

The Adventure Zone: Abnimals Ep. 7: Gearing Up!

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[Abnimals theme music plays]

Unknown: Welcome to Barker Innovations, home of the future! Here, we take your needs and we make them reality. [sings tune]

Navy: Why are you doing that with your mouth?

Unknown: Sorry, I am the greeter here at Barker Innovations. I get bored, and we don't have a lot of drop-ins!

Navy: But like, they don't have like a speaker set up to play futuristic music? They make you do it sort of a cappella?

Unknown: We couldn't figure out how to get the AUX cable connected.

Clint: [laughs]

Navy: But this is a high-tech research facility?

Unknown: Yes, but not in AV equipment. [sings tune]

Justin: Sorry, is this the scientist's dog or Snarf?

Travis: No, this is just a guy at the front. At the front desk.

Justin: Is this a person or an AI?

Navy: Are you a person or an AI?

Justin: Travis, you started with a disembodied voice with no context—

Travis: Well, it was just gonna be narration, but then Navy—

Justin: And then Griffin started talking to the narration, right? [titters]

Travis: Yeah. Then Navy interacted with it, and I rolled with it.

Justin: That was wild—

Clint: Oh, god, is it Haley Joel Osment? Is it?

Travis: No, I couldn't get—on our budget, dad, are you kidding me?

Clint: Oh, good point, yeah.

Griffin: Psst, don't tell dad. We get paid for the show.

Travis: Oh, right, good call, good call.

Griffin: Don't tell dad we—don't mention budget. Don't tell anything—don't blow this for me, Travis. [titters]

Travis: You got it, sorry, sorry, sorry—

Clint: This is not a pro bono gig?

Travis: Don't worry about it. It's pro-Bono. We're helping Bono out with this one.

Justin: Or anti the edge.

Travis: Yeah.

Griffin: [titters]

Travis: Well, that's gonna do it for this week's episode!

Clint: Oh, god.

Griffin: Thanks for listening, everybody.

Clint: Oh, Celsius up the nose is really bad.

Griffin: It is.

Justin: I told you, Dad, your old blood can't handle the extreme hydration and caffeine.

Griffin: [chuckles] It is 7:47 in the morning, my man.

Clint: Oh, man...

Justin: [titters] Of Celsius. Dad, Millennials, Gen Z, they shouldn't be drinking it. I don't think old people should be drinking Celsius.

Travis: I agree.

Griffin: Yeah.

Travis: You find yourself at Barker Innovations, basically the birthplace of every technological advance in River City in the last like 20 years. They've cornered the market on just about every different technology you can think of. They hold the patents on hundreds and hundreds of things. But primarily, their focus is on Abnimal research and assisting Abnimal heroes in whatever way they can. Each of you has collected several practice makes perfect points at this point.

Griffin: Oh yeah baby.

Travis: And due to the successful mission and everything up to this point, I'm just gonna grant you an additional five practice makes perfect points.

Griffin: Are you sure, man? That's a lot.

Travis: Yeah, just to start off with here, I'm gonna give you—it's not going to be that every time, mind you. But here I want to make sure that you have access to—

Justin: Yeah, but Travis, you don't understand, I'm about to run wild.

Griffin: Yeah. Justin and dad failed *a lot*.

Justin: I failed a lot. Do you understand?

Travis: Well, part of this is also because I'm looking at dad's practice make perfect thing, and he's only marked five boxes. And there's no way that's all it was supposed to be.

Griffin: No, no way. I had six, and there's no way that I goofed up less than dad.

Justin: I have—once you—with the five you gave me, I have 15. Let's go.

Griffin: Wow. Okay, we're about to—

Clint: Okay, so I can give myself a couple more?

Griffin: Five.

Justin: Five more.

Griffin: [titters] Specifically.

Justin: Specifically. [titters]

Travis: This isn't just a grab bag.

Clint: Well, I hadn't gone back and counted all mine up?

Travis: You should be doing it as you go, Clinton?

Griffin: Yeah.

Clint: I don't know what it is?!

Travis: When you fail, [chuckles] which happens, then you click a point.

Clint: Okay.

Griffin: You get a point for it.

Clint: You all go first, I'm gonna go back and look how many times I failed.

Travis: You're gonna go back and look?

Griffin: Oh, he's gonna go through the dice roll log in Roll20.

Clint: I'm gonna go through the dice roll line.

Griffin: That's great.

Clint: You guys just—I'll be fine, I'll be fine. You all go ahead.

Justin: You won't be fine.

Travis: I don't know that you will.

Justin: History has taught us he won't be fine. But I do think that we should move forward without him and then see what kind of broken-down number he drops on our doorstep.

Griffin: [laughs] Okay, side bet, side pot, Justin, Travis. Justin and Travis, what do you—I think he's gonna come back with... I think he's gonna come back with 14 before the five.

Justin: [chortles]

Travis: I think, Griffin, I'm not surprised if he comes back with like purple.

Griffin: Well, no, he wouldn't that.

Justin: Listen, if dad is trying to catalog all his failures, I'm worried we're getting into some meta like time—eons. [titters]

Clint: Hm, okay...

Travis: Are you—is that you counting, dad? I think dad's gonna end up having failed less than we think.

Griffin: Okay, we'll see. I want to find Snarf. I want to find Snarf and get the lay of the land. Find out like where the good product is, you know what I mean?

Unknown: Excellent! Let me ring Dr. Snarf for you. Hey, Dr. Snarf, there's some people here in the waiting room for you.

Dr. Snarf: Excellent, I'll come meet them!

Travis: So Snarf comes through big circular like sliding doors that separate.

Dr. Snarf: Excellent! Welcome to Barker Innovations, the home of the future. Did you do this part already?

Navy: Yeah, we did it. Is he a hologram or an AI? Or what's this guy's deal?

Dr. Snarf: No, that's Bill... He works here.

Navy: So, that's... he just does that as part of his job?

Dr. Snarf: He gets bored.

Navy: Okay?

Dr. Snarf: We don't let him use his phone during work hours.

Navy: Would a sign suffice, though? For the kind of thing he does, which is just sort of say—

Dr. Snarf: Well, you want us to fire Bill?

Navy: I want you to—

Dr. Snarf: He has six children and his partner was recently injured, and needs hospital care.

Griffin: Is Bill a human? Is Bill a—

Travis: Yeah.

Griffin: Oh.

Travis: Bill's a human.

Griffin: I mean, that doesn't really change the equation for me much. I don't know why I asked the clarifying question. If you had been like, "No, he's a dog," I would have been like, "Then forget about his family."

Navy: Okay—

Travis: Cold blooded.

