

The Adventure Zone: Abnimals Ep. 24: A SCUZZ of Our Own!

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Travis: Hey, everybody! It's Travis, I'm the middlest brother. It's the MaxFunDrive, and that means it's your chance to support the shows and the creators that you love by going to maximumfun.org/join. You can become a new member. You can upgrade your membership, or even just boost a current membership by a couple bucks.

Griffin: I mean, it's us. We should say like, it's us. So like not just any artist or whatever that you love, it's specifically us and our stuff.

Justin: Right.

Griffin: That we make. You're not gonna go around—

Justin: Although we may use some of that to support an artist that you love. [titters]

Griffin: Yeah!

Justin: It's entirely possible. We'll go to their museum, I don't know—

Griffin: I don't know how we'd go do that.

Travis: Yeah, so support us, artists you tolerate, so that we can go out and support artists you may or may not love.

Clint: Oh, that's a good—that's a good—

Griffin: Yeah, where do I go to do that?

Clint: A good spin. You go to maximumfun.org, and it's forward slash join. And that's how you do it.

Griffin: Now, listener, I know you heard our dad say forward slash, and your brain sort of reflexively was like, "This man's wrong." He is saying the

address of a website and he's saying lots of advanced keyboard symbols. He's probably not correct. But it is, in fact, maximumfun.org/join.

Justin: Yeah, he's right.

Griffin: So, I just wanted to really hang a lantern on it.

Justin: He's right. Go to that address and give us your money, and we'll give you the podcast—begins now.

[Abnimals theme music plays]

Travis: As the credits roll on the extended director's cut of Flubber...

Griffin: [titters]

Travis: You guys—

Navy: We've gotta stick around for the after credits scene, where they—

Travis: Yeah, of course.

Navy: Flubber 2.

Travis: And there's a—there's deleted scenes. There's a making of documentary, if you want to watch any of those.

Clint: Now, which Flubber are we discussing?

Travis: Well, this is Flubber one.

Griffin: Robin Williams' Flubber, don't—

Clint: Are we talking about Fred MacMurray, the—

Griffin: No.

Justin: No.

Clint: Well, the absent-minded professor did have—

Griffin: Listen.

Clint: Flubber as a component.

Griffin: No one listening was alive when any Flubber came out. This is purely for us.

Justin: Yeah.

Griffin: And so, it doesn't matter.

Justin: Not for you. Don't try to put Fred MacMurray's old, weird butt in here. [titters]

Clint: [titters]

Travis: You guys stand, you wipe tears from your eyes.

Lyle: Well, it gets better—you notice new stuff, man, every time. Hey, can I... I know it's supposed to be for only after work, but can we... can we check out the arcade?

Navy: So badly, I'm dying.

Scuzz: Oh, yeah.

Travis: You hear Scuzz and the lights kind of zoom back to you on the wall.

Scuzz: Yeah, yeah, yeah! Oh, I... let me get everything turned on and powered up. Here, follow me!

Travis: And you see the lights move down the hallway again, leading you towards the arcade.

Lyle: Scuzz, is there... do you guys have the Green Bank Guardians arcade cabinet? Like the four top one with the—

Scuzz: Oh, yeah, absolutely—

Lyle: Four different sticks?

Scuzz: We do! There's some graffiti written on it, you know, because it's like, "Boo, Green Back Guardians!" Or whatever. But it's still playable. It was a big hit with the Killdeath bots and—

Navy: Dibs on Carver! Dibs on Carver.

Lyle: Yeah, obviously, dibs on Carver. No slappers.

Justin: [titters]

Lyle: Does like natural like rocket launchers only in the second round.

Navy: I mean, you can't call dibs on Carver. I just called dibs on Carver. You have to call dibs on—

Lyle: No bathroom camping. And we'll start at the facility and take it to temple, obvious.

Clint: Roger puts a quarter down and says:

Roger: I got next.

Lyle: Well, it's a four-player cabinet, man.

Roger: I'm not very competitive.

Navy: It's a co-operative—

Lyle: So much so that you don't want to play with us.

Justin: [titters]

Clint: I'm gonna—I'm gonna see if they have one of those dance games.

Justin: Yeah. [chuckles]

Griffin: Of course you are.

Travis: Lamar chimes in:

Lamar: Is it weird if I play as myself? Is that—

Lyle: No, please do.

Justin: So, Trav, here's my thought. And I don't know—I don't know what you—what you want to do with this. But I am—I am really interested in this idea of these heroes that have been around so long that we've forgotten some of the mythology. And I'm wondering if there is something in this game, in the way these guardians do their biz or in the way they fight, or in the enemy behaviors or something, that I can learn that will be advantageous to me in the future.

Clint: That's good.

Travis: Ooh!

Clint: That's really good.

Justin: Some sort of special move—

Clint: Yeah!

Justin: That we had forgotten about? Or like something maybe Lamar forgot? Something in this game, I'm looking to... to jog something or rebuild a little bit of that history. I know there's not going to be a science burrito in here, but I'm looking for any kind of leg up maybe in the game.

Travis: Ooh, okay. Yeah, yeah, yeah. I like this. And you know this game, you played it before. So give me a four D8 roll on it.

[sound of dice thrown]

Justin: All right, two successes.

Travis: Yeah, with two successes... two things. One, the thing that you were very struck by, right? Is as this is a cooperative game, there's constant combos, right? And as individuals, right? The Greenback Guardians are pretty effective. But you see a lot of like setups happening and the effectiveness of that. And it clues into your brain this thing of like, you've been working with these two for a while now. And you know the inner workings of how the three of you work together.

Justin: Okay.

Travis: And what that's gonna do for you is anytime your action is coupled with theirs—so if dad or Griffin do something and then your character responds to that with an action, you're gonna pick up an extra D8 for that.

Justin: Killer. I would probably, this feels like... abs move?

Travis: Yeah.

Justin: Is that where I—under the the mondo moves? Do you think that's where this would make the most sense?

Travis: Yeah, something like that. Something you can—whatever wording you want to put in it.

Justin: Okay. And that's a... what did you say the material impact of that is from any miracle?

Griffin: Bonus D8.

Justin: Bonus D8. If it's a pairing up, like a team up.

Travis: Yes. But you also notice something else. As you're playing, Lamar is getting way into it. And he has, up to this point, been very zen about

everything and very chill about everything. And you can see him as he's like playing as himself. And even in this like video game form like fighting crime with his buddies, he's getting like very emotionally invested in it. Like he's in it. It's like he's suddenly 20 years younger, and like the energy he's giving off is quite considerable. And he is, frankly, slamming that punch button as hard—the attack button as hard as he can.

