

Still Buffering 411: Silent Hill 2

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[theme music, “Baby You Change Your Mind” by Nouvellas plays]

Sydnee: Hello, and welcome to *Still Buffering*: a cross-generational guide to the culture that made us. I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Sydnee: Taylor, you're just engulfed in this beautiful sunlight around you.

Taylor: Yeah.

Sydnee: As I'm looking at you on this call.

Taylor: We're recording early in the day, so the sun is hitting me directly [chuckles] in the face.

Sydnee: I know, there's God beams all around you. [chuckles]

Taylor: Well, I'm just a heavenly creature.

Sydnee: That's what it looks like, it is, it looks very heavenly.

Taylor: [sings angelically] Podcast angel.

Sydnee: I don't— Usually we have like a lot of fun stuff from social media that has happened that we can all talk about.,

Taylor: Mm-hmm.

Sydnee: I feel like I don't know about your algorithm, Tey... but mine is less fun these days. [chuckles]

Taylor: Yeah, I would— I would agree with that.

Sydnee: I keep hoping for— I keep trying to find more fun things.

Taylor: Mm-hmm.

Sydnee: I will say that it was filled for like two solid days with Jane Wickline's song from *Saturday Night Live*.

Taylor: Oh yeah, I kept getting that.

Sydnee: "I am the plus one of someone who is left."

Taylor: [chuckles] Yes.

Sydnee: [chuckles] Which— Did you— I— You don't watch *SNL*, right?

Taylor: No, I— The only way I watch *SNL* is in fact TikTok clips the next day. [chuckles]

Sydnee: That, I mean, that's the primary way I consume *SNL* these days. Now I will say, the girls have gotten into it recently, and so we usually like— We don't watch it when it airs, but like we'll watch it a couple days later, and kinda flip through the— I don't— the political stuff we don't really— Well first of all, my kids are 10 and 6.

Taylor: Yeah, they're not gonna get that.

Sydnee: No, Charlie understands, but I think she feels the same way we do. We don't find any impersonation of Donald Trump funny.

Taylor: Mm.

Sydnee: It's not— It— I can't find him funny anymore. You know?

Taylor: Yeah.

Sydnee: It's just—

Taylor: Well it—

Sydnee: Do you know what I mean?

Taylor: It—

Sydnee: And I hope listeners you know I'm not saying that 'cause like, "I'm offended that you would—" [chuckles] "How dare you? Donald J Trump," no. It's just he's... [chuckles]

Taylor: Yeah, I—

Sydnee: He's such a threat that I can't— I just it's— I can't laugh at him.

Taylor: But all—

Sydnee: I'm just sad and angry.

Taylor: It's a weird combo where yes there's that, and there's also like the real him is more of a doofus than any comedian could ever pull off.

Sydnee: That's true.

Taylor: Like if you just wanna like laugh at the horror of how kind of like out of it his is, no— no comedian or actor could get close to [chuckles] exhibiting that when you just see clips from a rally, talking about Arnold Palmer's gifts.

Sydnee: Yeah.

Taylor: I'm just like, "Oh, I can never drink that drink again." [chuckles]

Sydnee: Or the one where he just dances for 30 minutes.

Taylor: Yeah. To like sad music.

Sydnee: Yeah.

Taylor: That's— [chuckles]

Sydnee: He had 'em play two different versions of "Ave Maria."

Taylor: That's like some sort of weird like anti-comedy mastermind stuff that I just can't...

Sydnee: Yeah. [chuckles]

Taylor: I'm sorry, you can't come close to that.

Sydnee: It's like Andy Kaufman. [chuckles]

Taylor: Yeah, honestly. [laughs]

Sydnee: No, but it's— I can't— Yeah, so the political stuff we skip. Because the, you know, I don't know, I can't and the girls aren't into it. But the— that song, we did see.

We don't usually— The girls don't usually like *Update*, but they had Jane Wickline come out and play that song in *Update*, and it got stuck in my head. I thought it was good, I thought it was funny, a clever, clever conceit, I thought well done.

The girls watched it like completely serious, stone-faced, didn't crack a smile, didn't laugh at all. And then afterwards I paused it and I said, "Did you guys think that was funny?" 'cause I just thought maybe they didn't get it. And they both immediately were like, "Yes."