Navy: So, we were hoping we could get our hands on some upgrades.

Dr. Snarf: Oh! Yes, of course, follow me! Let me show you around!

Travis: And he's gonna lead you first into the hall of Barker history.

Dr. Snarf: This is where we've cataloged some of our greatest creations and everything we've been able to research and learn about Abnimals since the convergence. Feel free to look around, play with any of the—you know, we got touch screens for the kids. Anything you want to know, just feel free to ask.

Lyle: I'd like to understand your economy a little bit. The value that we're getting is clear. Why do you want to pay us or compensate us for our failures?

Dr. Snarf: Field testing!

Lyle: Sorry, go on?

Dr. Snarf: Sorry, we like to test our equipment, of course, here on site, our innovations and stuff. But really, when it comes to anything that's action, anything that's defense-based, anything that's, you know, attack-based, really the best testing you can do is out there in the field. Plus we want to do what's best for River City. So, we figure it's win/win. You get advancements, and we get data, and the city gets protected.

Lyle: So, here's what I'm gonna suggest. Wouldn't research points make more sense?

Dr. Snarf: I'm sorry, I don't know what you're talking about.

Lyle: I'm just thinking if you call them research points, that might make it a little bit more clear what the exchange of value is.

Travis: Oh, no, Justin, he's starting to realize that he's just a character in a game.

Griffin: Oh, god, back it up.

Travis: And there's blood dripping from his nose down.

Griffin: Don't do it any more, Juice.

Lyle: That's a skit I wrote. I was just kidding.

Clint: [laughs]

Dr. Snarf: Oh, okay. Whew, that was close.

Lyle: That's a skit I wrote.

Dr. Snarf: My brain started to feel fuzzy for a moment.

Lyle: It's called silly guy spins another one.

Dr. Snarf: Okay, cool.

Lyle: For a skit. Don't let it bother you.

Dr. Snarf: Okay...

Navy: We do a sort of variety show every Friday night.

Dr. Snarf: I love it!

Roger: We're in the Lions Club.

Navy: We have this guy who we just recruited to the team who comes to it, but yeah, man, killer.

Lyle: I'd like to exchange some of my practice points.

Dr. Snarf: Okay?

Griffin: I don't think he knows what those are, Juice.

Justin: Okay, but what if—if there is a—

Travis: You can just, you can talk to me.

Justin: I'll talk to you, Travis. If there is a currency, we gotta have a name for what these things are, I gotta call 'em something. Because I can't go to the counter and say five. Five what?

Griffin: I think you're think—you need to think of Travis as a sort of middle man in this transaction.

Justin: Okay?

Griffin: You don't take your experience points to the cat and put 'em in his mouth. [titters]

Travis: Yeah.

Griffin: And then you get stronger at fighting.

Travis: Yes, this is a good call.

Justin: Travis, you're more of a go between.

Griffin: Yeah.

Travis: Yeah.

Justin: Can I trust you—

Travis: When you give me the experience points, Justin, I transfer them onto a swipe card that you can then use in the cat's mouth.

Justin: Thank you. That makes—thank you, Travis.

Travis: Yeah.

Justin: I understand it.

Travis: This is much more of a ticket counter kind of deal.

Dr. Snarf: Now, I can see mister—sorry, what was your name one more time?

Lyle: Ax-o-Lyle.

Dr. Snarf: Ax-o-Lyle! You seem like there's something you would like to ask, something we can do for you here. What would you like?

Lyle: Well, I've realized that I'm having a... I'd like to be able to work with people a little better than I am right now. I have a lot of expertise, but I'm having trouble communicating that.

Dr. Snarf: Hm?

Lyle: And I'd like to get a little bit better about communicating.

Justin: So, I'd like to improve my abs score.

Dr. Snarf: Oh, excellent. Here, if you watch this informational video, we have a bit of a training video here that Jeremy the Badger Man put together about his skills, as far as dealing with the public and speaking interpersonally with one on one. I could set you up here at this station and put you through some interpersonal training, if that's what you'd like?

Lyle: That sounds thrilling. Now, don't let the camera leave me. You promised all of that will be depicted in detail.

Justin: [titters]

Travis: Well, it's gonna be picture in picture, and it's a headphone experience. So you're gonna sit and you watch a video of a very rock and roll looking badger with like a long beard and a cowboy hat.

Justin: Yeah?

Travis: And he is gonna lay out for you kind of how he works a crowd, some of his like performance skills. Ways that he has of like winning people over. But we all see this in mute, as the sound is going into headphones for you.

Navy: Sorry, and that's part of—that's some scientific thing you developed?

Dr. Snarf: Yes, it's a training program for Abnimal heroes that want to learn from Abnimal heroes who have been there. There's really only so much a book or something could teach. This is sort of a class of the masters, you know?

Navy: I kind of figured this was like an Iron Clam scenario. He's the armored clam with the power armor that lets him shoot beams out and stuff.

Dr. Snarf: Of course, yes.

Navy: But it seems like more of a kind of like a self-help kind of seminar... Sort of a—you know, one of those deals.

Dr. Snarf: Oh, only here in this room. There's many rooms at Barker Innovations!

Griffin: Can I roll Bug Eyed to see if I see any kind of Scientology sort of...

Travis: Oh, I see.

Griffin: I feel like the hairs on the back of my blubbery neck stand up on end.

Travis: Yeah, give me a three D8 Bug Eye to detect Scientology.

[sound of dice thrown]

Griffin: Two successes there. I'm looking for thetans, I'm looking for auditors, I'm looking for L. Ron Hubbard books or pictures.

Travis: So, here's what I'll give you. So, no, there's no Abnimal Scientology happening here.

Griffin: You thought about it for a second, didn't you? Whether you—

Travis: I did.

Griffin: You wanted there to be animal—[chuckles]

Travis: I wanted—Griffin. I wanted to answer you honestly. I didn't want to jump—I didn't want to assume there wasn't Scientology. We're building this world together.

Griffin: Yeah, okay.

Travis: But the vibe you get is very much like when you were at the carvery, right? And Carver was like, "This is how I see like Abnimal training, and the way Abnimals are supposed to like kind of get better at this thing." You're seeing like another facet of that from a completely different thing, right? Where this is like, it's not about training through like this kind of visceral like boot camp kind of deal, but rather technological. We can train, you know, by study, by—

Griffin: Okay.

Travis: That kind of thing.

Griffin: So it's not just like a workshop. Well, I guess it is a... it is a workshop in both definitions of the term.

Travis: Yes, correct.

Griffin: Okay, fantastic.

Dr. Snarf: Now, Navy? Navy, was it?

Navy: Yeah, that's me.

