

Wonderful! 365: Real Adult Knife-Fights

Published March 12, 2025

[Listen here on MaxFun](#)

[theme song plays]

Rachel: Hi, this is Rachel McElroy.

Griffin: Your tummy was grumbling...

Rachel: [laughs]

Griffin: ... as you introduced yourself. I don't know if it came through the mic; I *definitely* got it in the monitors. This is Griffin McElroy.

Rachel: Are we s— are we using this one?

Griffin: If you want.

Rachel: [laughs]

Griffin: I mean, we don't have to talk about your tummy grumble. It's just I've never seen that happen before, where like the first words out of your mouth...

Rachel: [laughing]

Griffin: ... were also, like, some sort of Tuvan throat singing. Like, you also emitted a pretty audible tummy gurgle.

Rachel: [laughs] As if my stomach is like, "I've got this one, Rachel."

Griffin: Yeah. "Don't worry, Rachel."

Rachel: "Just sit back."

Griffin: "Don't worry, vocal cords; I'll handle this one."

Rachel: [laughs]

Griffin: [incoherent grumbling]

Rachel: Um, this is *Wonderful!*

Griffin: It's a podcast where we talk about the things we like, the stuff we're into, and...

Rachel: [giggles]

Griffin: ... I'll tell you what I'm into: that great, big, beautiful blue baby that makes up 70% of the Earth's surface. I am talking about the ocean. We just got back, uh, just wave-dizzy and sun-kissed, off the JoCo cruise.

Rachel: Yeah. Sorry there was no episode last week. Um...

Griffin: We did a show on the cruise, and we were hoping to release that.

Rachel: Yeah. Yes.

Griffin: Um, but it was— unfortunately, it didn't get recorded. It was lost to the briny deep, to Davy Jones' locker. And so there's oysters and shit down there listening to the episode, not you. But thank you to everybody who came to see that show.

Rachel: Yeah!

Griffin: It was a really fun one.

Rachel: It was.

Griffin: I mean, I don't want you, the listener, to hear that if you weren't at the show...

Rachel: I know...

Griffin: ... because then you'll spend your whole life—

Rachel: I'm really sad we lost that opportunity...

Griffin: I know.

Rachel: ... to share with our listeners on land. [laughs]

Griffin: Yes. Um, just a quick recap, we talked about dog surfing...

Rachel: Yeah.

Griffin: ... and there's some— like, an ocean-based poem in there. You get it.

Rachel: Uh-huh. "Orinoco Flow," "Kokomo..."

Griffin: Yeah. Unintentionally a lot of, uh, ocean music.

Rachel: Yeah.

Griffin: Uh, a lot of crossover there.

Anyway, thank you to everybody who came out.

Rachel: Yes.

Griffin: Um, it was truly a lovely time— I'm gonna say small wonder is... I mean, my favorite element of the cruise is... the being rocked to sleep like a sweet baby...

Rachel: [laughs]

Griffin: ... every single night. I slept so fucking hard. I think part of it is, like, you're moving around a lot. But I think part of it is that you're also compensating for ocean movement...

Rachel: Mm-hmm.

Griffin: ... when you're at sea. And so once you spend a whole day kind of rocking back and forth and adjusting your weight, when you lay down in that bed, and it keeps sort of rocking you to sleep, and you're so tired - Jesus Christ, I slept like the *dead* on that cruise.

Rachel: That must've been nice for you.

Griffin: Our baby did— "our baby."

Rachel: [laughs]

Griffin: Our almost four-year-old did wake up, um...

Rachel: Yeah. Did you even register that, or were you so...?

Griffin: There was one night where I fully didn't. I always wake up when Gus wakes up; like, I can't sleep through our child crying...

Rachel: Yeah. [laughs] You watch me—

Griffin: ... which I think is an evolutionary, uh, trait.

Yes, as of late, when he wants absolutely nothing to do with me...

Rachel: Yeah.

Griffin: ... in the dark night times, I watch you clamper out of bed to head to him, but not this time, man. I was *out*!

Do you have any small wonders, though?

Rachel: My small wonder's, uh, I'm gonna say lunch dessert.

Griffin: Oh, wow! What a decadent delight.

Rachel: I almost tried to do a segment on that, like a full jumbo-sized segment, on desserts. Uh...

Griffin: I'm glad you didn't decide to go through with that.

Rachel: [laughs]

Griffin: That feels like well-trod territory for us.

Rachel: Yeah. Yeah, and also, lunch dessert, not something practiced often, uh, around the world, from what I can tell. But if you are on a cruise ship...

