

## Wonderful! 346: Holographic Goku Poster

Published October 16, 2024

[Listen here at themcelroy.family](https://themcelroy.family)

[theme music plays]

**Rachel:** Hi, this is Rachel McElroy.

**Griffin:** Hi, this is Griffin McElroy.

**Rachel:** And this is Wonderful!

**Griffin:** Welcome to Wonderful! It's a show where we talk about things we like that's good that we're into. Goin' on strong for... six or seven years, maybe?

**Rachel:** Something like that.

**Griffin:** I've lost touch completely with the duration of our art, in general. I'm always surprised to learn how long I've been making all the podcasts that we make.

**Rachel:** The art.

**Griffin:** All the art, sorry.

**Rachel:** All the art that we make.

**Griffin:** All the art. Art doesn't have to just be... painting. Or... David. Or... church ceiling. It can be lots of stuff.

**Rachel:** Uh-huh.

**Griffin:** A lot of people don't know that.

**Rachel:** Uh-huh.

**Griffin:** Not video games. That's not art, obviously.

**Rachel:** It can be a recap podcast about a reality dating show.

**Griffin:** That was, I would say, low art.

**Rachel:** Oh!

**Griffin:** What we do here is a bit higher, I think.

**Rachel:** Okay. Alright.

**Griffin:** When art historians talk about us in the... future, where all the technology is, like, crazy—

**Rachel:** When you go to a podcast museum. God, I'm laughing, but that's definitely gonna be a thing.

**Griffin:** Yeah. But each—it's just each room is, like, for a different podcast so, like, when you walk into the McElroy, you know, exhibit, it's just like they play little clips. They play little clips of some of the docent's favorite jokes that make them bust up. But the docents are robots, 'cause this is, like, far future.

**Rachel:** You have to, like, walk through your open mouth to get into the room.

**Griffin:** I don't actually wanna do that.

**Rachel:** [laughs]

**Griffin:** Because I hope that that part of my brand—I have gone to great lengths to squash. And I pray that in this far-flung future that I'm describing, it hasn't—it doesn't stick around.

I don't want that in my obit, if that makes sense.

**Rachel:** [laughs] Yeah, I get it. I don't want it either.

**Griffin:** No, no. Do you have any small wonders... to talk about... today? I can go first.

**Rachel:** Yeah, please do.

**Griffin:** I'm gonna give it up to our HVAC guy. I'm not gonna say the name of the company, 'cause I don't want DC people to overbook his schedule. But there is nothing better than having a contractor who you work with a lot and have reached a point where you can talk to fairly comfortably who is, like, super reliable, and just great. This dude has helped us fix our fully nonfunctional heating and cooling elements a few times at this point, and it's nice to know, if some shit goes down, we have a guy.

**Rachel:** Yeah!

**Griffin:** We never really had—I remember when our house flooded in Austin it was like, "Well, we don't have a guy, really, for this."

**Rachel:** No, no, no.

**Griffin:** For our house falling apart

**Rachel:** We literally, like, were just—it was the equivalent of going through the phone book.

**Griffin:** Yeah. And we ended up going with a place that—like, water remediation or whatever, and they were, uh—they charged us a lot of money, 'cause I think that the gettin' was probably good.

**Rachel:** Yeah. Probably, man.

**Griffin:** Uh, but man, we've just got an HVAC guy. And it used to be very stressful when, like, your cold house got colder, or your hot house got hotter. And now we've got this guy, and I like that.

**Rachel:** This guy. And we're assuming that he is on call for us 24 hours a day.

**Griffin:** I know his name. I don't want to make it sound like I don't know his name. I do know his name. I genuinely don't want to drop any clues.

**Rachel:** You don't even want to give his name?

**Griffin:** It starts with an A.

**Rachel:** [laughs]

**Griffin:** That is enough. [laughs] I've given you all the clues, policeman.

**Rachel:** This is how cutthroat DC is.

**Griffin:** It really is. You gotta get on the daycare lotteries, and you don't ever give out your contractors' first names.

Was that enough time for you?

**Rachel:** Yeah! I'm gonna say this phenomenon that—I don't know if this is a thing everywhere. But it has been a thing at the schools that we send our children to. Which is the parent social.

**Griffin:** Yes.

**Rachel:** We couldn't stay at one very long last night because we didn't have extended babysitting hours. But I think it's kind of a cool idea, and I've noticed that even though our sons are at two different schools, both schools did it. Of like, "Hey, let's get you parents together, and you can talk to each other about your kids."

**Griffin:** It's so funny 'cause, like, I feel like both times we've gone to one of these it's been, like, great. And we've carried on comfortable conversations with all of these other parents.

