

Wonderful! 323: Nobody Likes WaSteven

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[theme music, "Money Won't Pay (feat. Augustus)" by Bo En plays]

Rachel: Hi, this is Rachel McElroy.

Griffin: Hi, this is Griffin McElroy.

Rachel: And this is Wonderful.

Griffin: Welcome to another episode of Wonderful Nights.

Rachel: [chuckles]

Griffin: [sings] Hot city. The crime won't stop.

Rachel: [laughs]

Griffin: [sings] 'Only two heroes are brave enough to get out there. It's—'
This is the theme song to Wonderful Nights.

Rachel: [sings] And when we say get out there, we mean sit right here.

Griffin: Yeah, we're not gonna go stop—

Rachel: [sings] And say things we like.

Griffin: I was thinking my idea of a nighttime show for adults is basically Batman, I just kind of realized.

Rachel: [chuckles] It's probably the first like super-dark thing you watched.

Griffin: It was Batman.

Rachel: And when I say super dark, I mean like—

Griffin: It might still be the darkest. Like I tried Breaking Bad, but it was like, I kept waiting for Batman to show up.

Rachel: [titters] Yeah, like who's gonna save the day?

Griffin: I heard 'breaking ba' and I thought the next sort of couple syllables were gonna be 't-man.' But I was disappointed to find out Batman wasn't in that show.

Rachel: [titters] Uh-huh.

Griffin: This is a show where we talk about things we like that's good that we're into. And we are recording another evening show. We're trying to grab this bull by the horns and wrestle it back onto the tracks, that the bull runs on. The bull tracks.

Rachel: Small wonders.

Griffin: I would love to do one of those.

Rachel: I got to see my gal pals. And we stayed at a vacation rental.

Griffin: Okay?

Rachel: And there were a lot of mysteries to be solved. There were a lot of—

Griffin: Whoa?

Rachel: Well, not intentional. But like a lot of family pictures. A lot of pictures of people that seem to have no relation to the family.

Griffin: Oh, you mean like mysteries in the rental house?

Rachel: Yeah. What I'm talking about is specifically when you rent a home and they leave a lot of personal items around.

Griffin: Yeah.

Rachel: And then you find yourself trying to piece together who these people are and what is important to them.

Griffin: I will never forget walking into one rental place we did in New Orleans.

Rachel: A lot of nudes in that one.

Griffin: A lot of nude art. Like a lot of nude art.

Rachel: A lot of nude art.

Griffin: No non-nude art in that place.

Rachel: [titters] Uh-huh.

Griffin: Which is like you know, it was tasteful.

Rachel: It was small. Sometimes it was big.

Griffin: One of them was really, really... it's tasteful, it's art. I'm not here to shame anyone. It was huge nudity.

Rachel: [chuckles] Hugeity.

Griffin: Yeah.

Rachel: What's your small wonder?

Griffin: I keep thinking about The Circle, because it's what we were just watching right before we came up here.

Rachel: Before we remembered we had to do a podcast. [chuckles]

Griffin: Before we remembered we were gonna record our podcast tonight. But I talked about that last week... I got one. Whiteboards. Can't get enough

of these guys. I got a new one on my desk that's little, but it's also like a little desk organizer.

Rachel: Oh, hey! So, okay, let me ask you a question.

Griffin: Yeah?

Rachel: You also have a whiteboard on your wall.

Griffin: I have a big whiteboard with tiny little whiteboard panels. That's more sort of like big-picture stuff. Or at least it was for a while. But it's on the wall. This is on my desk. It's at arm's reach at all times. Do you know what I mean?

Rachel: Uh-huh.

Griffin: So, I can write my day's goals on there. Like lift bro.

Rachel: I do see lift bro on there, which is pretty great.

Griffin: Yeah. And do you see the green checkmark on there? And do you see... these fucking gains? [chuckles]

Rachel: [laughs]

Griffin: I just like whiteboards. It's like the best surface I think to take notes on. I love the dang things.

Rachel: If y'all could see, it's approximately four feet from his desk whiteboard to his wall whiteboard.

Griffin: Yeah. But this one has a cute little cubby for storage.