Griffin: You can have dessert any fucking time, yeah.

Rachel: ... lunch dessert— yeah.

Griffin: No problem.

Rachel: In the morning, in the evening, even at suppertime. [laughs]

Griffin: Sure. What was your highlight, lunch dessert-wise?

Rachel: [thoughtfully] Oh. Um, I got some, like, pineapple soft-serve...

Griffin: Okay!

Rachel: ... that was really fun. Cone, not great. Not a great cone. But the soft-serve—

Griffin: Well, it was one of those, uh, foamy, sort of cake-cone...

Rachel: Yeah.

Griffin: ... I think is the name for it?

Rachel: Yeah.

Griffin: I fuck with those *sometimes*. If I'm feeling, like, nasty, I like when they get all, like...

Rachel: Goopy?

Griffin: ... goopy, and sloppy.

Rachel: Yeah.

Griffin: And sometimes, I like that. But most of the time I would prefer a waffle or a sugar cone. Sugar cones... splits the uprights for me.

Rachel: Mm.

Griffin: I have a lot of really strong ice cream feelings, having been in the field, so to speak.

Rachel: [giggles]

Griffin: I've served my time.

Rachel: I really thought that TCBY only had yogurt, but you tell me that's not true.

Griffin: Not true at all.

Rachel: It's strange that they would be like, "We have [laughs] the country's best yogurt, and we also have some other stuff that's not as good." [laughs]

Griffin: Well, they can't be TCBYAIC. Like, then all of a sudden it sounds like they're some sort of insurance company that is, uh...

Rachel: As if TCBY, the acronym is, like, particularly perfect on its own.

Griffin: Well, we know it, right? And so we can't keep adding— we can't keep talking shit on it.

Rachel: But it's just that there's a suggestion of, like, "Don't even bother with our ice cream. We have it, but what you want is the yogurt."

Griffin: Yeah. Absolutely.

I go first this week.

Rachel: Okay.

Griffin: This week, I would like to talk to everyone about YouTube explainers, specifically in the form of movie and TV explainers, of which there are countless channels out there doing the Lord's work.

Rachel: Is this different than a recap, or is it the same, or what...?

Griffin: I mean, "recap" is, I think, another word for it.

Rachel: Okay.

Griffin: I'm specifically, today, going to talk about the sort of genre of YouTube videos where they break down shit that has happened in a confusing movie or TV show.

It has genuinely changed the way I sort of consume media, and feel about the movies and TV that I watch, that there is this infinite reservoir of people with time and brain power that can break down the things in really convoluted pieces of media...

Rachel: Particularly when there's, like, a season break, you know?

Griffin: Yes, absolutely.

Rachel: We talk about that a lot. Like, I don't always love the idea of going back and watching an entire season before the next one airs...

Griffin: No.

Rachel: ... and so it is nice to have somebody be like, "Alright, here it is."

Griffin: Specifically for movies, though, I can think of a half-dozen movies off the top of my head where the existence of a thorough kind of, like, "And

here's exactly what happened, in a diagrammed form that'll be easy to follow."

Like, that has genuinely enhanced my enjoyment of those different pieces of media. I'll start by talking about— there's this movie; it came out in 2004. Very grounded sort of sci-fi action movie - I rented it from Blockbuster, to kind of give you an idea of how long ago this was - called *Primer*.

And it's this kind of mind-bending sort of thriller where these two guys accidentally invent a time machine. Not in a zany, hot tub time machine way, but in a, you know, "We can use this to manipulate the stock market" kind of way.

Rachel: [laughs]

Griffin: But all the *rules* for— it was a very cool movie, and I really enjoyed what they were going for...

Rachel: What's it called, again?

Griffin: *Primer*.

Rachel: *Primer*. Hmm...

Griffin: They basically invent a box that— you turn it on, and then you go, you leave, and you can study the stock market, see what happens over the next six hours, and you go back. And you climb in the box, and then you wait six hours, and when you climb out, it's back at when you turned on the machine.

So now you know, like, six hours' worth of information that you can use to change it. But at that time, there's also two versions of you walking around. So they have to go to all these great lengths to make sure they avoid any kind of causality or anything that—

Rachel: When did this come out?

Griffin: 2004! It was an indie movie that fucking rules. I *should've* just done *Primer* as my segment, 'cause it's very, very, cool. But also, like, I watched it when I was like a freshman in college, and I was like, "Cool... I don't *really* get it, but I get that they're doing this, and it's very neat—" because they also then start to use the machine in different, more ethically-dubious ways.