**Rachel:** [laughs] Uh-huh.

**Griffin:** And then during one of them, Gus got really sick and we had to leave after, like, 10 minutes.

**Rachel:** True.

**Griffin:** And then the one we went to last night we had to leave after, like, 30 minutes.

**Rachel:** Maybe that's the secret.

**Griffin:** Yeah, right? How can they miss you if you're not gone? Or, wait.

**Rachel:** Wait. [laughs]

**Griffin:** They probably don't miss you if they don't know you 'cause you left the thing after a few minutes. But it is what it is, man.

**Rachel:** [laughs]

**Griffin:** It's a cool idea! I go first this week.

**Rachel:** Okay.

**Griffin:** I'm gonna talk about something that I think I mentioned to you for the first time last night. Uh, which is a game called Crokinole.

**Rachel:** Yeah!

**Griffin:** Crokinole. I was very lucky to go on a little retreat with some old pals I think last month, up in Wisconsin. And it was really an amazing time, getting to, like, catch up with everyone and, uh—

**Rachel:** How do you spell that?

**Griffin:** Crokinole? C-R-O-K-I-N-O-L-E. I actually pulled up a picture of the board if you wanted to see what the game looks like.

**Rachel:** Oh, that's what I was doing. Oh, okay.

**Griffin:** It's like two feet in diameter so, like, if you can imagine that.

**Rachel:** Yeah. Wow.

**Griffin:** Um, so I—one of the highlights of this trip is somebody brought their Crokinole board. And I... I knew about Crokinole, just because I operate in a really nerdy space.

**Rachel:** I guess so. I was like, "How did you know about this?"

**Griffin:** And I had always kind of wanted to check it out. I always wanted to play it. Because Crokinole combines a lot of elements from games that I really, really enjoy. So it's played usually on a circular board that is 26 inches in diameter, upon which you flick these tiny little, like, one inch, one and a half inch wide wooden discs. And you just flick 'em with your finger and you're trying to get it as close to the center of the board as possible.

Uh, the board is, like, three concentric circles of, like, scoring zones, and the closer you get to the middle, uh, the more points you get. I think it's, like, five on the outmost layer and then ten in the middle, and then at the very center of the board it's, like, 15 points. And then right in the center of the board there's a little bulls eye, and it's a tiny little divot that the disc just perfectly fits in. And so if you get one in there it's usually, you know, a lot of points.

And then you score it like curling, right? The more you get closer to the center, the more points you get. You cancel out yours and the opponents points, right? If you both have one in the 15 spot you just swipe those off the board 'cause they cancel out. And then you score it.

Uh, and there's also around the middlemost sort of layer where you're shooting to try to get it in the divot, there's eight pegs sort of arranged in a circle around that that is sort of, like, preventing you from just getting clean shots into the center every single time. It really is like if curling and sort of shuffleboard had a little tabletop-sized baby.

**Rachel:** So you just, like, go around the circle and everybody takes a turn?

**Griffin:** So you can play it with two people, or two teams of two, which is what we did most of the time. And you're seated, like, at opposite ends of the table from your partner. And yeah, everybody takes turns flicking their discs in until you run out of discs, and then you score it up.

**Rachel:** Did other people know what it was?

**Griffin:** Yeah! So there were a couple of guys who, like—maybe it's a Midwest thing. I don't know. The regionalism of this game is kind of mysterious to me.

**Rachel:** Yeah. I mean, not my Midwest. [laughs]

**Griffin:** Yeah, sure. Uh, it is—it was really fun. It's like the perfect kind of chilling out game with, like, a big group of folks. Because it is, like—it does require aim and sort of manual dexterity. There's definitely a learning curve, 'cause it does not take much, like, juice to get that disc to go, and so your first few times, like, flicking it you send it fucking flying across the room. It takes, like, finesse. But it's not a thing that sort of, like, absorbs your whole brain while you play it. It's very easy to play. Like, you can have a drink in one hand and flick the discs with the other hand and, like, carry on a conversation while you play. So it's sort of like a—I don't know. I—

**Rachel:** This is like the same thing you said about... Kubb? Is that what it's called?

**Griffin:** Kubb, yeah, Kubb is the—but Kubb is, like, requires 50 feet of space, but...

**Rachel:** I know. But you like a game where you can hold a drink in one hand. [laughs]

**Griffin:** I mean, that is—that is the quintessential, like, outdoor, like, hangout game thing. But I don't know that there's a ton of—you can't really do that while you're playing chess, right? 'Cause that requires, like—or Scrabble. I remember you and I used to play Scrabble a lot and we kind of stopped, because when we played Scrabble we didn't, like, talk that much or anything? 'Cause one person inevitably would be, like, fucking working out

the algorithm in their minds like—[clattering]—Oh, shit. Hit my printer tray. But it's okay, I didn't break it or anything.