Navy: Careful, man, these things, they will turn you violent. That has been figured out by the science and studies.

Lyle: To say nothing of the richest carpal tunnel man.

Navy: Yeah.

Roger: Yeah.

Lamar: No, I—yeah, no, sorry, I just got caught up do—it was... it felt good. I mean, it felt good to—and I know it's not real. I know it's not real. Video games aren't real, I know. It's just, it felt good, man! It's been a long time.

Lyle: Hey, listen. I know anytime you're gaming... you know, gaming is a really healthy way to work through that. I think—

Travis: Yeah.

Lyle: It's worth—

Travis: He lowers his blue blocker glasses.

Lyle: Even though you are—

Travis: And he's like:

Lamar: Yeah, man.

Lyle: Even though you are a pacifist, man, like you're not hurting ones and zeros. I think it's a really healthy way to work through some of that anger that you may be possessing, and acknowledging that you are human and

therefore imperfect, you know? If you're gonna have some impulses, you might as well work 'em out on the digital field of battle, man.

Lamar: Yeah... I mean, that felt good, but it also like, I haven't seen my brothers, you know? In like a decade.

Navy: Yeah, that must be—that must be really—is that Time Crisis 4?!

Lamar: What?! No way!

Lyle: Heck yeah!

Griffin: I go play Time Crisis 4.

Travis: Hey, dad, just for my own... curiosity, I'm gonna have you roll four D8 to see how you do on the Dance Dance machine.

Clint: Oh, I didn't—he's not doing Dance Dance.

Travis: He's not doing Dance Dance Resistance?

Griffin: They got—they got—they got—

Clint: He found—

Justin: Taiko: Drum Master.

Clint: He found Donkey Konga 3!

Travis: Oh, get out of town.

Justin: Dad, that's a good—

Clint: Which was only released in Japan!

Justin: Dad, that's actually like a pretty good pull for you. I mean, we did give you 15 minutes to Google it, so it's—

Clint: Yeah, thanks!

Justin: But like still, it's a good—it's not a bad pull!

Travis: Okay, roll—

Griffin: Dad knew about a game I didn't, and that sends a chill down my spine.

Clint: Only in Japan, my friend. Only in Japan.

Justin: [laughs]

Travis: Well, Famously, dad knows a ton about Japan and Griffin has no interest.

Griffin: No idea or interest to know more.

Travis: Okay, dad—

Clint: Let me tell you about Tagateh... gocheez.

Travis: Nope. Dad? Tamagotchis? That's not even—okay, you've just lost it.

Justin: [chuckles]

Travis: You've actually just lost it again. Any—

Clint: That's a Donkey Konga 3!

Travis: So yeah, okay, roll four D8 for me.

Clint: Four D8s, here they come!

[sound of dice thrown]

Clint: Two successes! Eight and a five.

Travis: You get a third on the leaderboard at the end.

Clint: Yes!

Travis: You see it's Cleft and Cleft and then you.

Clint: Ow... yeah, I think I'm gonna... no, maybe I'll... I'll just be happy with third. I mean, it's kind of my status in—

Travis: I mean, listen, yeah, you guys have to rescue Carver and stop whoever's—but if you want to spend a couple more like episodes of this podcast playing Donkey Konga 3 to see if you can beat Cleft's high score?

Griffin: I mean, now that I know that we can manifest rare Japanese arcade game machines, I could spend quite a while dipping into that.

Clint: I'm gonna try it one more time! And I'm gonna use a time to shine dice.

Griffin: What? No, come on! You are gonna be fighting Splinter at the end of this. And you're gonna be like, "I'm out of the TTSs."

Clint: I'll be good. I'm gonna use one TTS.

Griffin: Unreal, man.

Clint: I know! Bold!

Travis: I'm so proud of you, dad.

Clint: I'm so bold. Here we go. So, five D8s!

[sound of dice thrown]

Clint: Oh my God... a seven, a four, a three, a two, a one.

Travis: Yeah, you actually do worse.

Clint: Blastoff.

Travis: Yeah, you do worse this time. You don't even—not only do you not make it on the leaderboard, but Cranky comes out and he like points at the screen and laughs at you, and even says your name somehow. He's like:

Cranky: I'm disappointed in you, Roger Mooer! He-he-he-he!

Travis: And it's very hurtful.

Clint: I know, yeah! I mean... Roger is a very sensitive dude.

Travis: Yeah, and Cranky is very mean.

Clint: He throws down the DK bongos and walks away from the game.

Navy: Well, hey... come on, man. This is a rare import.

Travis: And you hear Scuzz, the lights come on.

Scuzz: What do you guys want to see next? There's the cafeteria, I could whip up some lunch. Or... there's not a lot in the armory, they took a lot of that with them, but we could look in there? You guys are looking a little rough. Maybe we could hit the day spa, the infirmary, patch you up a little bit?

Navy: Oh, I'll definitely need to hit that.

Roger: I think the armory might be a good idea if we're getting ready to plunge into a big, big, big butt battle.

Scuzz: A battle with big butts?

Navy: That's insane, man. Yeah, let's do 'em all. Let's hit the armory first. Maybe get a little snack-a-rooney at the cafeteria.

Scuzz: Okay, yeah! I'll have the bots start working on—you guys like sandwiches? Or... what are you guys into? What do you like?

Roger: No—

Scuzz: What...

Roger: No, roast beef. Thank you.

Scuzz: Oh, yeah, no, of course. Yeah.

Navy: Fish. Live fish.

Scuzz: Live fish, okay.

Navy: Give it to us raw and wriggling.

Scuzz: Raw and wriggling? Yeah, you got it, okay. That's why they call 'em special.

Navy: You keep—you... you keep nasty taters.

Scuzz: Okay, I'll keep nasty taters.

Griffin: [titters]

Lyle: Eh... do you... I hate to sound creepy, man, but you got any daphnia?

Scuzz: Any what?

Lyle: Daphnia is the—I mean, on the street they call 'em water fleas sometimes, but technically, they're daphnia. It's one of my faves.

Scuzz: Like bugs?

Lyle: Yeah, like, I'd eat brine shrimp, daphnia, earthworms, whatever you got, man. Grindal worms.

Scuzz: Okay, yeah, I think we can dig up—

Lyle: I would crush a black worm right now, or earthworm. Whatever you got, man.

Scuzz: Yeah, we'll dig up some bugs.

Lyle: Cool.

Scuzz: Okay.

Lyle: Hey, do you guys ever think about... I eat bugs.

Griffin: [titters]

Navy: ah, man, I think about it a lot. I think it's honestly pretty cool. It's a great, sustainable pro.