Dr. Snarf: Is there anything you are—sorry, I don't mean to pry, so feel free. Are you otherworldly, or have you mutated from a human being? Are you evolved—

Navy: I like to think of it as more of an evolution than mutation.

Dr. Snarf: Okay, an evolved seal? Excellent, excellent. How are you enjoying—

Navy: It feels more natural that way, you know?

Dr. Snarf: Yes, I understand. I too am an evolved kitty cat.

Navy: Oh, all right. Well... so, this is sort of my whole deal.

Griffin: And I take off the splash pack and sort of set it down on a nearby table.

Navy: My sister, Teal Seal, made it for me. She's sort of the tech one of the seals.

Dr. Snarf: Oh, excellent.

Navy: But it's just kind of got the two packs on it, and the two nozzles. And I was hoping to add like more packs and nozzles and thrusters, and that kind of stuff.

Griffin: I hand him a piece of paper where I've crudely sketched out—it looks like the splash pack, but with like... 50 more rockets coming off of it. It looks like a mecca backpack situation.

Travis: So, Griffin.

Griffin: Yeah?

Travis: What are you hoping is like the new skill, the new thing?

Griffin: Yeah, so—

Travis: What is actually improving—

Griffin: What I would like to boost here is I have 11 practice make perfect points. I would love to improve my signature item.

Travis: Uh-huh?

Griffin: Bumping it up from a three D8 score to a four D8 score. And then I would also love to increase one of my skills for six points, and boost hydro propulsion. Which would—which is the skill I use to kind of blast myself off in different directions. Which would bring that now to a five D8, I believe.

Travis: Okay, great. So by improving your splash pack, right? We're increasing the pressure and the capacity, right? So it also improves your hydro propulsion. Is that what we're doing here?

Griffin: Yes, exactly.

Travis: Okay, great.

Dr. Snarf: Excellent! Well, it looks like, let's see, so Ax-o-Lyle here is working on this. Why don't you two come with me into the next room and we can make some improvements on your splash pack.

Travis: And he taps you on the shoulder, Lyle.

Dr. Snarf: Lyle?

Lyle: Yeah, man"

Dr. Snarf: Whenever you're done, join us in the next room.

Lyle: I'll be sure to take that under advisement.

Dr. Snarf: Okay.

Navy: He's getting really good already.

Dr. Snarf: Excellent, okay. Cool.

Travis: You move into the next room and you find like a full-blown workshop. Much more of like kind of the tinkering and tools and layout that you're expecting. And Dr. Snarf says:

Dr. Snarf: Okay, give me a minute to work here on your pack. You two feel free to look around. Anything you want to do, go for it.

Navy: Can you just give me an idea of how many thrusters and nozzles you're thinking about sort of slapping in there?

Dr. Snarf: How many were you thinking about?

Navy: Why don't you say the number first? Because I'm worried my number is going to be like silly, and not—

Dr. Snarf: Maybe same time?

Navy: Okay.

Dr. Snarf: Okay, one, two, three—

Navy: One, two, three. 60.

Dr. Snarf: Six. Oh... Oh, see, I heard you say the six at the beginning and I was like, oh, yeah, we're right on—and then you kept going.

Navy: Yeah.

Dr. Snarf: Yeah, you said like 'ty four' after that and I was like, oh, my...

Navy: Let's... you could start with six, I guess, and then see if there's room for... a few dozen more.

Dr. Snarf: Okay, yes, yes, yes.

Travis: He starts working. Is there anything you would like to look around? Do you want to explore or just stand over his shoulder and watch him work?

Griffin: I mean, I already did a check for Scientology. And everything sort of seemed to come out clear there.

Travis: Oh, did it? Interesting.

Griffin: [laughs] If I had gotten three successes there. I don't know, I'm curious to hear if dad has completed—

Travis: Yeah, what about you?

Griffin: Because I can't think of anything else I want to do.

Clint: I've gone over it twice. There's no way I have had 14 failed rolls. Is there?

Griffin: Is this being real right now?

Clint: I'm being real.

Griffin: [guffaws] Why didn't I get money on that freakin' bet, guys?

Clint: I... why is Roger not dead? [chuckles]

Griffin: I think—well, I think Roger tries to do a lot of stuff.

Clint: All right.

Justin: Tries to do a lot of stuff. All right.

Griffin: I think you're good at looking at the game... looking at this world through the lens of the game. And that's why you have the most points. You're winning. You're winning Abnimals at the moment.

Clint: All right... Jiminy Christmas... okay. 14 is what I've come up with. Twice.

Travis: All right, what would you like to work on?

Griffin: Well, and he adds five to that, right?

Travis: Oh, yeah. Oh, boy, yeah.

Justin: They call him—they call him the mess up man.

Griffin: [snickers]

Justin: He walks between realities—

Travis: The legend of—

Justin: His knowledge is infinite.

Travis: The legend of Mess Up Man.

Justin: His danger is infinite. His powers unending. He just keeps messing up so many times, all the time. And now his power, should he ever stop messing up, it would mean all reality is torn asunder.

Travis: God help us if he ever fails downward.

Justin: God weeps in the face of Mess Up Man.

[group chuckle]

Clint: I'm gonna add—can I add a mondo move?

Justin: The game bends around him, as a mondo move is effortlessly grafted onto his mind. He immediately poops his pants, becoming even more powerful. [chuckles]

Travis: We are gonna enter the training room in just a moment. Right now, is there any equipment upgrades? Now, listen, you also have the ability to increase your armor, anything like that. And that was on our offer, so—

Justin: [chuckles]

Clint: Okay—

Justin: Dad doesn't need armor, he went back in time and uninvented guns. That's how powerful the Mess Up Man is.

Griffin: [chuckles]

Travis: But on accident. He went back in time, he stepped on a lizard and guns stopped existing.

Griffin: Yeah.

Clint: Yeah, I'd like to—well, for one thing, I'd like to improve my armor. Would that be a defense upgrade?

Travis: That would be a defense upgrade.

Clint: I would like a Kevlar tuxedo.

Griffin: Oh, that's good.

Justin: Oh, nice.

Dr. Snarf: While I work on this then, Roger, why don't you go ahead and step into that machine there? That right there is a 4D printer.

Roger: Ooh! So I will be able to go back in time?

Dr. Snarf: Well, the fourth D is for dude. I didn't name it.

Griffin: [laughs]

Navy: I don't think the first three Ds stand for different—

Dr. Snarf: Diligence! Dignity!

[group titter]

Clint: Diversity, dude!

Dr. Snarf: Diversity and dude.

Travis: Do you step into the machine?

Roger: Yes, but let's watch the inseam of measuring, all right?