Rachel: It does have a cubby. I do like it. I mean, I could see myself—

Griffin: It sounds like you hate it.

Rachel: Here's the thing. I work on-site three days a week now at my new job. And I have no whiteboard. And I'm really drawn to this desk one for that purpose, because I don't have one anywhere else in the space.

Griffin: Right. Okay. Another snide remark about my big whiteboard.

Rachel: I got you the wall whiteboard and I just wish you liked it enough to use it.

Griffin: Oh, so that's what this is all about. [laughs] It's so far away.

Rachel: [laughs]

Griffin: Watch this.

Rachel: Ah! Yeah, no, you can't. You can't. There's no way.

Griffin: This is why I'm bringing whiteboards to my small wonders segment. I love them so much that I have two of the dang things. And I don't even care.

Rachel: Mm-hm.

Griffin: Okay. Can I do my big wonder? You already know what it is, because when we walked in here—

Rachel: I did, it was up on your screen.

Griffin: There were illicit photos of this topic just papering my computer monitor.

Rachel: A lot of... a lot of hugeity.

Griffin: A lot of hugeity on that one.

Rachel: [snickers]

Griffin: I'm gonna talk to you about two special men in my life that you know very well. Wario and Waluigi, is who I'm going to be discussing today.

Rachel: I just saw Waluigi. Wario is a surprise for me.

Griffin: Yeah, Wario is usually a surprise for people, how much they like care about him really when they think about it.

Rachel: Uh-huh.

Griffin: These guys are an inspiration to me. These are two icons in my book. And I've played 'em all—guys, I've played a lot of video games. So when I say Wario and Waluigi are icons, I feel like that should carry some weight.

Rachel: Can we go over how we know that they're evil?

Griffin: That's a great start.

Rachel: So as I recall, both Mario and Luigi proper have mustaches, right?

Griffin: That's true. That's true.

Rachel: And then these guys have mustaches, but they seem more evil?

Griffin: They're jagged. You know, sort of—well, I don't know if Snidely Whiplash is—who was the bad guy from—Boris, from Rocky and Bullwinkle. Kind of like one of those sort of sharp-angled mustaches.

Rachel: And I guess they're more exaggerated, in that I feel like Waluigi is taller and thinner, and Wario is bigger and broader.

Griffin: Not a joke, this conversation right now that we are having is what I find so endlessly fascinating about the two men, Wario and Waluigi.

Rachel: [chuckles] Okay?

Griffin: If you've never played like a Mario game, then it's possible that this segment might be lost on you. But I do think that there's something sort of fundamentally kind of creatively interesting about them.

Rachel: I've only played a game with them I think in the perhaps Mario Kart and Smash Brothers settings?

Griffin: Waluigi is not even playable in Smash Brothers.

Rachel: Okay.

Griffin: He pops up here and there—

Rachel: Are they in the like regular platform kind of games?

Griffin: So, this is what's very interesting. So, the first one to show up was Wario. Wario was first introduced in a Game Boy game released in 1992. It was called Super Mario Land 2: Six Golden Coins. It was the follow-up to Super Mario—

Rachel: Was this Color?

Griffin: No, this was before Color. This was 1992, this was—

Rachel: How can you tell the difference?

Griffin: His big, exaggerated sort of features.

Rachel: He just had a couple extra pixels? [titters]

Griffin: Well, and big, big nose and a big, sharp mustache. And the W on his hat is also—

Rachel: There were just so little, as I recall, on the Game Boy. It seems like it would be hard to distinguish.

Griffin: Well, the sprites in Super Mario Land 2 were a bit larger. Which you know, the game runs a little bit slow as a result. It's not my favorite. But it's

important because it's where Wario came in. That game was kind of rad. It was like weird and it gave Mario all kinds of—there was like a carrot powerup that turned you into a bunny. Like stuff that never really came back.

But it also introduced Wario, who is Mario seen through sort of A Scanner Darkly. He is depicted as a greedy treasure hunter and frequent nemesis to Mario. Once we did get some color on that bad boy, he's got purple and yellow overalls and a hat with the first letter of his name on it. Now, despite the fact that what I've just described also does sound like Mario and Luigi, Wario is not related to either Mario and Luigi. He is sort of portrayed as a childhood acquaintance of Mario, who has broken bad.