Lyle: Absolutely, man. It's good for environment and it's good for my, you know, my interior environment too. The flora on these guys is unreal!

Navy: Yeah.

Scuzz: But you guys wanted to check out the armory. It's over this way, if you want to come. Here you go.

Travis: And the lights zoom down that hallway into the armory. You find a much smaller room than the ones who've been in previously. And as Scuzz mentioned, a lot of the shelves have been emptied. What you see is, because the majority of Dr. Killdeath's like minions were robots, you see a lot of like robot attachments. A lot of arm attachments or like laser-guided like HUD kind of glasses that—you know, lenses one might put on a robot. There's some equipment here, but it's pretty picked over.

Griffin: I mean, I wouldn't mind grabbing some of these attachments for my pal, Rolly Bot. Just to—I don't know that I would know how to sort of upgrade him with this stuff. But if I see anything in here that could make our most spherical team member more sort of combat ready, that would be great.

Travis: Yeah, give me... let's see, with your Bug Eyes, give me a four D8 roll to see what you can find.

Griffin: [sings] Four D8...

[sound of dice thrown]

Griffin: [sings] I find a garbage can, and it's full of dookie.

Justin: [chuckles]

Travis: Yeah, that's a three, a three, a three and a two.

Griffin: Yeah, yeah, yeah.

Travis: Okay, so take a practice point.

Griffin: Oh my God, it's been so long. I didn't think we were gonna get any more of these.

Travis: Well, I didn't think you were gonna fail so bad.

Griffin: Yeah, I failed real bad.

Travis: Yeah! Like I said, you find a lot of stuff, but you're unable to see how any of it would be useful. There's a lot of like loose wires and the things you see seem pretty outdated.

Griffin: Okay.

Travis: Nothing that's really that impressive to you.

Griffin: At this point, I just kind of want to look like I know what I'm doing, so as not to embarrass myself. So I'll grab like a spool of wire and just be like:

Navy: This is good stuff! High-quality copper. My man Rolly Bot is gonna chomp this down spaghetti-good.

Travis: Excellent. Anybody else want to take a look around? Anything in particular you're looking for, in the market for? What are you buying?

Navy: Better not be a spool of wire, because I got that on lock.

Justin: Is there anything like protective that would more my sort of speed? I'm looking for something that can shield my extremely delicate flesh.

Travis: Excellent. Let's see, give me a... yeah, just a... you're scouting everything out, give me a three D8 roll.

Justin: Hm, if I turn the lights off, can I use my Nocturno Sense and roll four D8? [titters]

Travis: Huh... Let's see, hold on.

Griffin: I'll go ahead and I'll just turn the lights—like, at this point, we anticipate each other's needs.

Travis: Yeah, go for it!

Navy: Go ahead, bud.

Travis: Your dark vision is better than your light vision. Yeah, sure.

Justin: Thank you. All right, so that's a team up. So, that's five D8.

Travis: What?! No!

Clint: [chuckles]

Travis: Griffin didn't take an action!

Griffin: [chuckles]

Clint: He did, he turned the lights out?

Travis: That's a free action.

Justin: Okay, I'm just kidding. I'll roll a four D8. You win.

[sound of dice thrown]

Justin: Nope, that's a complete and total failure.

Lyle: Oof! Ow!

Justin: Donk-donk-donk-donk.

Lyle: Hey, man, that wasn't cool at all! Who did that?! Hey, who turned the lights off?!

Navy: I thought that—I thought that—

Lyle: Messed up, dude!

Navy: I thought it would help? Okay.

Lyle: Why did you think that? It's dark! You know what darkness is?

Roger: I've gone blind!

Navy: No, you didn't. I turned the—

Roger: I'm blind!

Navy: Guys, chill, I'll turn it back on. Uh-oh, it's not turning back on.

Roger: [whimpers] Oh...

Navy: Ah, farts... done broke the dang switch.

Travis: You hear from the other room leave—you guys are in the dark and you hear, "Lunch is ready, whenever you guys—if you wanna come—"

Navy: Where?! Tell us—get someone—

Scuzz: Oh, yeah.

Travis: The light zoom in again, on the walls.

Scuzz: This way.

Navy: Oh, thank God.

Scuzz: Just follow the light.

Roger: We need to stop messing with powers beyond our ken.

Travis: A light switch?

Clint: Apparently.

Navy: I'm a seal... what do I know about switches?

Roger: True...

Travis: As you head into the cafeteria, you can see places laid out. A non-roast beef sandwich for you. A bowl full of bugs. Some raw, wriggling, no nasty taters fish. And a pizza for Lamar. But he has gone all out scuzzin' the bots with like a vase with flowers in it, and like place settings and crystal serving wear and stuff like that.

Scuzz: Just, yeah, it's excite—it's nice to have friends coming to visit. I laid everything out here. And then I was thinking after this, we could check out Flubber 2. Maybe some more games over in the arcade.

Navy: We do—Carver may be being tortured right now. So, we should hold that truth in our hearts. And maybe let it sort of spur us on to the action.

Scuzz: Well—

Lyle: Yeah, he's counting on us, man.

Scuzz: I mean, yeah, yeah, I get that. But like, what if that was like a later thing? And right now was like kind of like a sleepover!

Lyle: Do you want to come with us?

Scuzz: I'm kind of like locked... you know, I'm programmed into the kind of headquarters here.

Lyle: All right, well, let me... ah! Let me get in there, see if I can't fix that.

Navy: Hey, hold on. You should—

Lyle: I'm gonna SSH in.

Navy: You're gonna what?

Lyle: I'm gonna SSH in! See what I can figure out.

Scuzz: What does that mean?

Navy: He's been studying units—

Lyle: I want to get there and have a butcher's, man.

Scuzz: Inside the walls?

Lyle: Inside your noggin, fella!

Scuzz: That's not my noggin, that's just a wall.

Lyle: No, no, no, I'm gonna get inside your noggin and I'm gonna reprogram you so you can come with us! You don't want stick around here like some sort of weird metal ghost, do you?

Scuzz: Can I ask you a question?

Lyle: Yeah.

Scuzz: Just a follow up before you have a, I believe you said a butcher's in my noggin?

Justin: [chuckles]

Lyle: Yeah, man!

Scuzz: How confident are you that you could transfer me out of here and not like erase me entirely?

Lyle: So, here's a plan. And you have—you're good with computers, being one yourself. I'm gonna SSH in to your noggin, right? I'm gonna root around in your root directory. I'm gonna pseudo in to some of your... the libe and the deer. I'm gonna have a butchers around and see if I can't see what's causing the problems. I'll get rid of the stuff that says—I'm sure there's a line in your code somewhere—are you Python, by the way? Because I did like five hours of Python in community college. So like, you're—I'm gonna—I'm just gonna get in there, I'll erase the line that says like stay here. There's gotta be one that's like, get out there and get it done. Go to 10, you know, whatever!