Dr. Snarf: Gross!

Travis: You step in into... you step into the machine. And basically, it's kind of in the shape—the rough shape of a person standing, you know, with their arms slightly out to the side and feet slightly spread.

Griffin: Like a TSA scanner?

Travis: Yeah, yeah, yeah, that kind of idea. And you hear:

Scanner: Scanning. Scanning. Choose style.

Roger: Let's see, I would like wide lapels.

Scanner: Excellent.

Roger: I'd like a really nice bow tie, the kind you can tie with hooves.

Scanner: Ah, do you want a clip—

Roger: Maybe a cummerbund would be nice?

Scanner: Clip on tie? Or tie?

Roger: Clip on, yeah.

Scanner: Clip on?

Roger: Clip on would be good.

Scanner: Yeah. I thought so.

Griffin: [chuckles]

Roger: And I think... oh, a black tux. Standard black tux... French cuffs...

Scanner: Do you want your lapels to be matte or shiny?

Roger: Hm... shiny.

Scanner: Excellent.

Roger: No, no, no, no!

Scanner: Oh?

Roger: Must be matte. Must be.

Scanner: Okay...

Griffin: It's too late, man. They already made it shiny.

Roger: And suspenders, please.

Scanner: Do you want single breast or double breast?

Roger: Double. Double.

Scanner: And what would you like the lining to be designed as?

Roger: Kevlar.

Scanner: No, I meant like the pattern of the—it will be Kevlar, we got that.

Roger: Actually, I'd like you to be reversible. So if the lining could be white... with a white lapel.

Scanner: Brilliant.

Griffin: Do the pants reverse too?

Navy: Do the pants reverse—

Griffin: I knock on glass.

Navy: Do the pants reverse too?

Travis: You don't wear white pants with a white jacket, Griffin? We're not in Monaco?

Griffin: [laughs]

Scanner: Processing.

Travis: And you see the scanners go up and down. And then there is what at first appears to be like a swirl of dust around you. But as it coalesces, you realize that these are like nanobots, right? That begin the process of stitching this jacket directly onto you as it forms, ensuring a perfect fit.

Clint: [spoofs stitching sounds] Chicka-chicka-chicka.

Travis: It's not stabbing you. It's just 3D printing with nano bots.

Clint: Oh? Okay, gotcha.

Travis: And you are now the proud owner of a reversible Kevlar-lined tuxedo, which is gonna give you one point of damage reduction within your armor. So I'm going to add that for you.

Clint: Awesome.

Scanner: Thank you so much for using the 4D printer. Be sure to tell your friends.

Travis: Boop. And the scanners shut off.

Navy: Hey, why does it say that last part?

Scanner: He didn't clear the chamber. We wanted to make it clear it was done.

Navy: Oh. [titters]

Roger: I have a question.

Scanner: Yes?

Roger: Why did it cost so many of my points?

Travis: Because it's—

Griffin: Oh, it's 10 to upgrade your armor.

Clint: Oh! Gotcha. Gotcha, gotcha. Okay.

Griffin: So the armor, Trav, does that mean every time he takes damage, he takes one less damage?

Travis: Correct.

Griffin: Wow. Okay. Dang, that's good.

Travis: That's why it's 10.

Griffin: Yeah, I guess so.

Clint: Gotcha.

Griffin: Juice, did you have other points you were gonna spend?

Justin: I have five left. Is there a...

Griffin: I mean, you could improve your signature item?

Justin: Yeah... yeah, I guess that could be... that could be fun. I didn't know if there's any point in like sitting on them and saving them, because it's—

Travis: Oh, yeah. I mean, absolutely, if you want to save them up and on the next like downtime session, spend them that way, you can do that as well.

Justin: Yeah, I do—you know what though? I would like a little more—I didn't really feel like I had enough juice to get it done last time. So I'm gonna take the—I'm gonna sharpen... No, I'm going to improve Hatchet Man by drilling holes into the handle, to make it a little more ergonomic.

Travis: Okay, you walk in having finished your master class. Excuse me, your class of masters, with Jeremy the Badger Man.

Navy: How did it go, Ax-o-Lyle?

Lyle: Well, it's interesting that you ask that. Hmerr...

Griffin: [titters]

Navy: I got chills just then.

Lyle: Well, friend, that's—yeah. Okay, what do you think? Hm...

Navy: Yeah, it's great. We needed a face guy. Since Roger's usually the sneaky guy, and it's tough for the sneaky guy to be the face guy. And it seems like you've got—

Lyle: Right, so from now on, I'll be the one who's... listening. Heh...

Griffin: [laughs]

Lyle: Wow. Interesting.

Navy: Just a little feedback, the 'hm' thing feels pretty condescending.

Clint: [laughs]

Lyle: Well, I guess you and I are on the same page.

Griffin: [titters]

Lyle: Huh...

[group chuckle]

Lyle: I guess there's not such a difference between us after all.

Travis: [laughs]

Griffin: [chuckles] I turn to Snarf.

Navy: Does this level out eventually? Does it kind of even—

Dr. Snarf: Yes, there's always a process of like over correction in the beginning.

Navy: [titters] Okay.

Dr. Snarf: Yes.

Navy: Good. Yeah, no, it's genuinely pretty troubling.

Dr. Snarf: Ask him about his favorite kind of wine. That's always funny right away.

Navy: What's your favorite wine, man?

Lyle: Oh, ah, the noble grape. Hm.

Griffin: [chuckles] The noble grape?

Lyle: I'm more interested in what you're thinking about the noble grape.

Navy: Maybe he shouldn't operate any kind of power tools right now?

Dr. Snarf: Yeah, yeah, his eyes might be highlighted as well. That can happen.

Lyle: I can't help but operate my most powerful tool. It pumps the blood through my body. Huh. That's a real power tool, isn't it?

Navy: If he's about to upgrade his heart, I don't even want to be—

Lyle: Here's two power tools that I'm so deeply into. Look at these two power tools here.

Justin: And I'm pointing at their ears, because I don't have ears. [titters]

Griffin: My ears? I don't think I have ears either. [laughs]

Justin: Does anyone have ears?

Griffin: Roger definitely has ears. I've seen Roger's ears.

Travis: Are you a—you're a seal. I believe the difference between seal and sea lion is which one of them has ears. Let me see.

Griffin: Dude, Ross seals have ears.

Travis: Yes, seals have ears, but they lack external ear flaps.

Griffin: Okay, so I don't think he would know where to point...

Travis: Wait, hold on. Does that mean our ears are just the external ear flaps?

Griffin: Yeah, man.

Travis: So, the holes are the ears?