Rachel: They're not related?

Griffin: They are not related. Here's what's especially—

Rachel: It's just a coincidence? [titters]

Griffin: This is what is especially fucked up. It has also been confirmed that Wario is not related to Waluigi. So like, what the fuck are we doing here? You know what I mean?

Rachel: Yeah, typically—

Griffin: By transitive property, Wario is to Mario is to Luigi is to Waluigi. Then Wario and Waluigi should be brothers.

Rachel: It's like, let's say there's a guy at school that everybody likes and his name is Steven.

Griffin: Yeah.

Rachel: And then there's another guy, totally unrelated. Who nobody likes. And his name is Wasteven. [laughs]

Griffin: Yeah, exactly. [titters] Wasteven, yeah.

Rachel: [chuckles] And no—

Griffin: They really fuckin'—they do look pretty similar. Aside from some like very subtle—

Rachel: I thought it like a Bizarro universe thing, where they had like escaped into the Mario-Luigi realm. And were undoing all right that—

Griffin: No.

Rachel: All the wrong—

Griffin: This is just a bad Mario.

Rachel: I basically made it like an evil leap or Quantum Leap thing.

Griffin: You did. And that's where your sort of creative journey usually takes you.

Rachel: [titters]

Griffin: So, Wario is technically a portmanteau of Mario and a Japanese word, warui, which means bad. So he's literally just like, he literally is bad Mario.

Rachel: Okay, so Steven and bad Steven. [chuckles]

Griffin: Basically is what we're talking about. Now, you may be thinking, if you can separate yourself from your objective love of these two men, isn't it maybe a little bit lazy to make an antagonist for a game who is just bad—hero's name here.

Rachel: Yeah.

Griffin: In researching this, I found a few sources that claimed like that's kind of intentional for Wario. So Super Mario Land 2 was designed for the Game Boy by a studio within Nintendo called Research & Development 1. R&D1. Apparently, they weren't that stoked about making this game. Like making a game took forever. It was really, really, really hard. It still

absolutely is. But especially back in the Game Boy era, like it was really hard to make these games.

Rachel: Were these just draft names that they kept?

Griffin: What, Wario and Waluigi?

Rachel: Like they just made it like, "All right, we'll rename this later. Let's just make sure that we remember it's bad Mario and Luigi."

Griffin: No, I mean, basically what I'm getting at is like Mario was the domain of this other part of Nintendo called the Nintendo Entertainment Analysis & Development sort of division. It's headed up by Shigeru Miyamoto, who came up with Mario and—

Rachel: Yeah, I've heard of him.

Griffin: So like, this wasn't R&D1's baby. They didn't want to really make Super Mario Land 2. They made a bunch of other Game Boy games that didn't like... a lot of them didn't set the world on fire, but they just wanted to do their own thing. They didn't necessarily want to be shackled with Mario. So when it came time for them to come up with the villain for this game, they just kind of came up with Wario, rough draft. First draft, best draft. And went with it. The added bonus there is that the W from Wario looks like an M upside down. It kind of works, but it doesn't reflect a tremendous amount of kind of like creative juice.

Rachel: Well, and that's what I was suggesting when I said that earlier. That they just were like, "All right, let's just give them these names for now. Maybe we'll come up with something better later." And then they just didn't.

Griffin: I think that's kind of cool, that they were maybe being a little bit misanthropic on a scale that is kind of like enormous to think about. Which is like a Nintendo first-party video game, which is extremely like protected and manicured. And like there is no company on Earth that like takes care of their characters, aside from maybe Disney, as much as this. And yet the studio was like, "Yeah, you're gonna love the bad guy for this one. His name is bad Mario. He's a lot like Mario, if I'm being completely honest."

Rachel: Now, just an aside. Sonic.

Griffin: Yes!

Rachel: Bad Sonic is Shadow. But Shadow was a creation or made bad by Robotnik.

Griffin: I mean, we're getting into a whole nature versus nurture debate that frankly makes me uncomfortable to have on the air.