Travis: Justin, give me a roll. Let's see, what would this be? Yeah, I don't see anything you're—

Justin: Nothing.

Travis: So, a three D8 roll, because you are trained in—

Justin: I may not even—I don't actually even know that I have the faked college hours—

Travis: All this is right now is to convince him to let you try.

Justin: Yeah! Just let me have a butcher's.

[sound of dice thrown]

Justin: Ah, dagnabbit. [titters] It's a full miss. I mean, a four, one, two. You just, you hate to see it. That is a full whiff.

Scuzz: I... I really appreciate that, the offer... But I think maybe like I'll just wait and we'll just hang out and see how things go.

Lyle: All right, man. That's absolutely fair. If you change your mind, that's the great thing about SSHing into things, is I could SSH into your libe or your deer at any point you need!

Scuzz: Okay—

Navy: This guy's a rea—this guy's a real code cowboy—

Scuzz: Yeah, I'll keep that in mind. Bon appétit!

Lyle: If you got SCMB2, I can—I can—I can mess around with that a little bit.

Scuzz: It's actually, I already said no, and it's becoming less assuring as you go on.

Lyle: I feel less confident as I continue, honestly, in my—even if you asked me to at this point, to be—I don't think I would.

Scuzz: Okay.

Lyle: To be honest.

Navy: Hey, would someone mind throwing this fish into my open mouth?

Lyle: Ho-pa!

Navy: [seal honking sounds]

Roger: [seal honking sounds]

Navy: No—

Lyle: Hey, man.

Navy: I've already told you, man—

Lyle: Hey, man!

Justin: [titters]

Lyle: Not cool!

Navy: I'm try—

Roger: Oh.

Navy: I respect your boundaries, and I respect everything that you bring to the table. And I—all I ask is that you do the same.

Roger: That was kind of species appropriation and I'm sorry.

Navy: A little bit.

Travis: So you guys yummy down?

Griffin: Yeah.

Navy: Hey, let me try one of those bugs. Nope, not for me.

Justin: [titters]

Navy: I tried it. I thought a worm would be like a... linguini. But it—no, it's... good is a—it is a worm. It is—

Lyle: Yeah, it's an acquired taste, man. And also, you gotta squeeze out the... the nugget.

Navy: I saw—

Lyle: If you don't squeeze out the nugget before you eat it, it's tough.

Roger: But don't eat the—

Navy: See, I didn't know that.

Roger: Don't eat the pod itself because—

Lyle: No, don't eat the pod, man.

Roger: Everyone will laugh at you.

Lyle: Yeah. It's embarrassing.

Navy: In Hakuna Matata, I always felt like those gorgeous bugs look actually so delicious. But now I know that I prefer fish. So, thank you. Learning a lot about myself on this adventure.

Navy: Yeah, no problem, man.

Travis: So, each of you can regain two hit points. I think, dad, you're only down one, so you'll be at full health.

Griffin: Great.

Travis: And your bodies begin to feel sluggish.

Griffin: Uh-oh.

Justin: What?

Travis: And your vision starts to blur.

Justin: Wait, wait, why, Travis? It's food?

Travis: And you hear Scuzz say:

Scuzz: See, I told you. [speech slowing due to sedation] We're gonna have a sleep over.

Griffin: Oh my God...

Lyle: Not again!

Travis: And the four of you pass unconscious.

Justin: Boy, Travis, I have to say, this show's tenuous relationship with robots is getting increasingly fractious.

Griffin: Yeah.

Clint: [chuckles]

[theme music plays]

Justin: Hey, friend. I wanted to take a brief moment, if we could, from the frivolity, and get really, really, really serious.

Travis: Ooh!

Justin: Is that okay?

Griffin: Yeah, let me turn my chair backwards.

Travis: Powerful.

Clint: Yeah.

Griffin: Ow.

Justin: Thanks.

Clint: Wait, let me turn my hat backwards. Okay.

Justin: Thanks, dad.

Griffin: Cool.

Justin: Wow—

Griffin: Dad, I feel like you're relating to me now.

Clint: Yeah—

Travis: Let me turn my head backwards. Aah!

Griffin: Oh, God, no!

Clint: Let's have a session.

Justin: The media landscape sucks. And it sucks for a lot of reasons. Corporations suck and they're trying to eat everybody and close everything down. And the government's trying to ban podcasts, as you've heard, I'm sure. But listen, we have something different over here, and it's called a co-op. This is the Maximum Fun network, and it's owned by the people that make the crap.

Travis: I thought it was a coop! Like a chicken coop. Okay.

Justin: No, it's a—

Griffin: No.

Justin: It's a co-op. It's owned by the people that make it. Just like this show, this network is people-powered. And we rely on you, the people that listen to our shows and the people that like our stuff, and the people that think this is a pretty good way of doing business. We rely on you to support us, and that's why we're coming to you right now—

Griffin: And how do I—

Justin: For the MaxFunDrive.

Griffin: How do I do that, Justin?

Justin: Well, Griffin, you go to maximumfun.org/join. And you got a few different levels you can pledge at. If you can do just five bucks a month, you're gonna get—oh, dad, what is it again? I forget.

Clint: You get all the bonus content, Justin! I thought you knew that?

Justin: So it's like three or four episodes of podcast I haven't heard before?

Griffin: Is it like three episodes of podcast, daddy? How much is it?

Travis: Like two or three.

Clint: It's like... I think it's close to a million at this point.

Justin: [chuckles] Whoa!

Griffin: Whoa. I mean, it's—it is—

Justin: It's not that, certainly?

Griffin: It's like hundreds of—like I feel like saying a million discredits how much it actually is, which is hundreds of hours of bonus content.

Clint: Core—a quintillion. Well, a quarter of million.

Justin: There's hundreds of hours of content, maybe thousands of hours at this point.

Griffin: You gotta hear Charlieverse, man! If you haven't, if you've never become a member at maximumfun.org/join, you gotta hear Justin's daughter who—write a one shot for us to play.

Justin: Now dad, let's say I have 10—

Travis: Well, I really want to point out real quick, it's not just this year. It's all—

Griffin: Oh, sure.

Travis: It's all the previous years. So you not only hear Charlieverse 3, there's all the other first two Charlieverses. There's TAZ: (K)nights, where we played with Lin-Manuel Miranda.

Griffin: Plato's Rave.

Travis: Plato's Rave. There's TAZ Mercer.

Justin: There's Onion Boy, that's a solo episode I did where I just stayed an onion for an hour. And I—

Travis: Huh.