Rachel: Yeah.

Griffin: And it's hard to kind of keep track of who is when, and what's going on. But then, I watched a YouTube explainer for it like 15 years later, and was like, "Oh, shit! Okay."

And I understood the plot of the film a lot better, and I rewatched it, and I was like, "Okay!" And now it's genuinely one of my favorite time travel movies...

Rachel: Oh, okay!

Griffin: ... ever made.

Rachel: I mean, I like time travel for sure.

Griffin: Yeah, for sure! And I don't know, plots like that where you, the viewer, can get lost very easily... I feel like before I knew that I could just go on YouTube and figure out what was going on, it would bother me during the movie.

It would make me feel: one, like, "Oh, I'm missing something, I'm not getting the full picture," so I'm scrambling instead of paying attention to the movie...

Rachel: Yeah.

Griffin: ... trying to solve the puzzle, or whatever; or just feeling like, "Well, I don't like this movie, 'cause I can't understand it. I can't follow it."

Rachel: Yeah.

Griffin: “I like everything they’re going for, but the plot is just obviously too complex for my brain to follow.”

Knowing that I *can* kind of get those gaps filled in, like, afterwards— and I *enjoy* doing that. Like, I enjoy when I am fired up about a movie or TV show. I enjoy going and watching what the thing means.

Um, and I can think of a ton of movies. *Inception*, I think, benefits from this; *Tenet*, I think, benefits from this. Honestly, a lot of Christopher Nolan films where they’re like, “We have a really complex system of rules for how this world operates, and it’s just up to you to follow along.”

I like watching a YouTube explainer that’s like, “So, in the airport fight scene, here’s exactly what broke down.”

Rachel: Yeah.

Griffin: Um, there’s a movie that came out about 10 years ago called *Coherence*, where this group of friends is having a dinner party while some comet is passing overhead. And they end up accidentally swapping between alternate realities of different, almost identical, dinner parties.

Rachel: Yeah!

Griffin: And you have to kind of keep track of who is which original one from the original party, and who are people who have stumbled in from other—

Rachel: [giggly] Yeah.

Griffin: And it’s a very, very neat movie, but it was not possible to follow.

I mention this because earlier this week, my algorithm was like, “Hey, remember *Coherence*? Here’s exactly— here’s a diagram to—”

And I watched it, and I was like, “Oh, shit, I wanna watch that movie! It looks very neat.”

Rachel: I think it's funny that a movie that is hard to follow is called *Coherence*.

Griffin: Yes.

Rachel: Like, that's a Roger Ebert gift.

Griffin: [nerdy tone] "Well, you see, it's a reference to..."

Rachel: [laughs]

Griffin: "... quantum decoherence, which is—" [silly voice warbling]

Rachel: No, just like— of just a Siskel and Ebert kind of [pretentious tone] "The movie *Coherence*, unfortunately..."

Griffin: Yeah.

Rachel: "... lacks itself."

Griffin: [laughs] That's a really good impression.

Rachel: Yeah, I don't know which one that was.

Griffin: I don't, either.

Rachel: [laughs]

Griffin: Another reason I kind of wanted to talk about this today is because my algo is serving up, on multiple platforms...

Rachel: Uh-huh?

Griffin: ... is serving up *countless Severance* explainers and threads.

Rachel: Yeah.

Griffin: Which I am not— don't turn off the show! Don't turn us off! I'm not gonna talk about spoilers, or anything like that, so don't worry.

Rachel: Yeah.

Griffin: Although there is a new episode today, and I'm...

Rachel: I know. We haven't watched it yet, as we're recording it.

Griffin: We gotta watch that shit.

Um, I enjoy those a lot, for a few reasons, one being, like, they circle back to hints and throwaway stuff from episodes...

Rachel: Yeah!

Griffin: ... that maybe came out two years ago at this point. I forget when the first season of *Severance* came out.

Uh, and it's helpful, right? Because I don't remember that stuff, definitely I don't remember that stuff, so it's helpful to have these extra puzzle pieces placed in my lap that I can use to kind of, like, figure it out.

Rachel: Particularly— and I don't think this is a spoiler; you can cut it out if you think it's too much, but I'll get very vague. There is a character who has a relationship with a coworker, uh... [laughs]

Griffin: I don't— I think I know what you're...

Rachel: [through laughter] I can't do it!

Griffin: ... going to say, and you can't—

Rachel: I just wanna say there are a lot of scenes with two characters that are interesting, but don't seem particularly consequential, and then now here, in the second season, you're like, "Wait, what happened..."