Rachel: [chuckles]

Griffin: I know—can I say this? For as apparently encyclopedic as my knowledge of the Mario World is, I don't really know much about Mr. The Hedgehog and his—

Rachel: Oh. I thought maybe—

Griffin: I played a lot of those games, but it is—

Rachel: I thought maybe Henry had brought you into the fold on that.

Griffin: The way that I think that most folks think about it is Shadow is just cooler Sonic. Not necessarily evil. There was maybe one game where this dude broke bad. I think it was maybe Sonic Adventure 2. Shit, maybe I do know a lot about Sonic the Hedgehog.

Rachel: [titters]

Griffin: But then after that they were like, "Actually, people love this evil Sonic. What if we just made him cool, anti-hero Sonic instead?" It's always Robotnik, unless—even he turns a good—you know, has a face turn from time to time.

Rachel: Okay. Anyway, not the same thing. Just curious.

Griffin: Not the same thing, yeah. So anyway, Wario, kind of just pooped out there into the world. But oops, he's a slam dunk. People went bananas for this fucking dude.

Rachel: [chuckles]

Griffin: So he was the protagonist of Super Mario Land 3, which is called Wario Land. Which like kickstarted this whole—not whole, they haven't made a ton of them, but a sub series of Wario-based RPGs called Wario Land.

Rachel: So what's his thing? Does he have like different powers?

Griffin: So Mario is more about jumping and running and the Fighter Fly and all that jazz. Wario in general is a lot bulkier. And so like his games, his platformers, feel that way a little bit. He's more about charging and tackling and like squishing things and kicking things.

Rachel: A little closer to Donkey Kong.

Griffin: Donkey Kong I would say is on the—yes, on the other end of the spectrum. He likes to jump and pound and go fuckin' completely crazy.

Rachel: So, okay, all right.

Griffin: So he also has another sub series of games called WarioWare: Mega Microgames. Which you've probably seen us play. They made one on Switch recently. It's like a bunch of like three second long mini games that you have to play like a lot of in super quick succession.

Rachel: Oh, yeah.

Griffin: I love these games, like these are really great. So like Wario from like being this thing that was just kind of put out there by obligation, has turned into a pretty big—Wario's Woods was another fuckin' like completely standalone puzzle game. So like Wario took off. Waluigi, though... Waluigi's star has never risen like remotely as high as Wario. He was first introduced in Mario Tennis, with no fanfare.

Rachel: [chuckles]

Griffin: Just literally no fanfare. I think this was the Nintendo 64 game, it's not like there was an 80-hour long RPG campaign to teach you. It's just like, and also, there's a bad Luigi now. Like that is how he got his dues.

Rachel: You said it was in what game?

Griffin: Mario Tennis.

Rachel: Oh. Oh! Well, because Mario and Wario are set, and it's tennis...

Griffin: You need a doubles partner for—

Rachel: Luigi.

Griffin: We can't stick him with Yoshi?

Rachel: No.

Griffin: Okay.

Rachel: Not when there's Wario.

Griffin: You know that Wario and Mario don't team up, right? You're saying Wario needs a teammate... I get what you're saying. But this is all to say that Super Mario Land 2, you at least get some details about the bad man Wario. He loves to steal treasure, especially six golden coins.

Rachel: I mean, this speaks to a larger issue of how Luigi has always played second fiddle to Mario.

Griffin: You say that, but Luigi has had several standalone projects. Including Luigi's Mansion.

Rachel: Well, maybe Waluigi just isn't there yet. Maybe we have to wait a few years.

Griffin: Yeah, maybe.

Rachel: Maybe in the future, future space people will be listening to this podcast and they'll say, "Oh, this must have been back before—"

Griffin: They'll look at their friend and be like, "Gleebl glabl gleep." Which means, did you know there's a bad Luigi too?

Rachel: No, I'm saying before Waluigi had his own game in the future.

Griffin: Oh, I see.

Rachel: This is what I'm saying, right? It took a while for Wario to show up. Maybe as Luigi rises...

Griffin: So too—

Rachel: Will Waluigi. 2027, I'm just saying Waluigi's Paradise.

Griffin: Yeah. Oh, that's a good fucking name, baby.