Justin: Never asked Travis and Griffin, and I never told 'em—

Griffin: Legally, I do have to say that's not it, that—

Travis: That's not in there, but TAZ Mercer is, where Matt Mercer DMed for us and played a game with us.

Griffin: Oh, yeah.

Travis: So...

Clint: You are in a name—

Griffin: Hah, so much good stuff.

Clint: Dropping mood! Whew.

Justin: Yeah, I love it.

Griffin: It's a—

Travis: Yeah, dad! I'm trying to get 'em to... to become members! Why would I not name drop?!

Clint: [titters]

Justin: Dad, let's say that they can give us 10 bucks a month. That's so sweet of 'em. What are you gonna—what are you gonna give 'em in thanks?

Clint: I am going to give them all the bonus content, but then you get your choice of an enamel pin, and these are really cool. The MBM... MBMBMBMBaM one—

Griffin: That's fine. It's fine.

Clint: Is the Trav Nation—

Justin: Perfect, dad. Thanks for listening. [titters]

Clint: And let's—the TAZ one is "Stop calling me baby." I love the Poetry Corner one from Wonderful. The Still Buffering one, of still buffering. "Kill all the mosquitoes," that one I—I don't know. Isn't that's ecological?

Justin: That's from Sawbones, that's our—

Clint: I know, but I mean—

Justin: One, dad. I'm gonna kill all the mosquitos for you.

Clint: And then Shmanners—

Griffin: Dad likes mosquitos.

Clint: With the big ol' truck. How cute. That is—that's adorable.

Griffin: But it's not about the BoCo. I mean, the BoCo and the stuff is obviously great. But we are only able to do this show and My Brother, My Brother and Me and all of our other shows and our video stuff because of the support we have gotten from our listeners in the past. The ad market for

podcasts is pretty bad right now, as evidenced by the fact that we don't run a ton of ads here on The Adventure Zone anymore. So, more than ever, your support is helping us continue the stuff that we do, to help us continue to make it. That's at maximumfun.org/join.

Justin: Killer.

Griffin: Let's get back to the rest of the episode, and we'll bother you more about it later.

[theme music plays]

Travis: The four of you, Lamar and you three, wake up.

Justin: I have a name. [titters]

Travis: Sorry, Ax-o-Lyle and the rest.

Clint: I have a name too.

Travis: I can't remember it.

Clint: Roger Mooer.

Travis: Ah, there it is!

Clint: Roger Mooer.

Travis: Thank you.

Justin: I'm just saying if you're gonna 'and the pussycat' someone, I want you to 'and the pussycat' them!

Clint: [laughs]

Travis: Okay, Roger, Lyle, Navy and the rest, is that better?

Justin: Yeah. [in a silly voice] Wouldn't you rather buy a CD from Ax-o-Lyle and the rest?

Griffin: [chuckles]

Travis: You wake up strapped to metal tables in a brightly lit—it looks like at some point it would have been like an anesthetic, kind of very clean room. It is a little dusty now, a little worn down from disuse. But you find yourselves in the day spa/infirmarium. The straps, your wrists, forearms, legs. You're firmly down. And Scuzz says:

Scuzz: Oh! You're awake, great. We can keep hanging out. I've got all kinds of activities planned. And I figure after like a couple days here, you guys will have cooled off. And then you'll be ready to hang out more. I can let you off the tables. This is gonna be so good!

Justin: Time out. Trav, can I ask you a question about the day spa infirmarium?

Travis: Yeah, please.

Justin: Is there a regular assessment as to which one people are in? Like, is there a point on your journey of recovery from an injury or malady at which point you realize that you are now in the spa, right? Like you are no longer in the infirmarium, and it is now the spa.

Travis: Yeah, so you didn't get a full chance to scope it out, but just from where you're laying, you can kind of see out of the, you know, the corners of your eyes, it's majority is an infirmarium. But you can see a couple like massage chairs have been set up. And some like foot baths and stuff.

Justin: Okay.

Travis: And maybe the day spa title was something that they're like, "We have a lot going on here." So there is some what you would consider spa equipment, but the majority of the experience is infirmarium.

Clint: So it's not really a spa-irmarium, it's more of a kind of—

Griffin: An infirmary.

Clint: A transitiony infirmary... yeah, okay.

Griffin: A relaxing infirmary.

Travis: Mm-hm.

Navy: Hey, listen, I know you're lonely and that is—

Scuzz: Well, not anymore!

Navy: Well, we will turn the cold shoulder to you. We will give you the silent treatment. And it will be pretty gnarly. But we actually do need to sort of save the day, as is our want. So... I gotta... I need you to let us out of here, pal. Because it's—

Roger: Do we not have time maybe for at least like a makeover or, you know, put our hair up in curlers?

Navy: I'm gonna go ahead and say that between indulging in Flubber and then being knocked unconscious, we have probably expended all of our pre like mission leisure time.

Roger: Right, yes, but I'm just saying that I think—

Lyle: We're in a rush at this point, man.

Roger: I know! But I think there may be time for maybe one sleepover activity. Like, I'll tell you what! How about a pillow fight? That would be fun! Can we have a pillow fight?

Navy: It's classic stuff, Scuzz, it's—you can't have a sleepover without throwing a few pillows around.

Roger: Gotta have a pillow fight! Come on, Scuzz!

Scuzz: Okay, a pillow fight, yeah. Okay, me and the boss are gonna go get some things ready. Get some snacks going, get some pillows ready. We're gonna make sure like it's all safe too. We don't want anybody getting hurt. Okay, we'll be back!

Travis: And you see the lights zoom out of the room. And the kill bots that are in the room that were like in the—strapped you in and let you in there, leave with the lights. There are still lights on in the room, mind you, just Scuzz's lights have left the room.

Griffin: Okay.

Travis: So now it's just the four of you.

Clint: Okay, this is very important. Is Roger strapped belly down with his butt in the air or on his back?

Justin: And Travis, it's really important.

Griffin: It's really—this is—

Clint: Very important.

Griffin: So important—

Justin: You may think you know what the word important means, but it's about to get redefined.

Clint: Really important.

Travis: He is—

Clint: Which way?

Travis: He is laying on his back, the way you would expect someone to be strapped to a table if it wasn't like an alien abduction kind of situation.

Griffin: And we don't actually have to say anything else about that.

Travis: Yeah.

Clint: Very well, that's all I needed to know.

Griffin: Oh, gosh, wait, did you have a thing if you were butt up?

Clint: Well, if I was butt up, I was gonna fill the room with gas.

Griffin: I'm so glad that didn't happen then. Amazing. So, your idea is, "We've been kidnapped, I'm going to kill all of us?"