Griffin: Yeah.

Rachel: "... during those scenes?"

Griffin: Yeah, it's— yeah, that's another good way of putting it.

Rachel: "What was that interaction like?" Like, I know that they interacted - I watched it happen - and now I realized that was a big deal...

Griffin: Right!

Rachel: ... and I don't remember.

Griffin: Yeah, and that's what's great about having these videos served up, *if* you are caught up. I *do not* appreciate when they show up on my algo, and I have not watched the new episode yet.

Rachel: Oh, yeah!

Griffin: That is always a bummer. But a show like *Severance*, like, is so complex, and they are doing a lot of different stuff.

And I enjoy having the supplemental information, as I myself also try to keep track of what is going on, but I also enjoy the madcap theorizing that happens in the fandom of *Severance*...

Rachel: Yeah.

Griffin: ... where everyone adopts these, like, major theories of like, [slightly pretentious tone] "Well, actually, *I* think that this means this, and this means this." And so these factions form around these theories.

And then an episode comes out, and everybody just starts picking it apart to see, "Does it disprove my theory? Does it—"

Rachel: Yeah.

Griffin: And I think a reason I really enjoy that is because *Severance* has just proven everyone wrong, over and over and ov—

Rachel: [laughs]

Griffin: Like, there is no theory that has survived the thrasher of *Severance* episodes coming out, and being like, “Uhh, actually, *this* is kind of what’s goi—” And that, I think, speaks to the kind of cleverness and inventiveness of the show. But I like...

Rachel: Do you—

Griffin: ... that there is sort of a community that appears around it, and you can kind of— just even watching that from the outside-in, and the little secret ways that they talk to each other about what they think is happening, is really fascinating.

Rachel: I’m starting to wonder if I’m in the minority, because there are a lot of shows like *Severance* where there’s a lot of unknowns, and I think an inclination to figure out what these unknowns mean...

Griffin: Right.

Rachel: ... exists for a lot of people. For me, I’m kind of... fine...

Griffin: We’ve talked about this.

Rachel: ... not figuring it out.

Griffin: Specifically about *Severance*, is—

Rachel: Yeah. Like, I don’t know if it’s your kind of, like, inclination towards solving puzzles...

Griffin: Mm-hmm.

Rachel: ... that is maybe more powerful than mine. But while I was watching *Lost*, for example, I wasn’t like, “I gotta figure out what’s going on here.”

Griffin: Yeah.

Rachel: And I feel the same way about *Severance*. Like, I kind of push myself in that direction sometimes of, like, “Wait, I wonder if that...” But then I ultimately realize, like, I’m enjoying it either way. [laughs]

Griffin: Sure! For sure. I don’t think that there’s a right or wrong way to do it, right?

Rachel: Yeah!

Griffin: For me, for a show like *Severance*, for a show - maybe less so for *Lost*, because that was kind of pre-Reddit, like, discussions...

Rachel: Yeah, true.

Griffin: ... pre-deep YouTube explainer series. But definitely for a show like *Severance*, and a few others that I can’t think of at the moment, that— they *will* have a mystery, right?

Like, there’s very clearly a mystery at the heart of *Severance* and the way that the show is structured, and the storylines that they follow... you know, a lot of them are clearly drip-feeding this mystery, right?

Rachel: Yeah. Yeah.

Griffin: A lot of it is very— like, you will see stuff, and be like, “That was a clue!” And the fact that they are putting that stuff out there...

Rachel: Uh-huh.

Griffin: ... *means* that, like, there’s a solution to this puzzle.

That isn’t necessar— for me, it is not some, like, “I’ve gotta solve this puzzle!” thing as much as it is like, “I don’t know, I feel like it’s of—”

Like, I mean, it's like reading a mystery book. It is a conversation between author and reader, or viewer, or listener, or whatever, of "Okay, so you have a little game here..."

Rachel: Yeah.

Griffin: "... and you want me to—" You want people to guess at what's going on, even if it's wrong, right?

Rachel: Yeah.

Griffin: And I enjoy being a part of that, especially for a show like *Severance*, where the stuff that is hidden away you *would not* notice on watching it, right?

Rachel: Yeah.

Griffin: And so seeing "And here's all the stuff that you missed," I feel like, enhances my opinion of the show...

Rachel: Yeah!

Griffin: ... and my enjoyment of the thing, and my, like, embeddedness into the community of people trying to, like, guess it.

Rachel: Yeah.