Rachel: Comes to you on—

Griffin: Waluigi's Paradise would be so fuckin' good.

Rachel: On the Swootch.

Griffin: On the Swootch, which is what they call the second Switch!

Rachel: [chuckles]

Griffin: God, Rachel, that's so good.

Rachel: It's like I went back to the future and I pulled up an almanac. Except it's an almanac for the names of future games. [titters]

Griffin: Yes. One fun fact for you, Waluigi has appeared in over 50 video games. But never ever in any kind of featured role whatsoever. No spin-off

series. He's not even an official playable character in Smash. Like, there's so much disrespect there.

But I think it is wild that Nintendo, who's so protective of its shit, has this character that has been in 50 games that's never gotten any kind of like—any kind of development whatsoever. And so with that character, the internet has done what it sort of does best, which is project their shit onto Waluigi. And so he's just this slab of marble that everybody can see themselves within. If they look hard enough.

Rachel: Oh, is that what's happening? [titters]

Griffin: That's what I think is happening. You look at Waluigi and you're like, "I don't know nothing about Waluigi. I bet he's a lot like me."

Rachel: [laughs]

Griffin: That's why he's like the sensitive choice. You know what I mean?

Rachel: Yeah!

Griffin: I think a lot of people—you can tell a lot about a person asking them if they're a Wario or a Waluigi. I don't know. I don't know the answer to that. I would lean Wario, actually, for me.

Rachel: Yeah, I mean, you seem like more of a Wario.

Griffin: What the fuck is that supposed to mean?!

Rachel: [laughs]

Griffin: No, I do appreciate that. I do think I have strong—I'm a Wario rising.

Rachel: [chuckles] Uh-huh.

Griffin: Can I steal your way?

Rachel: Yes. [titters]

Griffin: Thanks.

[theme music plays]

[ad reads]

Rachel: Do you wanna hear what my topic is?

Griffin: I do, so badly.

Rachel: I couldn't believe we haven't talked about this yet.

Griffin: Oh, shit. I love these.

Rachel: Because these are things that have been with us our whole lives.

Griffin: Okay, okay?

Rachel: And they're things—

Griffin: The Holy Spirit.

Rachel: That you start talking about as a kid. And you will still as an adult say, "Wow, look at that one."

Griffin: Okay? Okay, lightning bugs?

Rachel: I'm talking about clouds.

Griffin: Clouds, dude!

Rachel: We haven't talked about clouds. Can you believe that?

Griffin: That's fucked up that we haven't talked about clouds.

Rachel: [titters]

Griffin: I love clouds so much.

Rachel: I know!

Griffin: I always comment on a good cloud.

Rachel: I know!

Griffin: Always, always, always.

Rachel: Yes.

Griffin: If one part of the sky is a diff color than the other part of the sky, you'll be the first one to know, because I've noticed it, because I'm always looking for that shit.

Rachel: Okay, let's start out with like basic cloud stuff.

Griffin: Yeah.

Rachel: Okay. Clouds are a visible mass of particles of condensed vapor.

Griffin: So crazy.

Rachel: Such as water or ice, suspended in the atmosphere of a planet, such as Earth or Moon.

Griffin: So cool.

Rachel: Here's the thing that I didn't know. So it's not just water. Water has to attach to something in order to condense. And these objects are called cloud condensation nuclei. Cloud condensation nuclei can be various things from wildfire smoke to ocean spray, to dirt. But the key is they must be very small, about one micron. Which is 1,000th of a millimeter in size. And able to attract water.

Griffin: Okay. So is that why when an airplane goes through a cloud, it shakes so much. Because you're hitting a lot of little dirt. Think on that.

Rachel: [chuckles] A lot of little dirt.

Griffin: Think on that.

Rachel: Water needs a surface to turn from vapor to liquid. And aerosols such as dandruff, pollen, algae, fur and bacteria are particularly good at absorbing moisture in the air.

Griffin: Perfect.

Rachel: So there's this—

Griffin: A lot of people are probably grossed out by that fact. I think it's great. Take my dead—I'm not using it anymore. I'm trying to do something beautiful in the sky with clouds.

