

Raleigh: [laughs] "This is Double Dare!"

[all laugh]

[loud thud]

Sydnee: "We've gotta get that Casio keyboard!"

Taylor: Well, that's, like—is it worth it? Is it worth it for the prizes?

Raleigh: No. [laughs]

Taylor: 'Cause, you know, the final prize if you made it through that obstacle course was usually pretty cool. It was like a vacation somewhere. Everything leading up to that it's like, okay. I didn't get those... I don't know. That... yeah. Like, that keyboard, those moon boats, that, like, uh...

Sydnee: The BK Knights.

Taylor: Yeah. Yeah. Uh... sometimes it was just like, cereal. Like, it was not—like, some of the lower prizes were not, like, the most exciting things. It seemed like the better—the better prize was just to answer a bunch of questions right to get a lot of money. And then you split the money.

'Cause they let—whatever money you made you got to keep. Even if you were the losing team, you got to split that money in half.

Sydnee: Yeah. But that was the brilliant part of it, though, is that they knew—I mean, it had to have been kind of, once you had it all set up, fairly low budget. Because, like you said, a lot of the prizes aren't particularly expensive, and also the kids are so incentivized.

Like, they don't want—they don't care about money. When you're a little kid you're not thinking about how much money. You just wanna do these, you know, messy challenges 'cause they look fun.

Raleigh: Mm-hmm. You wanna get sloppy.

Sydnee: You wanna get sloppy, and you do want—like, to you... well, I mean, they sent some kids to Space Camp. That's pretty cool, you know?

Taylor: Well, there was also the KB Toy run. they would get a gift certificate to KB Toys. That was a big one.

Sydnee: So, like, those are the things you want. You don't care about the money. You want the shoes, you want the keyboard, you wanna go to Space Camp. Yes, the KB—the KB Toy run. Talk about something that was like... 'cause going on Double Dare would've been a dream come true for me as a kid. Like, the idea that I could've gone on Doub—I wanted to run that obstacle course. I would sit and watch them, like, go for those flags and think, like, "I would've found it ten minutes—you idiot! I coulda—" [laughs]

Raleigh: [laughs]

Sydnee: "You're not going hard enough!"

Raleigh: "These dumb kids!"

Taylor: "You do not deserve Space Camp!"

Sydnee: "Throw yourself into that! You're not going hard enough!"

Raleigh: "I deserve Space Camp."

Sydnee: I mean, I wanted to so much. But then you—the KB Toy run. That was the other—did you ever sit and think about how you'd run down the aisle with your arm out and just, like, sweep things into the buggy, and why didn't anybody ever do that?

Taylor: Yeah... 'cause that was a whole other competition. Like, that— Double Dare would award you, like, a \$600 gift certificate to KB Toys. Was it ever—I don't know. Was it ever that high or was it, like, 200?

Sydnee: It was probably, like, 200. If that.

Taylor: Yeah, but that would've bought you a lot of toys, I guess, in the late 80's early 90's. But the KB Toy run, that was just, what? You got, like, a minute or, like, three minutes to just put as many things as you wanted in a buggy, or as many buggies as you could?

Raleigh: Mm-hmm.

Sydnee: Yeah. I mean, I assume back then you'd just run straight for, like, the NESs, I guess.

Taylor: I don't think that KB Toys had NESs on the shelf.

Sydnee: Did they not? I don't know. I don't know if toy stores sold video game consoles.

Taylor: No.

Sydnee: I mean, nowadays they would, but did they back then?

Raleigh: I mean, do toy stores now even sell video game consoles? Are there toy stores anymore?

Taylor: Do we have toy stores anymore is a good question.

Raleigh: Yeah. Toys R' Us definitely wasn't selling, like, Wii Us and GameCubes back in the day, was it?

Sydnee: I don't remember.

Taylor: I remember there being, like, a section with video games, at the big, big Toys R' Us. But...

Raleigh: Yeah.

Sydnee: Can you see a kid just running straight to all the video games like "I'm gonna resell these."

Raleigh: Yeah, I was gonna say, like, why would you get all the NESs? To resell them? For money?

Sydnee: Yeah, that's what I was saying. You'd just resell 'em. Um, I was just looking through some of the prizes, and other than, like, you could get a TV, that's pretty cool, there were a lot of different phones. There's a telescope. I believe you could win a Garfield phone at one point.

Taylor: Yeah, I saw that episode. Garfield phone was a thing.

Sydnee: Oh man. I would do anything for a Garfield phone.

Taylor: Weren't those washing up on a beach somewhere in, like, France for a while?