So, like all the—there's similar sort of disc-flicking games. But like all of these, like, move a thing close to the middle of the thing, there's a lot of strategy that goes behind every shot, right? You have to constantly be evaluating what the board looks like. And then make decisions of like, do you shoot straight for the center hole or do you try to knock out opponents' discs from the, like, center circle?

If your opponent gets it in the little divot, it's actually possible to flick your disc into theirs hard enough that there's, like, psheew, pops out, and goes flying, which feels really—but you have to flick it really hard. So then there's a risk-reward thing of if you miss, that disc is fucking gone.

**Rachel:** How... how does the game end? I just assumed it ended when somebody got in the little middle section.

**Griffin:** No. So every round after you, like, cancel out the matching sort of scores, you score whoever has all the discs left on the board, and then you play to, like, 200 or something like that.

**Rachel:** Oh, okay.

**Griffin:** Um, so you could also, like, park one of your discs right between two pegs where your opponent is shooting to kind of, like, create a wall so they can't get clean shots at the center. Like, there's actually a lot of ways that you can—a lot of things you can do with this very simple thing.

**Rachel:** Do you think Henry would like this? It seems, like, kid-friendly.

**Griffin:** Uh, I think so? It is also a frustrating game, right? 'Cause it does involve a lot of finesse. And once you shoot for the center, like, a lot of times and just keep bouncing off those pegs, it does get less fun to play.

**Rachel:** And you've have to destroy him.

**Griffin:** And I couldn't not, right?



**Rachel:** [laughs]

**Griffin:** That's not true. I'm not that dad. I think I do a pretty good job of pulling my punches. Just watch me play Smash Bros with that guy. No way, man. That's not me bringing my A game.

Um, so there's a lot of these, like, disc flicking games out there. Crokinole is not the first of them. It is generally agreed that the game that sort of spun this and all the other games like it off is called Carom, which is a game from India. And it's somewhat similar.

It's played on a square board and it's more like billiards, 'cause all these, like, little pieces are on the board when the game starts and you have to flick your discs into other discs to knock them into these pockets in the corners to, like, eliminate them. And then there's, like, one red disc that you have to try and get last. So it's basically like a game of nine ball or whatever, except it's played with these, like, flicking discs. It is, like, a big game with a lot of history throughout Southeast Asia. And historians generally agree, like, this is the one, this is the forefather of all these games that sort of spun off.

Uh, so then it's thought that immigrants from Southeast Asia brought the game to North America in, you know, like, the mid-19th century. Um, and people just went wild for it and started to—Carom started to inspire the creation of other disc-flicking games like Crokinole. There's one called Pitchnut, which comes from French Canada. French Canadians went wild for this whole genre of games. Uh, in fact the whole sort of genre of games is called Pichenotte, which is a French Canadian term that means basically "to flick."

Um, and now that is sort of the catch-all term for these sorts of games.

The first known Crokinole board was made by a guy named Eckhardt Wettlaufer, who was a German immigrant living in Ontario, and it's believed that he made this board as a gift for his son's fifth birthday, which must've been pretty lit to be like "Here's your birthday present. It's a new ga—a new game."

**Rachel:** [laughs]

**Griffin:** "That's gonna be pretty huge up here in French Canada."

Some people sort of mistakenly believe that the origin of Crokinole is that it comes from, like, Amish and Mennonite communities, because they're actually really, really big into the game also. But that is not true. It's just they really like the game because, uh, typically in those sorts of communities, games of chance are really frowned upon. So dice-based games, card games, they're not huge fans. But, you know, just flickin' little discs on a big round board is okay in the Lord's eyes.

**Rachel:** And electricity and, you know.

**Griffin:** Yeah, I mean, it's a chill—it's a chill acoustic board game to play.

Um, the—I would say the player base of Crokinole is quite small. But, like, those enthusiasts are really die-hard about it. There is a World Crokinole Championships that have been hosted since 1999 in Tavistock, Ontario, which is the home of Eckhardt Wettlaufer, the creator of the game.

Uh, and last year's event attracted 575 participants, which is a record number of attendees for the World Crokinole Championships.