Griffin: But at the same time, like, obviously, there are a lot of other stories happening in *Severance* that aren't about that, that *are* just fucking rad...

Rachel: [laughs]

Griffin: ... and really, really, really enjoyable, and really, really cool.

I do think it's like, different strokes. Like, if you are the type of person— and maybe this is informed by the type of shows you've watched, you know? Like, growing up...

Rachel: Yeah.

Griffin: ... if you grew up watching, you know, *Twin Peaks* or whatever, maybe you're more likely to try and solve the show that you're watching?

Rachel: No...

Griffin: I can enjoy a show without that part of things, right? I can enjoy a movie without that part of things. I enjoyed *Primer* when I watched it in college, 'cause it was cool, and it was interesting, and it was really well-made.

But then when I found out exactly what actually happened in the movie that I watched, it blew it wide open for me. And I enjoyed it so much more, *and* I just enjoy watching the YouTube explainers, right?

Rachel: Yeah.

Griffin: Like, I enjoy that content on its own, as its own sort of standalone thing. I love a good plot diagram for a time-travel movie. I like it a lot, actually.

Rachel: [laughs]

Griffin: So yeah, there's this whole ecosystem of content out there that the very fact of it exists has changed the way I feel while I am watching a particularly dense movie or TV show.

Rachel: Yeah!

Griffin: Where I don't feel panicked, and I don't feel stressed, I don't feel like "Oh, I missed it. Rewind it." I don't feel any of that.

Rachel: Yeah.

Griffin: Because I know, like, I will enjoy this thing for its merits. I can really dial in and watch the actual story that they are telling. And then for the stuff that I didn't grab, or the stuff that's still kind of scratching at the

back of my mind, I can go on YouTube, or TikTok, or whatever later, and figure out exactly what it was that I missed, learn what the full story is.

And... that's great! I think that's great.

Rachel: Yeah!

Griffin: It's transformed the way I consume content, and that's kind of wild, but I'm really glad that stuff exists. Can I steal you away?

Rachel: Yes.

Griffin: Thank you.

[theme music plays]

[ad break]

Rachel: Okay, do you wanna know *my* wonderful thing this week?

Griffin: Yes!

Rachel: It is in-flight entertainment.

Griffin: Oh, baby, yeah!

Rachel: As we mentioned, we were just on a cruise, which meant that we had to fly to Fort Lauderdale and then, on the way home, fly to Atlanta, and then to DC, uh, from San Juan. And I met— several flights.

Griffin: A whole day of flying, basically.

Rachel: And the thing that kind of was surprising to me was that every flight that we were on had the little screens on the back of the seats.

Griffin: Sure.

Rachel: 'Cause I feel like lately— that's not a consistent thing for me.

Griffin: There's certain airlines that'll get you there. I feel like JetBlue's almost batting 1,000.

Rachel: Yeah.

Griffin: Delta, more often than not. Uh... American United is, like, who knows—

Rachel: 'Cause I don't wanna watch things on my phone. I feel like a lot of airlines have done this shortcut of, like, "Go to our page, and watch all our stuff on your phone."

Griffin: Yeah.

Rachel: And I don't like doing that.

Griffin: I tell you, I do it a lot on this iPad. I got the iPad mini; it's about the size of a seat-back screen on a plane.

Rachel: Yeah, it's a little bigger.

Griffin: It's perfect.

Rachel: Yeah. I don't like my hot little phone transmitting all this information to me, and also seeing other notifications pop up while I'm trying to—

Griffin: Yeah, it takes me out of it.

Rachel: I just don't like it.

Griffin: Sure.

Rachel: And the little screen on the back of the seat is still very thrilling to me.

Griffin: It is thrilling. I will say, I didn't clock you necessarily, and I *definitely* didn't consume any of that on this trip, because our kids were...

Rachel: Yes. Yes.

Griffin: ... scaling us like sheer cliff faces.

Rachel: Specifically small son.

Griffin: You're right. Our eight-year-old does not climb us... as *much* anymore.

Rachel: [laughs] Yeah, um, I realize— I mean, if you're sitting with a child: one, you're not really gonna be able to concentrate; and two, you have to be thoughtful about what is gonna be on-screen...

Griffin: Yes!

Rachel: ... and might potentially— [through laughter] even though small son watches all manner of disturbing content on YouTube, I feel like he probably shouldn't see—

Griffin: We try to poli— put down your keyboards.

Rachel: [laughs]

Griffin: We police it pretty good.

Rachel: It's cartoon violence.

Griffin: But we do a decent job...

Rachel: But it's not, like, adult nudity, for example.