Griffin: Yeah, man, we don't really keep any important stuff in the flaps. Most of the—most of the goodies are in there.

Clint: Hair. There's hair in mine?

Griffin: There's hair, yeah, I guess that's good.

Travis: Gross.

Griffin: Yeah.

Travis: Okay, so you walk in, Lyle, and you just start—you grab a drill press, and you just start putting some holes in the handle of your axe?

Justin: Mm-hm.

Navy: Hey, what are you doing?

Justin: While he's doing this, I think like a dozen times he reaches for Hatchet Man. And then realizes that he is working on Hatchet Man. So, it takes longer than it should because he keeps trying to get Hatchet Man to help with some part, and it just doesn't. It's like an extension of his body.

Travis: This is great, because now if you get like a mega cowabunga, you can make the attack or whatever, and then play it like a flute.

Griffin: Yeah.

Justin: Yeah. That's true.

Griffin: I think he should be able to do that whenever he wants.

Travis: Well, not whenever he wants. If he has a mouthful of food or whatever, I don't want to see it.

Griffin: Yeah, that's fair.

Justin: That's a good point. Really good point, actually.

Travis: Thank you. Excellent, so at this point, the blaster pack has been finished. Okay, great—

Griffin: Was Snarf himself working on this?

Travis: Yes.

Dr. Snarf: I finished your blaster pack upgrade. Here, try it on. Here, let me set up a target for you. What's your usual range?

Navy: Well, in the old splash pack, it had to be fairly close. Like about 50 feet or so.

Dr. Snarf: Okay, great.

Travis: He sets the target up 75 feet away.

Dr. Snarf: Now, you're not going to get maximum pressure at this distance, but you do get increased distance. So why don't you give her a try?

Griffin: Cool. I roll a four D8...

[sound of dice thrown]

Griffin: One success.

Dr. Snarf: Hm, let me work on that some more. Hold on.

Griffin: [laughs]

Navy: I'm telling you, man, more nozzles. 64. 32 on each side. I think what if it like popped out of the sides, like wings, but they were in reverse. And then each one had sort of 32 individual nozzles that would all—

Dr. Snarf: Okay, I'm gonna work on a design to see if I can incorporate that many nozzles. Let me work on that for a while, and when you're ready, you come back. Okay?

Navy: Okay.

Dr. Snarf: Oh? Oh, come. Come, come, come! Over here. This is very— have you ever seen the element in person?

Travis: This is the element that came crashing to Earth during the convergence, which drew the attention of all the other-worldly Abnimals.

Griffin: Okay?

Travis: And brought them here. It is what is used to also recreate the sustenance from that Abnimal's home world.

Griffin: Okay.

Dr. Snarf: Have you seen... have you seen the element?

Navy: No... it's so beautiful.

Dr. Snarf: Yes, isn't it? It's impossible to describe how beautiful it is.

Clint: [laughs] How convenient!

Navy: It's like a crystal, but also an orb.

Dr. Snarf: Yes, and it kind of gooshes around when you—yes, in the corner of your eye.

Navy: And also I see a face.

Dr. Snarf: Yes!

Navy: And it's not my own face, but it is.

Dr. Snarf: Mm-hm.

Roger: I see a dragon in the clouds.

Dr. Snarf: Yes. It often manifests as different things or different people.

Navy: What's it look like to you, doctor?

Dr. Snarf: To me? Oh, like a juicy ball of yarn.

Navy: Wow. So, maybe it's the thing you love most in the world?

Dr. Snarf: Maybe.

Navy It's like an orb crystal that's also a diamond.

Dr. Snarf: And maybe your face?

Navy: I guess so. Wow, what's that say about me?

Dr. Snarf: Hm, interesting. I'm gonna write that down in my journal.

Griffin: Do I feel myself getting more powerful near the... the crystal orb diamond heart?

Travis: Well, as an evolved animal, the element is beautiful. It's definitely like of interesting and everything. But it does—

Griffin: But it's not fueling my powers as if I were an alien.

Travis: It not was fuels you.

Griffin: Gotcha.

Travis: No, you know, because you would have learned this, as an evolved animal, it is necessary for you to continuously access like whether it's drinking water or swimming or whatever. The waters surrounding River City have been imbued with like a mixture of chemicals from a spill.

Griffin: I got you.

Travis: Yeah, 20 years ago.

Griffin: The splash pack also has a tube that feeds back into my body. So I can just kind of juice—well, or a CamelBak. [titters]

Travis: I guess it's not your urine.

Griffin: No.

Justin: CamelBak just ripped off the Fremens. [titters] What the heck?

Travis: But didn't prove it. Because they were like, "You can just put new water in here. You don't have to pee into the camel bag. Don't worry about it."

Griffin: It is a tube—it is like a small tube that I have taped to the side of my face, that kind of goes in my mouth if I turn my head to the side.

Travis: I love that.

Griffin: It's very cool.

Travis: But it is important to note that without like re-upping the supply of water, it does lose its effectiveness. The half-life of the chemicals—

Griffin: Quit trying to give me weaknesses.

Travis: It's not weaknesses, because as long as you're in River City, you have access to it, and it's not a concern.

Griffin: Yeah, until the Dry Man comes and you're like, "This is my new bad guy, the Dry Man. He puts you in a prison that dehumidifies you, and now all your powers are gone."

Travis: Listen—

Justin: Listen—

Travis: What might be planned for the future—

Justin: Everyone stop—

Travis: And might not be is not important.

Justin: Just stop recording so Travis can get his notebook.

Travis: Yeah?

Justin: About Dry Man. [titters]

Travis: Listen, Griffin and I, as is often demonstrated on My Brother, My Brother and Me, may or may not already be on the same wavelength. Don't worry about it.

Griffin: Don't worry about it. Don't freak out.

[theme music plays]

[ad reads]

Kirk: Say you like video games, and who doesn't?

Maddy: I mean, some people probably don't.

Kirk: Okay, but a lot of people do. So, say you're one of those people, and you don't really have anyone to talk to about the games that you like.

Jason: Well, you should get some better friends.

Kirk: Yes, you could get some better friends. But you could also listen to Triple Click. A weekly podcast about video games, hosted by me, Kirk Hamilton.

Maddy: Me, Maddy Myers.

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Kirk: Triple Click, it's kind of like we're your friends. Find us at maximumfun.org, or wherever you get your podcasts.