**Rachel:** [laughs]

**Griffin:** Um, and the name of it for the last thing is kind of fun because it comes from the French word "croquignole," only spelled, like, way different. C-R-O-Q-U-I-G-N-O-L-E. Which historically that word has had a few meanings. One of them refers to a hairstyling method involving, like, wrapping curls toward your scalp into, like, this circular kind of shape. Uh, it has referred to, like, baked goods like the donut or a biscuit or a cookie or a bun of some sort.

**Rachel:** There is a sandwich that you learn about in French class when you're in high school called the croque—croque-mons—

**Griffin:** Croque—croque-monsieur? Yeah.

**Rachel:** Croque-monsieur, yeah, that is, like, uh—it's like a grilled cheese and ham sandwich.

**Griffin:** It's fucking great. It's really, really, really—don't they put, like, powdered sugar and, like, a little jelly dip?

**Rachel:** Yeah.

**Griffin:** Fuck, man. If I ate one of those it would kill me. I would die.

**Rachel:** [laughs]

**Griffin:** I think I ate one in my life.

**Rachel:** It wouldn't kill you.

**Griffin:** We were traveling for that wedding and we got breakfast with some folks, and I got one of those 'cause I thought it sounded good. And I was like, "That was amazing."

Um, but one other interpretation of the word that is sort of defunct now is "to strike with a blow or gesture made by the sudden forcible release of a finger curled up against the thumb."

This is maybe the best name for a thing ever. 'Cause it's like, all that stuff kind of—all these different definitions of this word kind of apply. Which I found very interesting.

Anyway, that's Crokinole. I don't have a board. I would like to get one because I think it would be a fun game to just kind of play around with.

**Rachel:** We should probably wait till our sons are older.

**Griffin:** Maybe.

**Rachel:** I feel like right now we have, like, a whole... almost literal room of games that we don't play.

**Griffin:** That's true.

**Rachel:** Because we don't have time to play games.

**Griffin:** Little son makes us get those out sometimes to, like, play with all the little parts. And his attention span for one of those is about five minutes.

**Rachel:** I've started buying games specifically because of the pieces.

**Griffin:** Oh, sure, dude!

**Rachel:** 'Cause I think, like, "He will like this piece. I'll buy it."

**Griffin:** I keep thinking Hero Quest is gonna click. 'Cause it's, like, got a bunch of little skeletons and heroes and monsters and shit. No way. I don't get it!

**Rachel:** Henry used to like playing with 'em, right?

**Griffin:** Yeah. He did like the play with them.

**Rachel:** Yeah, yeah.

**Griffin:** I'm a little intense about it 'cause I don't want any of the—that game's expensive as fuck. I don't wanna, like—I don't want one of the little beautiful treasure chests to get squished. You know what I mean?

Actually in this new version I'm pretty sure it's all plastic.

**Rachel:** Yeah, I was gonna say, the new one is, like, yeah.

**Griffin:** Anyway, can I steal you away?

**Rachel:** Yes.

**Griffin:** Thanks.

[ad break]

**Rachel:** Okay.

**Griffin:** My body is ready for your segment.

**Rachel:** What about your mind, though?

**Griffin:** We'll see.

**Rachel:** Alright. Uh, my wonderful thing this week is the stadium giveaway.

**Griffin:** So huge.

**Rachel:** I have talked about bobble heads before. But I have never really talked about the thing that most people get their bobble heads from, which is the, like—you go to a sporting event—

**Griffin:** During a special day.

**Rachel:** —and it happens to be a day where—and the reason I was thinking about this... For the past few years—my dad's birthday is in October. That has always been true. [laughs quietly] That is not just the past few years. [laughs]

**Griffin:** For the past few years, Rachel's dad has been born in October.

**Rachel:** Um, but when we were growing up what we would always do is we would go to a hockey game around his birthday, and we would go to a hockey game in March around my birthday. And so for the past few years I've started, like, buying him tickets as a birthday present for my dad.

And the first game, the first home opener is, at least for the past few years, always a calendar giveaway? [laughs] And my parents always, like, send me a calendar, like, that they got.

**Griffin:** Oh, that's where those come from! Okay.

**Rachel:** Yeah, yeah. So, I mean, essentially it's a lot to pay for a calendar. But I will say it's, like, a nice—I don't know. I always—

**Griffin:** It is nice. I wish the nude Jordan Kyrrou that they put in last year's—that was—we couldn't actually show the month of July in our home, because a nude Jordan Kyrrou was actually—

**Rachel:** I can't believe you would say those words to me and not... expect my mind to wander.

**Griffin:** Yeah, sure.

**Rachel:** To what that would look like.

**Griffin:** I don't actually know, of all the Blues players...

**Rachel:** He's the one you'd least like to see nude? [laughs]

**Griffin:** I don't know about that. I think a nude Jordan Bennington would be tough, because I know the face he would make would be incongruous with...