Griffin: Thank you for clarifying that we don't let our three-year-old son...

Rachel: Yeah.

Griffin: ... watch adult nudity on YouTube.

Rachel: Or, like, adult... you know, knife-fights.

Griffin: [with lighthearted sarcasm] Yeah, how they have real adult knife-fights on YouTube. We definitely don't let our three-year-old son watch those, either.

Rachel: [laughing]

Griffin: You *use* YouTube. So I know you know that they don't have...

Rachel: [laughs]

Griffin: ... real adult nudity or actual knife-fights on there.

Rachel: True. True, but there are a lot of films...

Griffin: Yes, yes.

Rachel: ... that do. And that is why we have to be careful when we put something on a screen.

Griffin: Yeah, sure.

Rachel: So anyway, while it is not something that I am able to enjoy while we are with our children, I am very grateful to see it.

And also, kids especially little son's age, you put something up there that's colorful, and a lot of moving around, they don't even have to really be paying attention to it. It's just like, kind of a nice thing, if your... other options have worn out.

Griffin: Yeah, absolutely.

Rachel: So I wanna give you kind of a timeline of in-flight entertainment.

Griffin: Okay, great.

Rachel: Um, the first-ever in-flight film was on an airline called Aeromarine Airways in *1921*.

Griffin: Shit, man!

Rachel: It was a promotional short called *Howdy Chicago*. [laughs]

Griffin: Okay, hold on. It's 1921; you're flying on an airplane.

Rachel: Yeah.

Griffin: You shouldn't need in-flight entertainment...

Rachel: [laughing] I know, right?

Griffin: ... because it's *1921*, and you're *flying*— you're in the *sky*, you're *flying*.

Rachel: Yeah.

Griffin: Just look around; just consider your current *condition*.

Rachel: Well—

Griffin: That's really entertaining.

Rachel: I think this was more of a stunt, because it said a promotional short called *Howdy Chicago* that was projected on a screen while passengers flew over the city of Chicago itself.

Griffin: Okay.

Rachel: So it was more of a, like, "Look, we're watching something in the air in the city whereabouts of—"

Griffin: Okay.

Rachel: Yeah. I don't think was, like, every flight [through laughter] was showing *Howdy Chicago*.

1941, live in-flight entertainment becomes popular, with airlines hiring actors and singers to keep guests amused!

Griffin: That's— I imagine this is gonna happen many times during this segment, but that's crazy, because so much of air business is like, "How can we maximize the total amount of *human cargo* we can fit..."

Rachel: [laughs] I know.

Griffin: "... on a single airplane, while—"

Rachel: [jokingly] They have, like, room for a little orchestra. [giggles]

Griffin: Yeah, just to have a little, tiny *stage* set up, and just having a tuba ready to go...

Rachel: Yeah.

Griffin: ... is preposterous, to me.

Rachel: I know. Well, planes— I mean, I didn't do research into this, but planes used to be a lot more about luxury.

Griffin: Sure, yeah!

Rachel: Okay, so 1975, Braniff Airlines offered games of *Pong* in-air, making it the first to offer in-flight entertainment systems for video games.

Griffin: We gotta talk about this. I will say this. The games that they put on those back-of-seat screens are a real, let's call it, mixed bag.

Rachel: Yeah!

Griffin: Because I saw— like, on this last flight that we took back from Atlanta, I saw two different people playing games. The guy sitting right in

front of me was playing, like, a seat-back trivia game with other people on the plane.

Rachel: Yeah.

Griffin: And I'm like, "Okay, that's cool."

Then, when I went to the back to use the bathroom, while coming back, somebody in the back row was playing a *really* rough-looking platformer, like a *Mario*-type game where you're a caveman, uh, on the back of the seat.

And it's like, that's not the optimal gaming condition for this plane.

Rachel: Yeah, I don't know why they're so bad still?

Griffin: Yeah, man!

Rachel: [laughs] Especially when you have an iPad that has touchscreen games on it...

Griffin: Yeah!

Rachel: ... and has for a very long time; why this little thing can't offer that, I don't know.

Griffin: You can play fucking *Resident Evil 7* on your phone! Like, why should I have to play *Caveman Jump* on the back of my Delta Airplane seat? We're beyond that as a people.

Rachel: And then, of course, you remember the big monitor that was at the front of the plane that you could watch over the seats?

Griffin: Oh, sure.

Rachel: Do you remember those?

Griffin: Sure. I remember taking a flight with Travis, and Justin, and Dad, and they plopped on *The Incredible Burt Wonderstone* on there...