Sydnee: Yeah, a container ship full of them. Or a container. Probably not the whole ship, but a container of them had sunk, and then opened up, and so they started washing up on a beach. I wrote a poem about it once.

Taylor: Oh?

[all laugh quietly]

Sydnee: Anyway. [laughs] We all have our things we do! You could win a bike. You could win Coca-Cola watches.

Raleigh: On Family Double Dare and the first season of the Nickelodeon one, the grand prize was a car.

Sydnee: See, well, I mean, there were parents involved. You had to up it. Bon Jovi tickets.

Taylor: Bon Jovi tickets! [laughs quietly]

Sydnee: Yeah.

Raleigh: Okay, the grand prize packages on the 2018 version had a value of around \$6000, which I feel like is not enough... for what they make you do.
[laughs quietly]

Sydnee: Well... oh my gosh, you could win a scientific calculator.

Raleigh: There you go.

Sydnee: How cool.

Raleigh: Or Space Camp.

Sydnee: Karaoke machine.

Taylor: Yeah.

Raleigh: I always thought—

Sydnee: See, these are good. These are all good things.

Raleigh: I always thought Space Camp was a myth. I gotta be real.

Sydnee: Space Camp's real.

Raleigh: Like, you know like when your parents are like, "Mmm, the animal went to a, you know, farm." Like, "Oh, they're sending you to Space Camp." Like, what does that really mean?

Taylor: Oh, is that like they go—they go...

Raleigh: It's a metaphor—what's it a metaphor for? You know what I mean?

Taylor: I mean, that sounds insidious. That sounds like a...

Raleigh: I know.

Sydnee: It does. It sounds creepy.

Raleigh: That's what I always thought of when people said Space Camp.

Sydnee: No, but it was just Space Camp.

Raleigh: But like, what do you do at Space Camp?

Taylor: Learn about space!

Sydnee: Yeah.

Taylor: How to be an astronaut!

Raleigh: Why—that's not—

Sydnee: You learn how people learn about—I don't know. [laughs]

Raleigh: That wouldn't be that great of a prize for me. To learn about space.

Taylor: What?!

Sydnee: I think it's probably for people who like math more.

Taylor: No, it's about space, not math.

Sydnee: Yeah, but there's a lot of math.

Raleigh: That sounds even worse!

Sydnee: There's a lot of math involved in going to space.

Raleigh: Why would I do Super Sloppy Double Dare and do all these crazy stunts and get super sloppy just to go learn about math for a week.

Taylor: I don't think—I'm—I'm making wild assumptions about Space Camp, but I'm gonna say... I would not call myself Space Camp and then be like, "Well, secretly it's all about math."

No, it will be about interstellar travel and walking on the moon.

Sydnee: Listen. I am going to tell you a lot of space—a lot of space is math.
[laughs quietly]

Taylor: Well, I understand that. But I don't think that's Space Camp.

Raleigh: [simultaneously] Maybe when you're really becoming an astronaut. But not—

Sydnee: Well, I don't know. I don't know.

Raleigh: Not when you're in Space Camp when you're, like, 12.

Sydnee: We're never gonna know 'cause we didn't win Double Dare.

Taylor: None of us went to Space Camp.

Raleigh: [whispers] None of us went to Space Camp.

Sydnee: None of us went to Space Camp. So we're never gonna know what happens at Space Camp.

Raleigh: [whispers] It's true.

Taylor: What happens at Space Camp stays at Space Camp.

Sydnee: Oh, man. So if anybody went to Space Camp and can tell us about it, please do.

Taylor: They probably can.

Sydnee: Email us at stillbuffering@maximumfun.org.

Raleigh: It's just called Space Camp. I thought that was, like, a generic term for, like, multiple kinds, but it's just Space Camp.

Taylor: No, there was like—it was like a NASA-run—

Raleigh: [simultaneously] It was the name of a place.

Taylor: —thing.

Raleigh: In Alabama. On a map it's just Space Camp.

Sydnee: Well...

Raleigh: Anyways.

Sydnee: That's all the time we have to talk about Double Dare.

Taylor: Wait, that's it? Okay.

Sydnee: We're running out of time! Um...

Raleigh: We have to evacuate this fiery studio.

Sydnee: We barely talked about—I know! We barely talked about Double Dare. There was too much. Double Dare was great. I don't know why it went away. Please bring it back. Marc Summers is doing a show off Broadway. The Life and Slime of Marc Summers.

Taylor: Well, now, is he doing it or is it just based on him?

Sydnee: He's in it.

Taylor: Oh, wow.

Sydnee: Yeah. Alex Brightman wrote it. He's in it. And... I wanna come see it. I mean, it's not opening yet. I don't know when it opens. It opens soon. But it's not open yet. Anyway, thank you all for watching Double Dare.