Rachel: This makes me wonder, and I didn't research this, as there are more people and things on this Earth, are there more clouds than there used to be?

Griffin: Probably. Probably more clouds than there used to be.

Rachel: Yeah.

Griffin: I have no way of knowing. We may have just said—babe, we may have just said the wrongest thing we've ever said. Do you realize that?

Rachel: [laughs]

Griffin: We may have just said the wrongest thing we've ever said on this show.

Rachel: Who's gonna stop us? [chuckles]

Griffin: I can think of several people that I know that listen to the show that would stop us, I think.

Rachel: Okay. I bet you can name types of clouds.

Griffin: Nimbus, cumulonimbus, cirrus, strato... cirrus? No, that's not one, is it?

Rachel: You're kind of—you're doing variants of the big ones.

Griffin: Oh, okay?

Rachel: So cumulus is one.

Griffin: Cumulus. Did I say that? I said nimbus.

Rachel: Yeah, nimbus is also one.

Griffin: Okay.

Rachel: You also said—

Griffin: And cumulonimbus.

Rachel: That's like a variant.

Griffin: Okay.

Rachel: Stratus.

Griffin: Stratus.

Rachel: And cirrus.

Griffin: Cirrus. Okay. I kind of got some of them a little bit. I find the older I get, the more that kind of reflects what my grasp of like my grade school education is. Is like, I can remember three of the four syllables of that word.

Rachel: Yeah.

Griffin: Is that anything?

Rachel: It's like you reach in a bag labeled third grade and just pull out all the words you can.

Griffin: But it's just scraps, so I'm like taping it together like a hostage letter.

Rachel: Okay, so those cirrus clouds, those are the ones that are way up there.

Griffin: Wispy.

Rachel: Yeah, they're high-level clouds. And they're made largely of ice.

Griffin: Yeah, word.

Rachel: Strong winds are likely to shred these clouds apart, which gives them their iconic wispy appearance.

Griffin: Yeah.

Rachel: Mid-level clouds, these are like the—called altocumulus, altostratus, nimbostratus. These are the white or gray like patchy sheets of clouds.

Griffin: Okay.

Rachel: Like the blankety clouds.

Griffin: Yeah, yeah, yeah. I like those. I prefer them from above.

Rachel: [chuckles] Like in a plane.

Griffin: Like in a plane. When you're in a plane and it's like, wow, it's just all clouds up there. It's kick ass.

Rachel: Then the low-level clouds. These are your big boys. This is your cumulus, your cumulonimbus, your stratocumulus and your stratus. Cumulus is of course the quintessential white, puffy cloud.

Griffin: Mm-hm. Classic. A classic. Nothing wrong with that.

Rachel: The average cumulus cloud weighs roughly 1.1 million pounds.

Griffin: No, it doesn't?

Rachel: Yeah, bro.

Griffin: It simply doesn't. Hey, babe? It simply doesn't.

Rachel: [titters]

Griffin: It's a cloud. I'm not saying that you don't have your facts straight. I'm sure that you went to a reputable source on this information. But it's a cloud and it's way up there for a long time. The idea that it could weigh that much? No.

Rachel: [laughs]

Griffin: It's simply not for me. What's it doing up there then? I guess is my next question. Weighing as much as it does, like how is it—what's it doing up there? That's so heavy.

Rachel: [chuckles]

Griffin: You're looking it up too. Have I shaken your confidence in this fact? Because 1.1 million pounds... it's pretty heavy. I don't know how this bad boy stays up there. Is this like if we condensed it down into like a little glass and it turned back into dirt and slurry, it would weigh 1.1 million pounds? Or are we counting like sort of the pressure? Some sort of—is this a pressure situation?

Rachel: Okay, let me talk about this now. I've found a resource.

Griffin: We found this big-ass cloud. You'll never believe how much it weighs.

Rachel: For one thing, the weight is spread out into millions of droplets over a really big space. Some of the droplets are so small that you would need a million of them to make a single raindrop.

Griffin: Okay, great. I understand this so far.

Rachel: That's...

Griffin: [guffaws]

Rachel: That's kind of the whole thing. I mean, look at a cloud, right?

Griffin: It's pretty big.