Taylor: [giggles]

Sydnee: And I was like, "You did? 'Cause you didn't react," and they were like, "Yes, we liked that," and they've asked me to play it for them several times, so.

Taylor: Well. Maybe—

Sydnee: But I did get like the thing, I started getting the TikToks where they were like, "If this keeps popping up on your FYP, just so you know, it's not 'cause it's trending, this is saying something about you."
[chuckles]

Taylor: For that song?

Sydnee: Yeah.

Taylor: Yeah, alright.

Sydnee: It— There were only— At one point there were only like 60 videos of it, Tey.

Taylor: Oh, see I did not— I watched it through once and I went “Okay, that’s cute,” and then I did not engage further, so I did not go down that— My algorithm did not go down that way.

Sydnee: My algorithm went deep that way.

Taylor: My algorithm has gone done the Witches Road, I think that’s—

Sydnee: Ah.

Taylor: That’s where I’m at. On both like quite practically, I won’t say anything ‘cause I’m not sure if you’re caught up, but...

Sydnee: I am.

Taylor: Okay. Yeah. I mean especially after the most recent episode, it was just nothing but...

Sydnee: [sighs]

Taylor: Sad, beautiful, touching edits of Patti LuPone.

Sydnee: I think that is why I, right now, ‘cause it has been, up until the last I guess day or two days, my algorithm has been filled with *Agatha*.

Taylor: Yeah.

Sydnee: And all things related to it. Like every clip of Aubrey Plaza and Patti LuPone on any show, or talking to— Aubrey Plaza talking about Patti, everyone I’ve been watching. Anything about *Agatha*, but that episode really, really rocked me.

Taylor: Yeah.

Sydnee: [chuckles] I cried so hard, and I have cried several more times thinking about the episode.

Taylor: Mm-hmm.

Sydnee: So I think I've maybe been avoiding the TikToks about it, because I don't wanna—

Taylor: [chuckles] You don't wanna feel it again.

Sydnee: I can't keep feeling it. It was so— I've never been a big fan of sad media, I'm usually more like, "Can't we just give 'em a happy ending?"

I have a lot of trouble with that. I can recognize it's brilliance, that it was the right way for that story to go. I recognize that, that it was very well done, and also I can't stand how sad. [chuckles]

Taylor: See, I don't know, I mean it was sad, but I think it was also just so awesome, it was such a powerful like, I don't know. What a— Good job. Well I feel like because there's the *Agatha* side, and then I just— any time I get like WitchTok content, I engage.

Sydnee: Mm-hmm.

Taylor: So I feel like I've got— it's the perfect seasonal timeline, it's just either *Agatha* clips, or somebody tell me— telling me how to like cleanse my doorway, or invite spirits into my house. I'm like great.

Sydnee: Yeah.

Taylor: This is all you need.

Sydnee: Yeah, I've been— I've gotten a lot of— I've— I'm deep into Witch Tok.

Taylor: Mm-hmm.

Sydnee: I've been... I— [chuckles] I may have purchased some— a black obsidian necklace as a result. [chuckles]

Taylor: [chuckles]

Sydnee: We'll just leave it at that, just in case.

Taylor: Just in case what?

Sydnee: Well I felt like I needed some protection.

Taylor: Okay.

Sydnee: So, I was looking for protection. [chuckles] I don't know. Haven't you felt under spiritual attack lately, Tey? [chuckles]

Taylor: No. I—

Sydnee: Well.

Taylor: For a long time I did, and then I quit my job, so I think that was the spiritual attack.

Sydnee: Mmm.

Taylor: I think it was—

Sydnee: Okay.

Taylor: — just working at a restaurant. That is a constant spiritual attack.

Sydnee: That is, yeah, I could understand that. I don't know, I feel like the— where— Like the US right now is just like consistent spiritual attack.

Taylor: Yeah, well I mean. [chuckles]

Sydnee: [chuckles]

Taylor: It's a spiritual attack, and then based on however which way this election goes, it might be just actual, as a trans person, might be just like a real attack. So I'm just—

Sydnee: Yeah. Yeah.

Taylor: I'm just—

Sydnee: Okay, fair.

Taylor: — just livin' in the before right now. [chuckles]

Sydney: I understand that. No, I have tried to instead focus on— Did we talk about Domingo?

Taylor: Domingo.