**Rachel:** Yeah, true.

**Griffin:** ... the—the, you know, boudoir photo shoot that they...

**Rachel:** In my head, or at least—I'll ask this as a question. In your head are they all lying on their side with their head in their hand?

**Griffin:** No, I—

**Rachel:** 'Cause that's what I'm picturing.

**Griffin:** You remember those—I think Sports Illustrated does, like, body issues every year. And it's like, athletes. But they're, like, tastefully nude to show off, like, this is what their crazy athlete bodies look like. Have you ever seen any of those.

**Rachel:** I don't know.

**Griffin:** It's not, like, nudity with exposed genitalia and what-have-you.

**Rachel:** [through laughter] Yeah?

**Griffin:** But it's like, you know. It's like—

**Rachel:** Yeah, like nice lighting to really show off the...

**Griffin:** Tasteful lighting. You see, like, one buttock. And it's like, "That's a—that's a sculpted buttock."

**Rachel:** "I can only imagine the other one looks just like that one."

**Griffin:** Yeah. But if they showed you both buttocks... that would be—that would be a little too salacious.

**Rachel:** You couldn't give that one away.

**Griffin:** No way.

**Rachel:** Yeah. Anyway, I love—I just love a giveaway. It's always tricky 'cause you have to be, like, one of the first X number of people in attendance. And I feel like the day we went to that ill-fated baseball game here, it was a giveaway, but we got there way too late. I can't remember what it was. But I always—I don't know. I always, like, love that.

**Griffin:** A little freebie.

**Rachel:** Yeah! And it's always like—it's the kind of thing that, like, you can't really find, like, in the store, you know?

**Griffin:** Sure.

**Rachel:** So you feel like this is a nice little souvenir of my one day there.

**Griffin:** Are you lumping in this segment—are you including things like a t-shirt cannon—

**Rachel:** No.

**Griffin:** —or when the blimp drops coupons?

**Rachel:** No, 'cause I have actually, as you'll recall, already talked about t-shirt cannons. [laughs]

**Griffin:** That is true. Have you ever been to one—they used to do this at Huntington Blizzard games. I don't remember if they did it at other sporting events. Where they have, like, a little blimp, and it'll fly around, and it'll drop a little, like—

**Rachel:** Yeah, that's at every game.

**Griffin:** Okay.

**Rachel:** No, I'm talking about like, in advance they will put a calendar together and like, you know, the 19th of October is, like, you know, uh, hat giveaway night or whatever. That's what I'm talking about.

**Griffin:** I don't know—man. I went to a bunch of Reds games growing up. I don't know that I ever went to one where you got, like, a cool freebie.

**Rachel:** I mean, you have to get there early. Most of the time they, like, only have so many, and they give it to, like, the first, you know, however many hundred fans.

**Griffin:** Justin one time got a Cincinnati Reds cap because he signed up for, like, a Capital One credit card, and it destroyed—it destroyed his credit for, uhh... a long, long, long, long time.

**Rachel:** That's how they get you.

**Griffin:** That is how they get you, yeah.

**Rachel:** [laughs] I can't even think of how much he must have paid for that hat. [laughs]



**Griffin:** Oh, dude, yeah, no. In terms of interest and penalties, probably, uh—probably more than his car.

**Rachel:** Okay. So the, like—the idea of the, like, promotional giveaway at an event actually started in St. Louis. Um, it was, uh—

**Griffin:** Was it at the World's Fair—the World's Fair? "We got this new idea, guys."

**Rachel:** How would that be a sporting event giveaway if it was at the World's Fair?

**Griffin:** Yeah, it was just like, some guy at a booth. He was, like, sittin'. He was like, "Ask me about my big idea." And they're like, "What's your idea?" He's like, "What if at sporting events they gave away little statues, but the heads were on springs?"

**Rachel:** It was at Sportsman's Park in St. Louis, June, 1952. It was a double header between the St. Louis Browns the Philadelphia Athletics. A representative of a bankrupt bat manufacturer approached Bill Veeck who was the owner. Uh, and then said, like, "I would love to sell you all of these bats." [laughs] Like, "I—my company is no longer workings, and I have all these bats, and I would love to give them to you."