Rachel: I don't know how you define where a cloud stops and another one starts. But like big, big cloud.

Griffin: A big, big cloud, I guess. It's just the thought of anything weighing 1.1 million clouds—1.1 million pounds—

Rachel: [chuckles]

Griffin: And then being like, "I'm just gonna float now, endlessly."

Rachel: Okay, there are also other types of clouds, but they're special cases. These include lenticular clouds, which are the ones that look like UFOs over mountains.

Griffin: Yeah, how fucking convenient.

Rachel: [titters] I know, that was my reaction too. Okay, government.

Griffin: [snickers] True.

Rachel: Contrails is another one, which are condensation trails produced by—

Griffin: Chemtrails?

Rachel: No.

Griffin: Okay.

Rachel: Contrails.

Griffin: I am waiting for the day one of us is brave enough to bring that as a segment on the show. [chuckles]

Rachel: [laughs] It's gonna be you. It's not gonna be me.

Griffin: It'll probably be me. I remember hearing one of my friend's friends talk about that on like a porch stoop in Chicago. And just being like, I gotta get the fuck out of here, man. [titters]

Rachel: [chuckles] Clouds are not exclusive to Earth. All planets except Mercury have clouds.

Griffin: Yeah. Some planets, from what I understand, are just clouds. Just one big gas giant cloud in the sky. Think that's what that means.

Rachel: What makes Earth's clouds stand out as they're made almost entirely of water. Whereas the clouds from other planets typically comprise various gases.

Griffin: Okay. That's cool.

Rachel: On Jupiter, for instance, the clouds are primarily made of ammonia ice and ammonium hydrosulfide. Where Venus clouds are made of sulfuric acid.

Griffin: I don't want to be in either of those places.

Rachel: Okay.

Griffin: It just sounds rough.

Rachel: Yeah, no, I don't think we will be. I mean, again, I can't predict everything.

Griffin: That's true.

Rachel: Just things as—

Griffin: In the future, these things will be true. Waluigi will have his own video game, Waluigi's Paradise. And we will not travel to Jupiter or Venus.

Rachel: One other thing, the word cloud comes from the Old English words, clūd or clot, meaning lump of land or lump of rock. Which in the 13th century was extended to apply to the lumps of water in this guy.

Griffin: I feel like every Old English word refers to a lump of something.

Rachel: A lump of person or a lump of cat.

Griffin: A lump of cat, yeah. Absolutely. [titters]

Rachel: I will just say, because clouds are made up of tiny water droplets, they fall very slowly. And a small updraft is enough to keep them up. So that's another reason for your like heavy thing.

Griffin: Yeah.

Rachel: Like, they're so tiny. And they're always moving, like the cloud will sometimes look like it is hanging out, but it is.

Griffin: That fact just caught me so by surprise.

Rachel: I know!

Griffin: It scared me a little. It scared me a little bit, if I'm being honest. I don't like thinking of them. Now whenever I'm on a plane and I see us going towards a cloud, my head is immediately gonna go, "Well, here we go into that 1.1 million pound object that is floating in the sky." But I guess that's all okay.

Rachel: Yeah, I mean, it's not going to come to Earth. Is that what you're worried about? That a cloud will come down?

Griffin: I guess I'm worried one day the cloud will come down and squish—

Rachel: Like Stay Puft Marshmallow? And just—

Griffin: Like squish me pretty bad.

Rachel: Yeah.

Griffin: I would say 1.1 million pounds ought to do it. But I do like—what's your favorite? Favorite cloud?

Rachel: I mean, gotta go with the big boy, right?

Griffin: Yeah.

Rachel: The cumulous—

Griffin: The cumulonimbus? I mean, I'm a cumulonimbus—those big thunderhead ones that kind of like roar up and they're dark.

Rachel: Yeah, those are cool too.

Griffin: Those are fuckin' so cool.

Rachel: Mufasa comes out.

[group chuckle]

Griffin: Yeah, my favorite one when—

Rachel: What's favorite cloud in cinema? [titters]

Griffin: My favorite cloud in cinema? That's a good question.

Rachel: Twister probably had some.