Sydney: The— No, we didn't talk about this last week. My children are more obsessed with the *SNL*— Okay, can I tell you that *SNL*'s doin' a little better. It's—

Taylor: Is *SNL* doin' better, or are you... have you aged into their demographic?

Sydney: Don't. No. No. I— Okay. No. Obviously yes, I have aged, that is possible, but. [chuckles]

Taylor: Well I just, when we were kids I remember Mom and Dad finding like, "Oh, I don't know, Gerald Ford keeps falling off of this ladder" funny, and I didn't get it. [wheezes] Like.

Sydney: I mean yes, I think that's part of it, sure. I will say that there was a while when I was like a young adult that I found *SNL* really funny, and then I found that like it lost it for a while. The Ariana Grande episode is really good.

She does a— not just her, but the— she's part of a group of cast members who do a parody of Sabrina Carpenter's "Espresso," and the— I mean like the whole song is funny. It's "Domingo" is what it is, that's why I said, "Domingo," but the— She does— Like she sings badly on purpose.

Taylor: Mmm.

Sydney: And it's really well— I don't know how to say like it's so well done, it makes it funnier, but it's... I mean I guess it's 'cause it is Ariana Grande and you know she can sing, but it's just— it—

There's something about it, like everybody's— 'Cause they're all sing— They're bridesmaids singing in a wedding to the bride a parody song, and the way that they're all like do— I don't know, it's just the "Domingo"

song now plays in our house 24/7, I play it every morning for Cooper to get her up and goin' in the morning.

Taylor: [chuckles]

Sydney: Like to get her out of bed, I have to play "Domingo." And then she jumps out of bed and sings along. [sings] "The bridesmaids wanted a celebration." [chuckles] And she— I don't know, they're really into "Domingo." [chuckles] It was— They've— Ariana Grande does a great Jennifer Coolidge impression.

Taylor: I've seen that before. She does really good impressions across the board, I'm pretty sure.

Sydney: She does, in her opening song, she does like a really good... Britney Spears and a Gwen Stefani.

Taylor: She does Celine really well.

Sydney: She's really funny. Yeah, she does a Celine Dion one. She does a whole like fake commercial as Celine Dion.

Taylor: Mm.

Sydney: She's really good in that, and... she does one where they're talking about how— She's— She plays a Castrata. [chuckles] It's like the discovery of—

Taylor: Oh, I've seen that clip.

Sydney & Taylor: [simultaneously] Yeah.

Sydney: "A tweest. [chuckles] We just give it a tweest." Cooper says that all the time now. "A tweest." [chuckles]

Taylor: Hmm, that's— [chuckles]

Sydney: Yeah, she's real fixated on that. But anyway. [chuckles]

Taylor: Ey, it's the same for a kid, alright. I wonder if she fully understand that, but alright.

Sydnee: Uh, she understands enough to think it's funny, and to look at Justin sometimes and go, "A tweest."

Taylor: [laughs]

Sydnee: And like move her little hand, like twist her hand in a way that he goes... [groans]

Taylor: Yikes.

Sydnee: [chuckles] Like, scary.

Taylor: [sighs]

Sydnee: It's threatening, it's definitely threatening. I'm— She knows what she's doing.

Taylor: Alright, alright. Yeah.

Sydnee: Anyway, I don't know why needed to talk about *SNL*, but I just— I felt the need to share.

Taylor: You wanted to, that's why. [wheezes]

Sydnee: It's funnier now, right now. I don't know if it will continue to be, that may go away. They got really excited 'cause this last episode was hosted by Beetlejuice, and they were like, "That's Beetlejuice, we love Beetlejuice."

Taylor: Like was Michael Keaton, I'm assuming.

Sydnee: Yeah, it was Michael Keaton.

Taylor: Okay.

Sydnee: Not—

Taylor: It could be Alex Brightman, I don't know.

Sydnee: [chuckles] Oh that's true, they would love that too, they would love Alex Brightman. [chuckles]

Taylor: [sighs] A couple of Beetlejuices, what's the— I guess the just "juices," that's a—

Sydnee: Beetleju— juicii?

Taylor: Juicii? Yeah maybe.

Sydnee: Beetlejuicii.

Taylor: Yeah.

Sydnee: Yeah. Well say that, mm. [chuckles]

Taylor: Sure.

Sydnee: Or maybe the plural of Beetlejuice is just Beetlejuice, kinda like...

Taylor: Mm.