**Griffin:** Full size baseball bats?

**Rachel:** Um...

**Griffin:** Or, like, little, tiny, um, you know, memento Louisville Sluggers?

**Rachel:** I think they were full size at the time.

**Griffin:** That's a fucking crazy party favor.

**Rachel:** I know. They don't do that anymore. Now it's like a little—a little tiny guy.

**Griffin:** Yeah.

**Rachel:** Um, so the baseball bat guy approached Rudy Schafer who was, like, Veeck's colleague, and worked out a deal where they would pay 11 cents for every bat. And then he'd throw in the unfinished bats for free.

Which, like, what are—what are you doing with an unfinished bat? What does that mean, even? Is it just, like, a piece of wood?

**Griffin:** Well, they ran out of money before they could finish.

**Rachel:** Just, like, a piece of wood?

**Griffin:** Well, I bet they gotta do a bunch of stuff to it. Pol—poli—polish it, sand it down. Um... make sure it's balanced.

**Rachel:** So they did that. I mentioned it was a—or if I didn't, it was a Sunday, and it was a Father's Day.

**Griffin:** Oh, wow.

**Rachel:** And it was one of the, like, largest fan-attended—it was, like, 15,000 people for the game that day.

**Griffin:** And there were way less people alive back that.

**Rachel:** [laughs] That is true.

**Griffin:** So, like, 15,000 people then is like—

**Rachel:** The whole population.

**Griffin:** —350,000 people now.

**Rachel:** Um, this same guy, Veeck, has a lot of stories around his, like, promotional exploits. So when he left St. Louis in 1959, he owned the White Sox, and they had Coca-Cola bats, so Coca-Cola agreed to subsidize the cost of the bat.

**Griffin:** Full size bats again?

**Rachel:** That's what it says!

**Griffin:** Veeck has lost his fucking mind, dude.

**Rachel:** Oh. Well, so—I've gotta get to the thing that you may have heard of that was also him.

Okay. So have you heard of the baseball game where people were invited to bring their disco albums and they would destroy them?

**Griffin:** Yes. Yes, yes.

**Rachel:** That's this guy.

**Griffin:** Okay!

**Rachel:** Yeah.

**Griffin:** Hey, that sucks, though, Veeck.

**Rachel:** I know. [laughs]

**Griffin:** I'm actually—I have turned on this man a hun—I think that's one of the gnarliest, grossest sort of promotional things in the history of—

**Rachel:** It was a huge problem for them. So he, um... they were playing the Detroit Tigers. Uh, and they sold 98 cent tickets and told fans to bring all the disco records that they would like to get rid of. And then they were going to blow up crates of the records in between the two games.

Uh, the issue is that a lot of rambunctious fans showed up looking to celebrate the destruction rather than watch baseball. Fans poured onto the field after the records were destroyed, and they had to forfeit the second game, because it was just pure chaos.

**Griffin:** 'Cause you made explosions! And you created a—yeah, no.

**Rachel:** Yeah.

**Griffin:** Also, just, like, the fuckin'... uh, knee-jerk pushback against disco is so mired in, like, wild racism and, uh, like, all kinds of really, really gnarly shit. And to kind of like... I don't know, the whole act of mass destroying pieces of media is like, pretty fucking heinous.

**Rachel:** Yeah. No, I only mention to say, like, this is that guy.

**Griffin:** This is who this dude is, okay.

**Rachel:** Like, don't be surprised that this is the guy that started promotional giveaways, because he was clearly willing to do anything.

**Griffin:** Originally I was like, who is—this was a madman giving out hundreds and thousands of bats. Like, that is the behavior of a truly unhinged person.

**Rachel:** It is, literally.

**Griffin:** And now that I know this other facet it's like, ah. Confirmed.

**Rachel:** Um, there are a lot of other fun examples. Another one that happened in St. Louis—do you remember the Rally Squirrel?

**Griffin:** No. But in my defense, you guys have so many fucking rally things.

**Rachel:** [laughs] In 2011, St. Louis was in the World Series. They were facing elimination, and there was a squirrel that ran across the plate while St. Louis was up at bat.

Uh, and then after that moment, the Blues came back to win the game.

**Griffin:** The Blues?

**Rachel:** Sorry. The Cardinals came back to win the game.

**Griffin:** I got confused about which sport you were talking about.

**Rachel:** Yeah. So anyway, so—[laughs] for the next Cardinals home game, they already had towels ready with the Rally Squirrel on it as their giveaway.

**Griffin:** Okay, I love that. That's powerful. I love when an animal gets on the baseball field, except for that one that Randy Johnson did send to bird heaven with his extremely powerful and fast fastball pitch.