[break]

Jesse: Hi, I'm Jesse Thorn, the founder of Maximum Fun. And I have a special announcement. I'm no longer embarrassed by My Brother, My Brother and Me. You know, for years, each new episode of this supposed advice show was a fresh insight. A depraved jumble of erection jokes, ghost humor, and—frankly, this is for the best—very little actionable advice. But now as they enter their twilight years, I'm as surprised as anyone to admit that it's gotten kind of good. Justin, Travis and Griffin's witticisms are more refined, like a humor column in a fancy magazine. And they hardly ever say 'bazinga' anymore. So, after you've completely finished listening to every single one of all of our other shows, why not join the McElroy brothers every week for My Brother, My Brother and Me?

[theme music plays]

Dr. Snarf: All right, we'll move into our high-tech trading facility here. Excellent, give me just one moment to set everything up. So, just step into the machine here... and we can begin. This is just for Roger, don't worry.

Griffin: [chuckles]

Roger: Very well...

Travis: Yeah, so when you step into the training room, what you see is sort of a spider like, maybe octopus like, multi-armed machine hanging from the ceiling. And it looks like it's like part scanner, part... it's hard to say exactly what the other part is.

Griffin: Part something! This is the season we're trying to make kids appropriate. So, in the tenderest way I can possibly put this, it looks like the robot has eight genitals.

Justin: [snickers]

Travis: Listen, what the robot does or does not have is between him and his god.

Griffin: Okay...

Clint: [laughs]

Griffin: I guess we don't have to get any more into it than that. I think that this is—I think they could say genitals on like ABC Family. So, we're probably—

Travis: It's very scientific and medical, so it's fine.

Griffin: But I want the three of you to kind of not other me right now. To accept, like—acknowledge the fact that this robot is—

Justin: Hastily—yeah, it's scientifically—

Griffin: It has—

Dr. Snarf: Climb on in!

Griffin: Okay.

Dr. Snarf: Climb on in, Roger!

Roger: Ugh... um, thanks?

Clint: So, Roger climbs on in. Does this have to be programmed in any way?

Dr. Snarf: Yes, describe to me the kind of thing you want to be able to do. And we're gonna do some rapid training, baby!

Clint: Okay... I think I would like this to be an animal move. Because right now, I only have one animal move that's active. And I would like it to be the—I think this would help a lot in our efforts, the Flamingo Flamenco. If there is a light source shining on Roger, he does a stomping, clapping solo dance on one leg that nobody, adversaries, can ignore. So, all attention will be drawn to him. It's like irresistible and holds all attention for 10 seconds.

Dr. Snarf: Oh, okay?

Clint: Of adversaries.

Dr. Snarf: Okay, excellent.

Travis: And the machine begins whirring up. And the—

Clint: Can it play Malagueña? Which is a great flamenco song.

Travis: Of course it can, dad. As long as we don't actually play it, because of rights issues.

Dr. Snarf: Would you two like to help me out here?

Navy: Us?

Dr. Snarf: Yeah.

Navy: I don't want to be in this—

Clint: As long as they don't have to touch the genital things.

Griffin: Yeah.

Dr. Snarf: They're not really genital things. I can't stress this enough. That's a robot.

Justin: [chuckles]

Dr. Snarf: Okay, Lyle, Navy, grab those controllers there... and we're gonna put him to the test. Let's see how this goes!

Travis: And bright light shines on you. And basically, you feel the machine, like the arms and everything come down. And eight of the arms kind of latch onto like your wrists and ankles. And they start to move you around, training your body in rapid succession. As the other arms, controlled by Lyle and Navy, are going to attempt to attack you while you do this dance.

Clint: Oh? Cool! All right. Another chance to fail!

Griffin: [chuckles] I look at Ax-o-Lyle and kind of grimace.

Dr. Snarf: Okay, make it realistic and challenging, boys. Go!

Navy: It's a weird vibe.

Travis: So, you each—each of you roll two D8. And you, dad, are gonna roll five D8.

Griffin: Can I contest myself on this roll? Well, I guess I want the training to be good, okay.

Travis: This is training. You gotta have good training, Griffin.

[sound of dice thrown]

Griffin: I got one success.

Justin: I hold myself in contempt!

Griffin: [chuckles] Hey, this—

Justin: That's two failures.

Griffin: I got—so, one success between the two of us.

Clint: Five D8, here we go.

[sound of dice thrown]

Griffin: Oh my god.

Justin: He rolled the double eights, Trav. That's huge.

Travis: That's a mega cowabunga. You dance so beautifully.

Clint: [claps rhythmically]

Justin: You got to stop with the foley though, Mac.

Griffin: [claps rhythmically]

Justin: Everyone's foley sucks!

Griffin: [chuckles]

Travis: Yeah, are you clapping? What is that? It sounds like you're slapping some beef together.

Justin: Everyone's doing it!

Clint: Have you never—never slapping some beef together, exactly!

Travis: Just two big, beefy men, slapping beef.

Griffin: Slapping meat!

Clint: [chuckles]

Travis: By the end, Dr. Snarf is crying watching this beautiful thing. He says:

Dr. Snarf: It's the greatest flamenco I've ever seen. Even better than Agent Mingo, who is a flamingo!

Navy: [shuddering] I know what I said about your robot, but it has created something truly beautiful today.

Dr. Snarf: That was glorious.

Roger: I thank you all. Lyle, do you have any complimentary remarks to make?

Lyle: Hey, listen, I think that was something we all needed to see a little bit. You know? But not a lot. Hm...

Roger: Gotcha. Well, it's meant to distract our adversaries. It's not meant to distract you.

Lyle: That's true. I found it very diverting. That's gotta be—

Navy: I certainly couldn't look at anything else. So I guess—

Lyle: I didn't wanna look—I wanted desperately to look away, and I couldn't quite get there.

Roger: Well, now you've seen it, so you will probably be immune to it from now on.

Lyle: Oh, with just the one time view? All right!

Dr. Snarf: Well, excellent work. Listen, my work here is done. I've gotta go design a splash pack with at least 58 more nozzles. It will be my greatest scientific challenge. But before you leave, oh, Roger, make sure to stop by Dr. Barker's office. He had some... your week's supply of Muesli X. Therefore, you make sure you boy stop by there on the way out. And I'll be here, if you ever want to come by. And you know, we can work on innovations and stuff. Or just hang out! You guys like chess?

Navy: Um... no.

Dr. Snarf: Roger? Lyle? You guys like chess?

Roger: I'm more of a Go guy...

Dr. Snarf: Okay.

Navy: I might book around back at the museum, if that's all right?

Dr. Snarf: Sure. Lyle, Chess?

Roger: Do you have anything for one point?

Griffin: [chuckles]

Dr. Snarf: Let's see, I could give you this lollipop?

Roger: Does it have magic power?

Dr. Snarf: No, but it's two flavors.

Roger: I'll hang on to my point.

Dr. Snarf: Okay.

Lyle: I've dabbled.