Rachel: [laughs]

Griffin: ... and Travis was like, "*Fuck* yeah, dude."

Rachel: [laughs] Yeah, that— it's kind of an interesting time. I mean, and you did still see this on like a Coach bus...

Griffin: Yeah.

Rachel: ... where the plane decides what everyone will be watching.
[laughs]

Griffin: "Hope you creeps like *Burt Wonderstone*!"

Rachel: [laughs] Who's in that? I can't remember.

Griffin: Oh, man. Uh, maybe Steve Carell? Does that feel right?

Rachel: That does sound right to me.

Griffin: It feels like it— you don't—

Rachel: It's a 2013 film...

Griffin: Yeah.

Rachel: ... um, and...

Griffin: I appreciate you Googling that.

Rachel: ... it *was* Steve Carell.

Griffin: Okay, great.

Rachel: And Jim Carrey, and Steve Buscemi.

Griffin: Okay.

Rachel: James Gandolfini— wow!

Griffin: I didn't pay super close attention.

Rachel: Wow, what a cast!

Griffin: Here's what I will say.

Rachel: [chuckles]

Griffin: I didn't pay very good attention to *Burt Wonderstone*, nor do I pay very good attention to— I'll watch a movie on there sometimes if it's a long flight. Since I have been able to play, like, Game Boy since the day of my birth...

Rachel: [laughs]

Griffin: ... like, I don't really stress so much about that stuff. But...

Rachel: [through giggling laughter] The day of your birth.

Griffin: But good for everyone else.

Rachel: And hospitals all over were carrying little Game Boys into the...

Griffin: Mm-hmm. I popped out with a Game Boy Color, and the doctor was like, "Holy shit. This isn't even gonna be around for like six years. It's crazy."

Rachel: [laughs] So the first, like, seat-back screen came about in the 80s, and it was a 2.7-inch screen. [giggles]

Griffin: That's so cute. Look at that li'l guy! You see, like, five pixels of Steve Carell casting a...

Rachel: [laughs]

Griffin: ... doing magic.

Rachel: It's like a little flip phone...

Griffin: It *is* like a tiny little—

Rachel: ... but on the seat in front of you.

Griffin: I love that. You can play *Snake* on that thing.

Rachel: Um, in 1988, Northwest Airline and British Airways tested the sets by installing 119 seat-back screens in the business and economy cabins of the Boeing 747. It was a six-channel Air Vision System that offered films, sports, and children's programming.

Griffin: I mean, that was probably back when it was like— they would just press play on six DVD— or VHS players at the front of the plane, and then you would get to watch, you know, *Batman*, or something like that. Right? It wasn't, like, "on-demand entertainment."

Rachel: No, no, no.

Griffin: It was like, "Switch your set to Channel 4 if you wanna watch *Risky Business*."

Rachel: No, and you had to, like— in Coach, you had to pay for it, like a \$4 to \$8-dollar fee.

Griffin: Yeah. [laughs] Which today translates to \$600 to \$700 dollars.

Rachel: [giggling] [crosstalk]

Griffin: Pay \$600 to \$700 dollars to watch *Big*, starting from the middle.

Rachel: No, not even that recent. [laughs] The program included Hitchcock's classic *Dial M for Murder*...

Griffin: Amazing, yeah.

Rachel: ... an episode of TV's *Night Court*... [laughing]

Griffin: Holy shit!

Rachel: ... or a Rod Stewart rock video. [laughs]

Griffin: Just on loop, over and over?

Rachel: Yeah! [laughs]

Griffin: "Ladies and gentlemen, we're coming in for a landing on this *two-and-a-half minute* flight from Minneapolis to Chicago."

Rachel: And then, obviously, it gets a little bit bigger. Then it's 4.3 inches. [laughs]

Griffin: Now we're talking.

Rachel: [laughs] And then by the '90s, we're talking about something more similar to what you see today. But yeah, I will say, when I am flying by myself...

Griffin: Yes.

Rachel: ... as an adult...

Griffin: Right.

Rachel: ... and I have an opportunity to watch a film that I did not see in the theater because I have young children, or watch a television series, it is *thrilling*.

Griffin: Yeah!

Rachel: Because what I do, I still bring kind of like a set quantity of entertainment with me on a plane...

Griffin: Right.

Rachel: ... you know? Like, even if it's podcasts or whatever, at a certain point I would like to change what I am doing. And I love that luxury, man.

Griffin: Yeah.