**Rachel:** Um, there was Reggie Jackson. There were Reggie Bars, which is not familiar to me, but it's probably familiar to people older than us. It was just like a—it was like a chocolate candy. Um, and—

**Griffin:** Did it have any kind of sports supplement inside of it?

**Rachel:** It says it was a circular treat of caramel-dipped peanuts inside a chocolate shell.

**Griffin:** Sounds like a Snickers, kind of.

**Rachel:** Um—

**Griffin:** A Reggie Bar sounds like something that would get you fucked up, these days.

**Rachel:** Anyway, Reggie Jackson did hit a home run that game, and a bunch of people hurled their chocolates onto the field. [laughs]

**Griffin:** You gotta keep your wits about you when you're planning one of these things.

**Rachel:** Um, I did want to say the bobble heads—so I mentioned that the bat giveaway started in 1952. Uh, the first bobble heads to show up were, like, 1960.

**Griffin:** Okay.

**Rachel:** And that was, like, you know, like, the first 1960 World Series bobble heads were, like, classic players like Willie Mays, Mickey Mantle, Roberto Clemente, yeah.

**Griffin:** Sure. Dad had some of these.

**Rachel:** Oh yeah?

**Griffin:** Uh, in the basement. Not, like, a ton of them. But there was definitely, like, a shelf in the basement where he had, like, a... a bunch of bobble heads. He also had these terrifying, terrifying busts of Laurel and Hardy, done up in a kind of, like, bobble head style where they had little bod—and their heads were gigantic. And every—I was scared to go in the basement because of those creepy-ass Laurel and Hardy statues!

**Rachel:** [laughs] Is that true?

**Griffin:** That's 100% fuckin' true. You can ask Justin and Travis about that shit. Those guys were unnerving. Um, I don't get it! I don't get bobble heads. And I try to be fun and, um, like, down to clown for whatever. But I don't, uh... I don't really like the whole vibe or aesthetic of a bobble head. Do you know what I mean? You probably don't. You probably love bobble heads.

**Rachel:** No, because I brought them as a thing on Wonderful!

**Griffin:** Yeah, no, I know.

**Rachel:** I love them. I think they're great.

**Griffin:** I guess just—I guess it's—I think it's probably those Laurel and Hardy statuettes, like, really spoiled me on little representations of human beings with gigantic heads.

**Rachel:** I mean, Laurel and Hardy is not—[laughs] is not who I would want, necessarily, as a bobble head. I associate them with sports. I like them in a sports setting. I'm less interested in, like, the—in the, like, media... bobble heads? I don't know. It feels like a sports thing.

**Griffin:** Like the Funko—the Funko Pops?

**Rachel:** Yeah. Exactly.

**Griffin:** The Funko Pops is just like bobble heads that don't bobble. They're just heads.

**Rachel:** [laughs] Um, anyway, if you look at Bleacher Report, they did an article in 2012 where they cited the 15 craziest fan giveaways. There's just a lot of good ones on there. Something called free compost night, uh, Seattle Mariners, 2011. [laughs] Don't know why my voice changed like that.

**Griffin:** Yeah, you really took on a whole other persona there.

**Rachel:** Um, yeah. Free compost night is a good one.

**Griffin:** You just bring a cup. You bring a bucket. And they got a big pile in the middle of the field? How do they do that?

**Rachel:** You know, I don't know. I don't know. It just says—

**Griffin:** That blimp flies around and just dumps compost onto unsuspecting members of the audience?

**Rachel:** It says "The Seattle Mariners emphasized conservation to their fans by distributing a garden-friendly mix. It was made using food waste and other items that had been discarded at the—"

**Griffin:** I mean, that kicks ass. That kicks ass. That's great. I like that a lot, actually.

**Rachel:** But then—giveaways by nature—maybe they don't anymore. A lot of times they happen in the beginning of the game.

**Griffin:** Yeah. So now you just have this compost.

**Rachel:** So you're, like, sitting—[laughs] everybody's just sitting there with compost in their lap.

**Griffin:** I like to travel so light when I'm going to, like, a sport event of some sort, 'cause I don't wanna have to carry a bunch of shit around and, like, monitor it, and let it get stepped all over when people come—so the idea of nursing a bag of, you know, food waste...

**Rachel:** I think a lot of 'em now are at the end of the game, particularly if it is going to be a disruptive item you, like, will on your way out pick up the thing.

**Griffin:** That's smart. That's real—yeah, handing out compost. That's a dangerous one, actually! If the game starts to go in a way you don't like...

**Rachel:** Yeah! That's the thing, right?

**Griffin:** Look out! Um, that's a great segment, baby.

**Rachel:** Thank you.

**Griffin:** I have some, uh, submissions from our friends at home. Alex says:

"My small wonder is when I have to get ice from the ice machine at work and I close the lid a little too hard so all the fresh ice falls into the bin. The crinkle tinkles make my brain happy."