Dr. Snarf: Oh, excellent. I've been meaning to learn how to play. So, if you want to teach me chess, I'd love it.

Lyle: Where to begin... we travel to ancient Persia, where the game was originally called Shah mat, which means 'I fall.'

Griffin: It has to cut away. It *has* to cut away.

Travis: It cuts away. Yeah, it cuts away. Navy, you've gone back to the—

Griffin: That was both—that was both, Justin, impressive and the most boring five seconds of my entire life.

Clint: [laughs]

Travis: We're back in the little history of Abnimals/interpersonal training room there. What are you looking for?

Griffin: Is there anything in here from the Royal Seals? Is there anything in here—I have to imagine we were a fairly technologically advanced, sort of older-established team.

Travis: Mm-hm?

Griffin: I didn't know if they would have anything here at Barker Innovations.

Travis: Are you looking for like a history of them? Or like documentation of their inventory and advancements—

Griffin: I think like artifacts. Yeah, like... you know, items on display.

Travis: Oh, excellent. Okay, yeah... Yeah, you don't gotta roll for this. There's like a, you see on the wall, a kind of like prototype weapons and defensive stuff there. And you can see what would have been the first kind of iteration of Golden Seal's signature trident.

Griffin: Hm...

Travis: This was just like your basic, lots of aerodynamic, or I guess hydrodynamic?

Griffin: Sure.

Travis: That would allow it to cut through water easier. As well as you can see there's kind of a guard across like where his hands would go, to protect his knuckles. But there wasn't a lot of other innovations to it at that point, besides just basic like design.

Griffin: Okay.

Travis: And of course, you can see the Royal Seal royal seal decorating that, and like a little blurb about when Golden Seal first made—you know, first came to land and partnered with Barker Innovations to produce this trident.

Griffin: Cool. I just, can I knock it over? [titters]

Travis: Oh, absolutely, yeah. It's standing in a like kind of acrylic, you know, fairly thick like security glass. But it's just a like... not a lot of base to it. So, if you want to give it, you know, like a—

Griffin: I just give it a push.

Travis: Yeah, give me a three D8, because you're a bulky boy, and you're kind of leaning your weight against it.

[sound of dice thrown]

Griffin: Yeah, that's two successes.

Travis: Yeah, it knocks over. And it doesn't like smash or anything. You see the trident like come loose from the thing and just kind of bounce around, maybe get a little scuffed up.

Griffin: All right, cool. I look around really quick and then realize that was probably stupid, and I want to just take off.

Travis: Great, yeah. You head back and join up with the others. Are you guys heading to—

Navy: I was in the bathroom. I was in the bathroom. Bathrooms must be wild in this world, huh? Gotta accommodate a lot of different types of... stuff.

Lyle: Yeah, it's a good place to meet people with a real wide variety of intentions.

Griffin: [chuckles]

Navy: Yeah, man.

Lyle: It's always a little bit of a dance, you know, walking around. Like I'm headed this way, but are you headed—oh? Okay, that's—whoa, all right. Oh, I had no idea.

Navy: It's so wild how every bathroom has to have a pasture in it.

Lyle: Yeah.

Travis: And special equipment for cloacas.

Navy: Yeah. So anyway, that's where I was.

Travis: Are you gonna head to Dr. Barker's office to grab some Muesli X?

Clint: Yes, please.

Travis: The three of you make your way to Dr. Barker's office. As you approach, you can hear raised voices coming from within the office. You can't quite make it out. You know, you're all standing about, you know, three or four feet away from the closed door, but you can hear it's definitely angry voices.

Griffin: We're not inside the room yet though?

Travis: Not yet. You're approaching the office.

Navy: Hey, Roger. You have external ear flaps. Do you want to...

Roger: Yes, let me...

Clint: So I—

Lyle: Try to listen in.

Clint: Yeah. I kind of lean in, put my ear flap against, what, the wall, the door? Is the door closed?

Travis: Yes, the door is closed. But it's frosted glass, so that's probably your best option.

Clint: Okay, I'm gonna place my ear flap against it.

Travis: You can just say ear. We don't have to get to in the woods. In the weeds.

Justin: In the woods.

Travis: In the woody weeds about this.

Clint: Okay. And I'm going to do a listen check.

Travis: Okay, yeah, give me two D8.

[sound of dice thrown]

Clint: One and a one!

Justin: Wow, dad. Those are low numbers.

Griffin: That's a turbo boner, right? We don't—do we have a term for what dad just did?

Travis: Mr. Mess Up strikes again.

Clint: How many practice—how many practice points do I get for that?

Justin: [sings] And you won't see Mr. Mess Up coming.

Griffin: [chuckles]

Justin: [sings] But he'll sleep right into your dreams. He'll make a mess of everything. He'll poop in his pants—[chuckles] And then he'll get 20 points.

Clint: [laughs]

Travis: All your—all you—

Clint: [laughs]

Travis: All you're able to hear, Roger, is you hear what you're pretty sure is Dr. Barker's voice say something like, "So, you're the one who took it! I knew that it—what were you thinking?!" And then the door falls open as you're leaning against it. And there in his office, you can see Dr. Barker. And it appears that he has been arguing with who you're pretty sure is Carver. He's got like a trench coat on and his hat pulled down low and all that stuff, but you're like 99—with his back to you and he's going, "Oh, it's not me." It's Carver. He's been yelling at Carver.

Dr. Barker: Oh...

Travis: This is Barker.

Dr. Barker: Oh, sorry, yes... don't worry about any of this. Just an old friend stopping by. Oh, your Muesli X. Yes, of course. Here you go.

Travis: And he hands you like a large mason jar full of Muesli X.

Clint: [shudders] Ah-hue-hue-hue! I lick... lick fingers. No, I don't have fingers. Like a hoof?

Travis: No, your hands are fingers. Let's not over complicate your life.

Griffin: Yeah.

Clint: And I swirl it around. [spoofs tasting sounds]

Roger: Mm... Oh, yes, very piquant.

Griffin: Do you just... you house it right there?

Clint: Not all of it. Just a little taste.

Griffin: [titters]

Clint: I was feeling a little bit lightheaded.

Dr. Barker: Was there—was there any—was there anything else that you needed?

Navy: Do you have any like good cereal? Like Cinnamon Toast Crunch or Lucky Charms?

Dr. Barker: Yes, if you want to—if you want to go to the break room, we have many cereal dispensers there to choose from.

Navy: Do they give me power?

Dr. Barker: No. I mean, sugar. You might get a bit of a sugar rush and—

Navy: Hey, do you have any of those fruit gummies that when you eat it, your head turns giant into the shape of the fruit?