Raleigh: Of course.

Sydnee: Teylor, what's next?

Teylor: Uh, I wanna talk about—I want to talk about the band Hole, specifically Live Through This I guess was sort of their big breakout album.

Sydnee: Alright.

Teylor: There you go.

Sydnee: Yeah. That'd be awesome. I can't remember—I mean, I'm sure I've listened to Hole many, many times, but I'm excited to go back to it.

Teylor: Well, this came out in '94 so we're sticking in the '90s.

Sydnee: Alright.

Raleigh: Excited. I don't think I've ever listened.

Sydnee: Perfect. Alright. Well, we'll go back to the 90's, with Hole.

Raleigh: Again.

Sydnee: Next time. Again. Um, thank you, listeners. Double Dare, it's probably on YouTube. [laughs quietly]

Teylor: That's where I watched it.

Sydnee: That's where—yeah. Um... one last time before we leave you. As sloppy... as super sloppy as this episode has been...

Raleigh: Exactly. Super sloppy.

Teylor: Now you've embraced it. [laughs]

Raleigh: Now we're all getting into it.

Sydnee: This is not sloppy. This is gonna be...

Taylor: I don't know. [unintelligible] Alright.

Sydnee: This is gonna be... I don't know the word. [laughs quietly] Unslo—neat!

Raleigh: Clean. Uh... it is the MaxFunDrive. One last time. Yes, I know, you've heard it from us before, but we don't want you to forget, because we do this just once a year. One time a year, for two weeks. We stand up and say "Hey! We are a donor-supported network. We count on you. We need you." If you can, if you're in a position to throw some money every month our way, we really appreciate it. It helps us continue to make these shows that you enjoy.

All you have to do right now is go to Maximumfun.org/join. You click on the level that you can donate, whether it's \$5 a month, \$10 a month, or more. If you are already doing so and you're thinking, "You know what? I'm in a position this year where I could maybe upgrade that a little bit. I really love these shows, I really love this network. I wanna keep supporting it and I want a gift."

You can upgrade your membership right now. At \$5 a month you get all that bonus content from all the shows on our network, from all the years. At \$10 a month you get the BoCo, plus you get a really cool pin of your choosing. The Still Buffering pin is so cute this year.

Um, but they're all cute. You just pick which one you want. And there are higher levels from that, again. But once more, Maximumfun.org/join. Thank you so much if you have joined our network, if you have upgraded your membership this year. Thank you, thank you.

Um, and if you can't, tell a friend, share our show. Spread the word. That always helps us, too.

Um, anything you can do, we really, really appreciate you. So again, don't delay. Maximumfun.org/join.

You should go to Maximumfun.org, check out all the great shows there. You can email us at stillbuffering@maximumfun.org, especially if you went to Space Camp, 'cause we don't know anything about it.

Taylor: Nothing!

Raleigh: Please.

Sydnee: Um, and thank you to The Nouvellas for our theme song, Baby You Change Your Mind.

Raleigh: This has been your cross-generational guide to the culture that made us. I'm Raleigh Smirl.

Sydnee: I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Raleigh: I am still buffering...

Sydnee and Taylor: And I... am... too.

[theme music plays]

Sydnee: I want to talk about how Marc Summers hates mess.

Raleigh: It's true.

Taylor: Which is the great irony [crosstalk].

Raleigh: It's the best part.

Sydnee: I know. And it was so sloppy.

Taylor: You'd see all those towels, like, hanging off the... the podium. You know that was his ask.

Sydnee: "More towels!"

Raleigh: Yeah.

Taylor: "Please have a lot of towels." [laughs]

[ticking]

Speaker 1: Back for another game?

Speaker 2: You know it.

Speaker 1: What's going on?

Speaker 2: Just one more week till MaxFunDrive.

Speaker 1: Hm! Hard to believe. It's been a heck of a year since the last one. We're now a worker-owned co-op. We raised \$50,000 for charity last year...

Speaker 2: And we've added a bunch of awesome new shows. But do you think we're ready to do it again?

Speaker 1: Absolutely. Lovely new gifts are lined up. The episodes will be amazing. And wait till everyone hears the bonus content!

Speaker 2: Yeah, plus they know to go to Maximumfun.org/newsletter, so they're getting all the news. Oh! Like that meetup day is on Thursday, March 21st.

Speaker 1: Then what's bothering you?

Speaker 2: Me? Oh, nothing. We're all set for MaxFunDrive to start on Monday, March 18th. I just didn't want you to see this coming. Check!

Speaker 1: What? Hang on!

[chord]

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