Rachel: Of just endless, or finite programming... [laughs]

Griffin: Mm-hmm.

Rachel: ... in front of me, on the screen.

Griffin: If you really got into that gamer life, the plethora of options awaiting you would truly, uh, blow you away. And you're getting there. You're getting there.

Rachel: [sighs] Yeah, I dunno, man.

Griffin: [holding back laughter] We don't have to explore that...

Rachel: [laughs]

Griffin: ... topic any further.

Let's talk about what our friends at home are talking about. Micah says, "I'm a pastry baker, and my small wonder is when I'm measuring dough and manage to magically plop down the perfect gram amount onto the scale in one cut."

Rachel: Ohh!

Griffin: "Same magical feeling comes along with cracking the perfect graham amount in eggs; there's nothing quite so satisfying. Everyone in my pastry shop loves to announce these little victories to one another, because we all see it as a good omen for the day. Love the show so much, thanks for keeping me company while I bake." That was Micah.

How wonderful. I do love this so much.

Rachel: Yeah.

Griffin: I remember one time, I was making pretzels, and...

Rachel: Yeah!

Griffin: ... I really, really went kind of mad trying to get the perfect...

Rachel: [laughs]

Griffin: ... dough amount every single plop, and it's satisfying every time.

Rachel: Yeah!

Griffin: Maddie says, "Hi, my small wonder is when musicians include snippets of conversation at the end of songs, e.g. Sabrina Carpenter's Nonsense and Ringo Starr after Helter Skelter. I feel like I'm getting a special glimpse into the creative process." I do like that.

What's the one where they're like, [British accent] "I've got blisters on my fingers"?

Rachel: I don't know. I've heard that referenced, but I don't—

Griffin: "I've got blisters on me fingers!"

I wanna say it's— I do think it's... *is* it maybe Ringo Starr in Helter Skelter? Why would he have blisters on his fingers? He's a drummer.

Rachel: Well, you could get blisters from drumsticks.

Griffin: Yeah, but you get 'em on your palms, from the... [imitates drumroll]

Rachel: Mm, that's a good point.

Griffin: That's... our show.

Rachel: [chuckles]

Griffin: Thank you so much for listening. Thank you to Maximum Fun for having us on the network. You're gonna hear us talk a *lot* about Maximum Fun starting next week, when the MaxFunDrive kicks off!

Rachel: Yeah, dude!

Griffin: We're gonna have *so much* stuff for you guys, and it's all so much fun. I'm so excited for you to hear our bonus episode, and all the other great stuff that we've got coming up for the Drive, so get ready.

Uh, also, get ready for more *MBMBaM* and *TAZ* live shows for the 20-Thunder-Drive tour. We've announced some new dates: we're coming to Richard, Virginia with *MBMBaM*; Charlotte, North Carolina with *TAZ*; and Raleigh, North Carolina with *MBMBaM* in April. We're also coming to Michigan, Minnesota, and Ohio.

All the *TAZ* shows are gonna be in the *TAZ Versus* series. We're considering doing a Shakespeare run, um, starting with *TAZ vs. Romeo vs. Juliet*, which I did back in Tampa...

Rachel: Yeah!

Griffin: ... and was a hell of a lot of fun, and I think out now, for you to listen to.

Tickets are on sale now; more info and ticket links are available at bit.ly/mcelroytours, and we have a bunch of new merch over on the merch store. There's a hoodie for a fictional anime show called *Vasecticon*...

Rachel: [laughing]

Griffin: ... and it was designed by Evan Palmer based on a joke from *MBMBaM*, and it's one of my favorite things we've ever sold on the shop.

Rachel: [coming down from laughter] Yeah.

Griffin: 10% of all merch proceeds this month will be donated to Harmony House.

Rachel: Perfect for the person in your life that is considering and/or has recently had a vasectomy...

Griffin: Yes.

Rachel: ... um, just a way to really commemorate their... [giggling]

Griffin: Their what?

Rachel: Their entrance into this universe of sterility. [laughs]

Griffin: Well, yeah. [laughs] Of voluntary sterility, yeah.

Rachel: [rising laughter]

Griffin: I fucking *love* this universe, man. I'm living for it.

That's it. Thank you so much for listening. I hope you're ready for MaxFunDrive, it starts next week. We're gonna be streaming, like, every day, so don't touch that dial; it's got GM on it.

Rachel: [laughs]

Griffin: And we'll see you later! Bye!

Rachel: Bye.

[theme song plays]

Maximum Fun.

A worker-owned network...

Of artists-owned shows...

Supported directly by you.