Dr. Barker: We haven't been able to perfect that yet. The closest we've gotten is some of the animal's heads have exploded.

Navy: Oh, okay.

Dr. Barker: If you wouldn't mind excusing us, me and my old friend here just have some more things to discuss.

Griffin: Is Carver eyeballing us at all.

Dr. Barker: No, he is trying to hide his—he's got—he's like pulling his hat down low, trying to hide himself from you guys.

Roger: Pardon us for intruding, but it seems like there may be something going on here that perhaps we could aid you? Is there a problem?

Travis: Give me...

Clint: Every roll is an opportunity for me.

Griffin: Yeah.

Travis: That's beautiful, dad. Give me a two D8 roll to see if this is gonna win them over.

[sound of dice thrown]

Griffin: Wow.

Clint: Hm! Seven and five.

Griffin: Two successes.

Travis: Okay.

Dr. Barker: Okay, you three, come in. Close the door.

Griffin: I do—well, I pick the door up off the ground.

Travis: He didn't fall over and knock it, it just like opened.

Griffin: Oh, okay.

Clint: Oh, okay.

Justin: I lean against the door jamb after I enter with easy charm.

Clint: [laughs]

Griffin: [laughs]

Dr. Barker: Listen, before anything else, let me just say, Lyle, there's something very cool about you today.

Lyle: I think there's something cool about you taking the time.

Dr. Barker: Oh my goodness.

Lyle: Hm.

Dr. Barker: Okay—

Griffin: [titters]

Navy: The 'hm.' Again, the 'hm' thing is a little much.

Dr. Barker: But it leaves—it leaves me wanting to win you over!

Navy: I guess that's the secret, huh?

Dr. Barker: Oh, so mysterious, so hard to read! Now, listen, I was just discussing with Carver here—yes, I know. Surprise, it's Carver.

Carver: Yeah, hi, guys. Yeah, it's me. Sorry about... I know I was—

Navy: Wow! Carver!

Carver: Yeah. Sorry for the shock. Sorry.

Navy: Wow!

Carver: Yes, well—

Navy: I'm such a huge fan! Crazy to meet Carver!

Dr. Barker: You already told me, I was telling car—okay. I was discussing with Carver his recklessness, not just in revealing himself to you three, but also in his heist, his robbery of the museum. So, it was just some angry words exchanged between friends. You don't need to worry beyond that. I think—

Lyle: Now, I didn't catch your first name. It wouldn't happen to be Judy, would it? Because I am hearing a lot of judging coming from that end of the room.

Clint: [chuckles]

Lyle: You know, we really can't sort of make those sorts of sweeping judgments on folks' actions, especially when we weren't in their shoes.

Clint: All part of his easy charm.

Navy: Also, there was also a heist happening before he showed up. So, if anything, he kind of just piggybacked onto a pre-existing heist.

Lyle: Right. It's sort of an assist.

Dr. Barker: An assisted heist.

Lyle: An abet. Just a tiny abet.

Dr. Barker: Just a little abet is all.

Lyle: A little abet.

Roger: And some aiding.

Navy: Well—

Roger: Just a little aiding.

Lyle: A Betty Boop.

Navy: Double jeopardy.

Lyle: A Betty Boop.

Dr. Barker: Just a Betty Boop of a serious crime.

Lyle: Just a quick Betty Boop.

Dr. Barker: In which he put revealing his identity and who knows what else—

Lyle: We could all do to do that a little bit more, couldn't we though? Reveal—taking away some of those masks. Hm.

Clint: [titters]

Dr. Barker: I don't quite follow.

Lyle: Well, I wouldn't hope you to follow. I would hope you to lead. Hm.

Travis: Give me, with your ab skills—

Justin: A ducking—a duck check. [chuckles]

Griffin: You're not gonna leave this building—

Justin: A get out of the way check. [chuckles]

Griffin: You will be killed by someone in this building before you leave it. Just for talking to them.

Travis: Give me a three D8 roll for an abs check. For like reading—

[sound of dice thrown]

Griffin: Oh my god.

Justin: Three successes. [laughs]

Travis: With three successes—

Justin: Wow!

Travis: When you talk about like revealing yourself and like not just following, but being a leader, he gets... you would say like worried. Maybe like backs off a little, tenses up a little bit. And says:

Dr. Barker: Oh... yes, you've made quite a few points. If you would excuse us, I'm late for another appointment. If you would please excuse me.

Travis: And he rushes out of the room.

Navy: That was weird.

Travis: That is when Lyle, your phone pings, and you've received a text message from Sergeant Salamander, leader of the Amphiboforce.

Lyle: Wow, guys, I've just received some sort of message here from the Amphiboforce.

Navy: Oh. Well, what's it say?

Lyle: Let me read it.

Navy: Yeah, do that out loud.

Lyle: Aloud. To myself.

Travis: It reads—

Lyle: First.

Travis: It reads, "Ax-o-Lyle, I know it's been a while since we've contacted you. But we need you now more than ever. We need you to come to the Amphibofortress ASAP. And listen, we've heard through the grapevine that you've been traveling with some new associates. Feel free to bring them with you if you feel like it. Can't wait to see you. Reminder, this one is an emergency."

Lyle: Huh. Well...

Navy: You kind of mumbled through most of that.

Lyle: Yeah, sorry, I wanted to read it to myself. Let me read it again for you guys in sort of a more stately fashion.

Clint: [laughs]

Lyle: I didn't know if there'd be any sensitive data in there. And I do want to try to protect the Amphiboforce if they had some sort of trade secrets that there was just for—intended for me. I didn't happen to notice any special mention to me, or any sort of thing to reveal that they knew who I was. But there does seem to be an emergency. And if you guys are interested in seeing my side of the pond, I think we'd love to have you out there.

Navy: Well, I'm pretty sure I'm salt water marine life, but...

Lyle: Oh, that's okay, I have a lotion for that.

Navy: Great. Then there's no reason for me to say no to this.

Roger: Hm... I'm quite—I can be quite buoyant with all the methane gas. So, I'm with you.

Travis: To the Amphibofortress! [spoofs teleport sounds]

[Abminals theme music plays]

Laser Webber: Hey, kids, Laser Webber here from the Arachnid Alliance. I'm here to remind you that when you're operating your J9-87 laser wave

inverter, you gotta avoid overheating by shifting the L switch into position seven and adjusting your energy input output ratio using the included supplementary diagnostics tool. Just be sure to connect your controller using a CAT-5 cable with the appropriate RJ5 connector. You can also refer to page 197 of the user's manual for more information. Lasers are fun, but safety always comes first. Stay cool and keep it tubular!

[break]

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