Griffin: Twister probably had some kick-ass clouds. I bet you there's a lot of supporting players in that film. A lot of—

Rachel: Wizard of Oz probably had some good clouds.

Griffin: Oh, yeah!

Rachel: But I think Mufasa.

Griffin: I think Mufasa takes it.

Rachel: Maybe the best.

Griffin: Pretty soundly, yeah. Hey, thank you so much for listening to our show. I bet you'd like to hear some audience submissions, wouldn't you? I have prepared them. Katie says, "My small wonder is dogs carrying things in their mouths. I've always found this particularly adorable. And now I have a dog of my own who loves to carry things. I especially love how they get extra jaunty and prancy and show off whatever they have."

Rachel: I saw this today! Just a big ol' dog carrying a stick around.

Griffin: Yeah.

Rachel: Just like a comfort stick.

Griffin: I love it. Katie sent in a picture of Katie's dog bouncing around with a big stick in its mouth. And it's so proud.

Rachel: [chuckles]

Griffin: So proud. So regal. Sarah says, "My wonderful thing this week is how exceptionally proud it makes me when I spot an actor in a movie or show, identify them from another show, then confirm it on IMDb. What an inexplicable little endorphin rush." This is the best feeling in the fuckin' world.

Rachel: Yeah, this is—Griffin is all about this.

Griffin: I do love doing this a lot.

Rachel: I am not so good—I'm not so good with this. Just period.

Griffin: You aren't, no. But not in like a you try to and fail kind of way. But more in like a you don't give a shit about it.

Rachel: A lot of times, Griffin will say things like, "Oh, that's Keith David."

Griffin: Yes.

Rachel: And every single time I have to be like, wait, now who is that and what was he in?

Griffin: In the case of Keith David, I think you could be excused. Not because he's a write-off. Actually, he's fucking fantastic. But that his name is just kind of two names.

Rachel: Just two names, I know!

Griffin: It's tough. It's tough to keep straight. Thank you so much for listening to the show. Thank you to Bo En and Augustus for these for our theme song, Money Won't Pay. Got a link to that in the episode description. Thank you to maximumfun.org for having us on the network. We love being a part of this crew, and we hope you do too.

We got some new merch over on the McElroy Merch Store, at mcelroymerch.com. Including a new DJ Thumbs sticker from TAZ Versus Dracula, designed by Lucas Hesperheide. It's wonderful. There's some other new stuff on there too. We are going to be in Vancouver and Tacoma next

week, doing some live shows. Vancouver is sold out, but if you want to come see us do MBMBaM or TAZ. We're doing TAZ Versus Dracula, an episode called TAZ Versus The Great Gatsby, a book I haven't read, at this live show.

Rachel: Is this going to be a theme for you?

Griffin: It seems like it. Feels like it.

Rachel: Where you continue to choose old works that you have not read?

Griffin: Yeah. Last time, weirdly, I got a lot of stuff right about Moby Dick, when we did the Moby Dick live show. And so I feel like maybe—

Rachel: Have you considered Beowulf?

Griffin: Beowulf... that one, I literally don't know fucking anything.

Rachel: [laughs]

Griffin: Literally nothing, like I'm trying to think of it. They made a CG one, I remember. But I don't think it was very good. I don't know anything about Beowulf. Was he a man with a wolf head? Who like, I don't know, got banished from some kingdom by his evil mother and then has to come back and use his wolf power?

Rachel: I mean, you're not that far off.

Griffin: See, this is what I'm saying. Like these literary classics, I don't think are that—they must not be that great if I can just kind of like jazz on 'em.

Rachel: Guess at 'em?

Griffin: Yeah, you know what I mean? Anyway—

Rachel: Or they're so influential that they have penetrated your consciousness.

Griffin: Does Beowulf have a wolf head? Or is that part of—or my thinking of something else?

Rachel: I don't think he has a wolf head. But again, I haven't read this in 25 years.

Griffin: Yeah, that's true.

Rachel: So, you know...

Griffin: I don't think I've ever read it. Because it sounds so boring. Goodnight, everybody. [titters]

Rachel: [snickers]

[theme music, "Money Won't Pay (feat. Augustus)" by Bo En plays]

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