Clint: No, it wouldn't be—

Travis: Like a cyanide pill!

Griffin: Yeah, sure.

Justin: [laughs] Cyanide.

Clint: They can't take us alive, boys!

Travis: Death before sleepover!

Griffin: Did they leave anyone behind to keep an eye on us?

Travis: Give me a Bug Eyed check.

Griffin: Okay.

[sound of dice thrown]

Griffin: Two successes. Double success, seven, seven. So a cowabunga.

Travis: Yeah, with a cowabunga, you can see a Killdeath bot that's kind of in there. This one's the roughest-looking one that you've seen. Its eye lenses are very cracked, and it's kind of bumping into things as it wheels around.

Griffin: Oh, I love him, though. So—

Travis: All right, and as long as—as long as we're at it with that Bug Eyed check, the other thing you see is, as much as this is an infirmary, once again, with the majority of Killdeath's army being bots, it's a lot of what you would also associate with like repair equipment. So you see like there's blades, you know, kind of a chop saw kind of device hanging above Lyle's slab. Above yours, you can see like soldering equipment that's attached to the wall.

Griffin: Okay. Yeah, I don't like any of that. I don't like being strapped down in a room with all that stuff. I look at this little busted up bot and look at my teammates and I say:

Navy: I apologize, this is going to be an unpleasant sound.

Griffin: And I take a deep breath and I like close my glottis, and I... [spoofs old dial-up modem sounds] And I... do Siren Song.

Travis: Okay, great.

Griffin: There is some precedent for robotic control with this.

Travis: Absolutely. Give me a three D8 roll, please.

Griffin: I'll use a TTS.

Justin: Nice.

Griffin: Bump it to a four. Here we go.

[sound of dice thrown]

Griffin: Two successes, eight and a six.

Travis: With two successes, all right, this little broken-down bot comes rolling over to you. It's head tilted slightly to one side, where you can see

there is a screw missing from its neck. And it kind of rolls up to you, and you can see like the apertures within the lenses trying to focus behind the like cracked glass. But it's kind of looking at you. You can't tell if it's heads tilted because of the screw or like in, you know, inquisitive kind of nature. But you have its attention and it's—

Griffin: Okay.

Travis: Like paying attention to you.

Navy: Hey, little robot baby, I need you to let us out of here. Real quick like, before the—

Travis: [mouths silly robot sounds]

Navy: Yup. Do you speak? Can you understand me?

Travis: [mouths robot sounds]

Navy: Okay, so we're gonna need to come up with something real quick. Do you have like a light on you? Like a light you can flash or something?

Travis: It turns its light on. It's flickering.

Navy: Okay, so flicker once for yes, two for no. Can you let us out of here?

Travis: It flickers once.

Navy: Okay, so go ahead and do that.

Travis: [mouths robot sounds] And it flashes twice.

Navy: Why not? Oh, that's not a yes or no question. Are you worried that your other robot friends might get angry?

Travis: It flashes once for yes.

Navy: Okay, well, you don't have to worry about that, because we can—we can protect you from them. But if they come—

Travis: I'm gonna be pedantic for just a second, Griffin, so you don't get too confused. You asked, can it?

Griffin: Yeah.

Travis: Not will it.

Griffin: Oh, okay. I thought he is sort of under my control with the—

Travis: Well, so with the two things, he's listening to you, he's into it. Like he's not brushing you off. If you had gotten a cowabunga, I believe like you did with Rolly Bot, you would have had him.

Griffin: Okay, that's true. Okay...

Navy: Listen, we're on a really important mission. Dr. Killdeath is—

Travis: [mouths robot sounds]

Navy: Dr. Killdeath is in a lot of danger right now. And—

Travis: It flickers twice for no, but in like a panicked way.

Navy: Yeah.

Clint: [titters]

Navy: No, he isn't— can't tell if that was in a panicked way or if you're saying I'm lying. I'm not, it's true. But he's in a lot of trouble. And if we don't get to that elevator and get up for too much longer, they might execute him.

Lyle: Whoa.

Navy: They will kill him graveyard dead. He's messing with some *bad* customers. So, listen, help us out of here. We'll go save him, bring him home. He'll fix you up, for sure! And then you won't have to worry about any kind of repercussions. Your friends will be so proud of you for helping rescue Dr. Killdeath! What do you say, pal?

Travis: He looks up and to the right for just a second, and something about his body language and the way that he is now beeping and whirring, let's you know he's singing a very quick kind of Disney princess style "I want" song to himself, about the dreams of leaving this place and being fixed up once again and being reunited with Dr. Killdeath. And then he comes back to you, and he kind of like blink—he blinks once for yes, as we've established.

Griffin: Yeah.

Navy: So you'll let us out of here?

Travis: He blinks once for yes.

Navy: Okay, yes! Let's do it, quick, before your friends get back, because some of them might be spies. And they might want Dr. Killdeath to die.

Travis: Okay, he rolls over to the controls next to Lyle's bed. And he starts like kind of scratching his tilted head, and rubbing his chin. And then he just starts hitting buttons.

Justin: I reach down and I use the controls to free us.

Griffin: What? [titters]

Justin: Well, you said the controls are next to my bed, so I figured I just, I could—I could do it, right?

Travis: Well, they're next to your bed, but not quite like an easy reach.

Justin: Okay, all right.

Travis: If you want to give me a roll to see if you can like strain against your restraints to reach 'em?

Navy: Can't you just tear your—tear your arm off, and then have your arm sort of like—

Lyle: Wait a minute.

Navy: Hack it and then you can—

Lyle: Hold on, wait.

Navy: Regrow it.

Lyle: That doesn't make any sense.

Navy: Oh, okay.

Lyle: Sorry, I can't control it independently. For a second I was like, that's really good, but I don't have a follow-up. Like, after I cut it off, I could regrow it, but I don't think I could independently make it do anything except fall to the ground. Like if we needed an arm to fall to the ground, I could definitely do that.

Navy: Cut your head off! Regrow a body from it. And then it'll be free from the constraints.

Clint: How close is Roger to either of the other's beds?

Travis: Close enough for whatever you're thinking.

Clint: Okay. I have a team up suggestion.

Navy: I love it. I love to hear those.

Roger: Okay. Cut off your arm. I'll use my prehensile power to use my tail as a whip or rope. I'll grab your arm and use it to open your restraints.

Navy: I really feel like we're on the like... the five yard line with this robot.

Travis: The robot—

Lyle: Yeah!

Travis: The robot beeps once for yes.

Navy: What, you like that?

Travis: And then presses a button. And the chop saw blade lowers down.