**Rachel:** [laughs]

**Griffin:** I do love that sound.

**Rachel:** Yeah!

**Griffin:** Uh, I feel like a lot of green rooms at, like, the venues we perform at are sometimes attached to, like, staff kitchens or whatever with big, big, big ice machines in them. And it is always kind of nice when you're just sitting here and you hear, like, [imitates ice falling noise] as a bunch of ice gets dumped.

**Rachel:** Even the ice maker in the fridge does that sometimes. It's lovely.



**Griffin:** Yeah, sure. It is lovely. It's a nice, deep, resonant... rattling.

**Rachel:** I also like the sound of a dishwasher.

**Griffin:** Um, I do when I remember it's running.

**Rachel:** [laughs]

**Griffin:** I don't when I don't remember it's running and I hear, like, [loud buzzing noise] come from the kitchen all of a sudden and I'm like, "Oh, fuck!"

**Rachel:** For me, it's just a nice reminder that a machine is doing something for you. And I feel so grateful.

**Griffin:** Yeah. Pampered. Lea says:

"My wonderful thing is the guy who was showing off his very cool holographic Goku poster on the subway. My second wonderful thing is that "holographic Goku poster" has the same cadence as Teenage Mutant Ninja Turtles.

**Rachel:** [laughs] [crosstalk]

**Griffin:** As soon as I read this email I started hitting the—

**Rachel:** [simultaneously] Yeah, yeah, sing it.

**Griffin:** "[to the TMNT theme] Holographic Goku poster, holographic Goku poster!"

**Rachel:** You know there's a website, or there used to be—

**Griffin:** Yeah, that's just that? Yeah.

**Rachel:** Yeah. That, like, gives you a phrase.

**Griffin:** It's really, really good.

**Rachel:** Yeah.

**Griffin:** I love both sides of this. I love that someone's like, "Hey, train. Listen up! I got this holographic Goku poster."

A holographic Goku poster on its own is great. Someone showing it off is great. And the fact that it has this wonderful symmetry with the TMNT is just fantastic.

**Rachel:** Yeah.

**Griffin:** Across the board, a wonderful submission. Um, that's it for the show! Thank you so much for listening. Thanks to Bo En and Augustus for the use of our theme song, Money Won't Pay. You'll find a link to that in the episode description. Thank you to Maximum Fun for having us on the network. Go to [Maximumfun.org](http://Maximumfun.org), check out all the great shows that they got over there.

**Rachel:** Did you know, your episode that you did—

**Griffin:** Tabletop Hullabaloo, yeah!

**Rachel:** Yeah, it's out!

**Griffin:** I don't know if that is BoCo or if that is just on the main feed—

**Rachel:** [simultaneously] No, it's on the main feed.

**Griffin:** Okay, cool! Yeah, me and a bunch of other hosts of Max Fun shows got together to play a one-shot of Dungeons and Dragons, and I got to be a player, which is always very fun. Uh, and it's up now. It's really fun. It's called Tabletop Hullabaloo.

We have some merch over at the McElroy Merch store. We got the TAZ 10th Anniversary coin. We've got the Trav Nation long sleeve tee. We got a bunch of stuff over at [mcelroymerch.com](http://mcelroymerch.com). Uh, and we do have a couple more short tours for the rest of this year for MBMBaM and TAZ.

We're gonna be in Phoenix and Denver actually later this week. Uh, and then next month we are gonna be doing a short tour in Indianapolis and Milwaukee. If you go to [bit.ly/mcelroytours](https://bit.ly/mcelroytours) you can find out all the information and grab tickets.

Come see us. It's a—we got some really fun plans for these shows.

**Rachel:** If you're thinking, "I was gonna wait. It's no big deal."

Griffin won't wear this Toad costume again after this tour is over.

**Griffin:** Um... yeah, no. I don't intend to. It is not flattering.

**Rachel:** And you've gotta see Griffin in this Toad costume!

**Griffin:** The pants are so big that it is like... a long sleeve diaper.

**Rachel:** [laughs quietly]

**Griffin:** If that sounds like something you're interested in...

**Rachel:** [laughs] You know what's funny is that our kids keep seeing that little mushroom hat and they want to play with it, and we have to be like, "No, no no."

**Griffin:** "[loudly] No. That's daddy's work uniform!"

**Rachel:** [laughs]

[theme music plays]

[chord]

Maximum Fun.

A worker-owned network...

Of artist-owned shows...

Supported directly by you.