Navy: Yo! Okay—

Travis: And cuts Lyle's arm off.

Navy: Oh, man!

Lyle: [wails] Ah, man!

Clint: Another theme restored. [chuckles]

Travis: Now there's balance. A robot ripped someone else's arm off.

Lyle: Ah, dangnabbit!

Travis: And the robot gives a robot thumbs up.

Navy: No, dude!

Lyle: Put that thumb away!

Travis: [mouths robot sounds]

Lyle: I'm gonna kick that robot's butt!

Travis: [mouths robot sounds] And he's like pointing at Roger and pointing at Lyle.

Navy: He thought was helping. He thought he was helping. He doesn't know about pain.

Lyle: [unintelligible yelling]

Navy: Yeah, I know.

Travis: He takes—the robot takes his arm off, and then puts it back on, and it's still moving like—

Justin: It attempts to attach its arm to me.

Travis: Yeah. Yeah, he's like, "There, I fixed it. Here you go."

Lyle: [yells] Ah! Ah! Cut that out! Dangnabbit! Ah, man!

Justin: Okay, can I wiggle out now? [titters]

[sound of dice thrown]

Griffin: Well, that dad has rolled... something?

Travis: Yes—

Clint: I rolled—I rolled to use the prehensile tail to catch the arm, to push the button. That lives in the house that Jack built. [chuckles]

Justin: Yeah.

Travis: Yeah, man. With two successes, you're able to get that arm that was just cut off of your friend, Ax-o-Lyle, in your tail. And you are able to use it to free yourself from your restraints.

Clint: And I yell out:

Roger: Mooya!

Navy: I don't think this is a time for celebration.

Lyle: It doesn't feel like a Mooya to me, man. Currently it doesn't feel like a mooya!

Roger: Here!

Clint: And I go over and I free my two friends.

Travis: Do you do it with Ax-o-Lyle's still disconnected arm?

Clint: Yeah, just because it's a little more stylish, and I'm all about style.

Travis: Yeah.

Griffin: And also because if you didn't, it would be insane, everything that has led up to this point. It would be insane to cut off this guy's arm for no reason at all.

Travis: Well, no, it freed—it freed Roger from it. So now Roger is just walking around with the arm, poking it at buttons.

Clint: So, I free—I free Navy, and then I go over and I free Lyle. And then I kind of, with a sheepish grin, hand him his arm back.

Lyle: Hey, wow, thanks. Sheesh, cool. Yeah, man.

Roger: Hey, good teamwork, Lyle.

Lyle: Cool, yeah, man! Team work makes the dream work, makes the scream work when your arm gets cut off.

Griffin: I'll look around the infirmary to see if there's anything that can help Lyle in this—

Lyle: I'll tell you one thing you could grab real quick, if you don't mind, man?

Navy: Yeah?

Lyle: My arm?

Navy: You... he already gave it back to you.

Roger: I gave it back to you?

Lyle: I don't want it!

Navy: Well, why do you—okay.

Lyle: Oh, here. Yeah, actually, you take it. Actually, carry it around, Roger.

Travis: [chuckles] Like an albatross.

Lyle: Roger, carry—

Clint: I drape it or—

Lyle: Carry it around and—

Clint: Roger drapes it—

Lyle: And Roger?

Roger: Yes?

Lyle: I want you—listen, I don't want to carry around the [emotional weight??] of this. So, I do need you to watch what you have forced me to do.

Russ: Okay.

Lyle: [grunts] Hurr!

Russ: Oh, God...

Navy: It's so fascinating.

Roger: It is.

Navy: Nature is incredible.

Roger: It's like those time lapse photography things.

Navy: I know.

Roger: Oh...

Travis: Okay, Justin, roll three D8 to see how effectively you regrow the arm. You will regrow it, no matter what. This is just how quickly.

[sound of dice thrown]

Justin: A mixed success.

Travis: With a mixed success, you basically get an arm that's like half the size of your normal arm.

Justin: That does not feel—

Travis: It's still growing!

Justin: Okay.

Travis: It's still growing. That's just where you're at right now.

Justin: Okay. That's fine.

Navy: It looks like—

Roger: It's very attractive.

Navy: Do you need a sling or a splint? They got some basic stuff here, I don't know—

Roger: I can form one out of your other arm, if you want?

Navy: Why don't—why don't you take a pause on helping?

Russ: Okay. Good.

Griffin: [chuckles]

Roger: Yes, good point.

Navy: I appreciate the desire for teamwork. But let's—

Roger: I didn't know it would hurt, to be honest with you. I'm sorry.

Brent: Well, that's wild.

Travis: From over in a corner where he's been going through a medicine cabinet:

Scuzz: I found some like painkillers and, let's see, some sutures here, if we want to patch whatever we can up. It looks like you're well on your way with the arm thing. I have a lot of like combat medic training, if you guys want me to patch anything up?

Lyle: I mean, I don't know, tug? Like I don't really know what you could do for you, man.

Travis: Well, you still have injuries, Lyle.

Griffin: Yeah.

Justin: Oh, that's true! I guess my regenerative... hm... yeah, I guess some sort of other—

Lyle: Yeah, anything you could do to like patch me up, I guess. There's no reason to fight this.

Travis: Okay, let's see what he can do for you guys.

Clint: Still though, it was a pretty good plan.

Navy: Hey, anyone you walk away from. Not your best work.

Clint: Yeah. Well—

Travis: Okay, so, he rolled seven, because he does have training in this.

Griffin: Wow.

Travis: And he has three successes, including a cowabunga. So he's able to patch you both up. I think, Roger, you're already at full. But Lyle and Navy, you guys are back to full health.

Griffin: Oh, amazing.

Justin: That's actually... that's excellent. I'm ready to go fight people.

Griffin: Cool.

Navy: Hey, little baby robot, can you get us to the elevator? Get us out of here before your friends get back?

Travis: [mouths robot sounds] And he holds his arms out to you like uppies.

Navy: Okay.

Griffin: I pick him up.

Navy: Let's be sneaky. Stealth—

Clint: Roger grabs the bottle of pain pills and puts them in his pocket.

Navy: Okay, that's not alarming. That's not like worrying at all.

Lyle: No biggie.

Roger: Let's go!

Travis: I, dad, I just want to say, as anyone who watched Brudder's Gate knows, dad's inclination to pick up anything that isn't nailed down and put it in his pockets is such a treat to see. Right now, I'm looking at his additional inventory, and he just has so much stuff in there.

Justin: But it's worth noting that like... it's not for show. It's the way dad plays games too. It's just dad. He's not doing it for your entertainment—

Travis: And you should see his office!

Justin: Yeah, it's a—

Clint: I'm a completist!

Justin: Yeah, he wants to see if Travis left any items around in his game. I mean, it makes perfect sense.

Travis: Yeah, you pick up a couple of mortar and pestles. A couple scales.

Griffin: He's gonna add all this to his—if you keep talking—

Travis: Yeah, you're right.

Griffin: He's going to add this stuff to his actual inventory.

Travis: You guys sneak in the hallway, but you see the lights of Scuzz and about 20 Killdeath bots coming down. And as soon as they see you out, they start whirring and those lights are zooming down. And he's saying:

Scuzz: They're here! They're here! Come get 'em! Come get 'em!

Travis: And the bots are heading towards you. Behind you is the elevator up to the tunnels. You make your way into the elevator with your broken bot directing you. You're able to get inside and the bots are heading down the hall.

Griffin: Can I fire just like full blast down the hall at the—at the robots?

Travis: You sure can.

Griffin: Okay. Yeah, I hate to do it, but... yeah, you're right, I don't hate to do it.

Clint: [titters]

Griffin: Cool. So this will just be an attack with my signature item, a five D8.

[sound of dice thrown]

Griffin: That is three successes, including a double eight.

Travis: Oh, yeah! That's a mega cowabunga, baby. You blast the robots back. Now, let me ask you this—

Justin: Whoa, that's a good time for one, Griffin.

Travis: What effect do you want? Do you want it to be like, and they're all obliterated? Or like—

Griffin: No, I don't want the—

Travis: They're cleaned up. You basically power blast some of the rust and scaling off and—

Griffin: I would love to blast them hard enough to knock them back to a point where I could close one of these bulkhead doors, to sort of like neutralize the danger.

Travis: Yeah, absolutely, you're able to knock them back quite a ways. They're back by the screening room now.

Griffin: Okay.

Travis: And you have time to shut that bulkhead door into the elevator area.

Griffin: And I'm gonna wrap my spool of wire around like the... the like, you know, ceiling latch thing. So that—

Travis: Nice.

Griffin: Just to buy us some time.

Travis: The lights of Scuzz are still in there, but without his robots, he's not able to really interact with you physically.

Griffin: Cool.

Scuzz: Okay, so it looks like you guys are gonna go, huh?

Navy: Yeah, Scuzz!

Scuzz: Yeah.

Roger: Come on... We've already won, let's not rub his nose in it.

Scuzz: Oh, I don't have a nose.

Navy: Yeah, okay. Yeah, Scuzz, we have important business to do. We're like heroes and we're saving someone, and you kidnapped us. So, you're doing—you're on some real villain stuff right now and I want you to sit and think about that, really reflect on it.

Scuzz: I mean, I was programmed by Dr. Killdeath.

Navy: That's a good point. And I guess... there's a—there's—that's—I guess that's—

Lyle: Not bad, just drawn that way, right?

Scuzz: Oh, yeah, thank you. Well, I know that I don't really have any room to ask you guys for this, but could you do me a favor?

Roger: Sure.

Navy: What?

Scuzz: Could you tell Dr. Killdeath to come and like get me out?

Navy: Yeah...

Lyle: Yeah, I'd be happy to lend you a hand.

Scuzz: No.

Justin: And then I take my hand away and I hand it to him.

Clint: [laughs]

Griffin: Oh, he's intangible. He's a voice in—

Justin: I know, I'm just like—drop it on the ground. [titters]

Griffin: Oh, okay.

Scuzz: I'll think of you all anytime I look at this disembodied hand. I'll think of you.

Clint: Aww.

Lyle: Great, if you could dispose of it in like a ecologically sound way—

Scuzz: Yeah, we have a burner. We have—

Lyle: Yeah, thank you.

Scuzz: An incinerator.

Lyle: Say a few words.

Roger: Oh! Is this what we've become, fellows? Callous, hardened? Oh, my... I'll tell you what, Scuzz, I'll come back and visit sometime.

Scuzz: No, just get—just get Dr. Killdeath to come and get me out. I'd rather come visit you.

Navy: That was brutal, dude.

Scuzz: No, I want to come visit you?

Lyle: There were so many things so I see.

Scuzz: Okay... I guess this is goodbye.

Lyle: All right!

Navy: Please open the elevator door.

Scuzz: Oh, right, yeah, yeah, sorry.

Travis: The elevator doors open.

Navy: Thank you, Scuzz. Don't kidnap anyone else, that's a bad move, dude.

Lyle: Come on, Scuzz.

Scuzz: Okay.

Lyle: We're watching, okay, man?

Scuzz: Okay.

Roger: Build it and they will come, Scuzz!

Scuzz: I don't follow that one. Have fun up there! Don't get killed!

Griffin: As the doors are closing:

Navy: Little baby robot, we already have a robot team member. But stay true to yourself and get fixed up, pal. Yeah?

Travis: [mouths a robot sound] And the doors closed with him on the other side.

[Abnimals theme music plays]

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Justin: Hey, one last time before we let you go. Thanks, I hope you liked the podcast. We worked really hard on it. But please go to maximumfun.org/join and give us five dollars a month. Like you can't— five dollars a month, please!

Griffin: [titters]

Travis: Wow.

Justin: Please!

Griffin: This is a new tact, I—

Justin: This is new—

Travis: Okay! Hey—

Justin: Please?!

Travis: Can I try a new tact? This is something I've been working on. I'm gonna make a loud, annoying noise until you go to maximumfun.org.

Griffin: I don't actually want even as a—even as a joke. Not even as a joke.

Travis: Okay, it was gonna be pretty loud and annoying.

Clint: Let's use an old tact. Let's use the old tact of, this enabled me to quit my previous profession of a male escort. And I was able to become a podcaster. And I didn't have to mess around with all the ins and outs and the shady legalities—

Justin: It did take a huge—it took a huge hit to dad's dignity.

Clint: Yeah.

Travis: Yeah.

Justin: But he did that transition to podcasting. [chuckles]

Travis: And we should point out, dad used to deliver the mail, and he always like refused to call it anything else but a mail escort. And we kept trying to explain to him the confusion there.

Griffin: They're a post office worker. Yeah, he didn't—he didn't quite understand.

Justin: Maximumfun.org/join.

Griffin: Please help us keep doing this show, keep making the show.

Travis: Feeding our dad.

Clint: Keep me—

Griffin: Feeding our dad. [chuckles]

Clint: Off the streets.

Justin: Thank you.

Griffin: And we sure do appreciate you.

Travis: Go now too before you forget about it, maximumfun.org/join. You won't hear about it—we talk about it on the next episode, it's just for two weeks. So don't miss your chance to be part of it. Maximumfun.org/join, while you're thinking about it.