Sydnee: Moose.

Taylor: I guess that's fair, like if you were to say, "There's juice over there," could be multiple juices.

[pause]

Sydnee: That— Yeah, that's true. I was tryin' to picture like a table with a bunch of pitchers of juice on it, and would I say, "There's juice over there." Yeah, I would say that, so that's...

Taylor: Yeah. I don't think people say, "juices" that often. [wheezes]

Sydnee: [chuckles] Only in gross ways, like.

Taylor: Oh, aw, yeah.

Sydnee: [chuckles]

Taylor: Uh-huh.

Sydnee: Like I think— Now see that's not on— that's on BookTok.

Taylor: Yeah, let's not go there. We're not goin' there.

Sydnee: Justin and I did have this argument though, 'cause I said something about like, "Oh now it sounds like BookTok," and he said, "What? Wh— That is not BookTok," and I realized Taylor... that BookTok—

Taylor: You're on spicy BookTok.

Sydnee: I am on a very specific BookTok that I thought was all BookTok.

Taylor: Hmm...

Sydnee: Yeah. But I guess there's a BookTok where people just talk about books.

[pause]

Taylor: Yeah, that's I think that's what— Well now— Now see, I don't know. Yes, but I feel like when people like make jokes about what goes on on BookTok.

Sydnee: Mm-hmm.

Taylor: They're specifically talking about the spicy BookTok.

Sydnee: I— See that's what I thought, and I thought like that— If you use the word "BookTok," you're kind of referencing— I mean like I think primarily fantasy erotica sort of.

Taylor: Mm-hmm.

Sydnee: Like.

Taylor: 'Cause every time there's like a hot guy who's like, I don't know, like riding a motorcycle or like a— existing within the feminine gaze,

people will comment like, “Oh, this is for BookTok. Wait til BookTok finds this,” like.

Sydnee: [chuckles] I— Yeah, I think... [chuckles] There was a sketch on *SNL*, by the way, making fun of BookTok, so just— Like in a nice way, in a like... “We know, we see you. We see you out there, BookTok, we know what you’re into.”

Taylor: Oh I saw some clips from it that— There was a TikTok compilation, right?

Sydnee: Yeah.

Taylor: Yeah.

Sydnee: Yeah, so that— I mean— But apparently there’s a whole BookTok where they don’t talk about werewolves and fairies and their bedroom.

Taylor: Well, they might be talkin’ about werewolves and fairies, they’re just not talkin’ about makin’ out with werewolves and fairies.

Sydnee: [chuckles] I don’t understand the point of the books, let me tell you.

Taylor: [chuckles]

Sydnee: I am— [chuckles] I finished—

Taylor: “I don’t understand the point of books if they’re not smutty,” is that what that sentence ended with?

Sydnee: [chuckles] I saw— I keep getting ads on Facebook. Ohh man, Facebook knows what I’m into now, because like all my ads are for either things like... clothing items you don’t wanna know about, or they’re for... like pin— like enamel pins and stickers that say things like, “All my books are smut.” [chuckles]

Taylor: Mm. Alright.

Sydnee: Which isn't true, I read a lot of books that aren't smutty, I read a variety. But like I read all of *ACOTAR*, and I got the— like I knew what I was doing, like, "I know what this is," by the end.

And so I started reading the Crescent City part of her books, which is Sarah J Maas wrote those, and I don't know if it's the same universe, that's a big thing on BookTok. Anyway, I am like 300 pages into this book and there is nothing, I mean nothing. Just dry as a bone.

Taylor: Oh no.

Sydnee: So like... where's the smut, Sarah?

Taylor: Can't be the same universe.

Sydnee: I don't know, I mean—

Taylor: It's a parallel universe with no smut.

Sydnee: [chuckles] That's so sad. [chuckles]

Taylor: [chuckles]

Sydnee: There are fairies there.

Taylor: Well, I hate— Now Sydnee, it is a gross generalization that all fairies are sexy.

Sydnee: [laughs] Though the— They talk about how sexy they are!

Taylor: Okay, then all sexy fairies want to...

Sydnee: [chuckles]

Taylor: Be... smutty. There we go.

Sydnee: This one went in— I thought I was— I'm always one of those people who's like, "I don't know if I'm really into fantasy," and then I read *ACOTAR*, and I was like, "Oh I guess I must be into fantasy 'cause I like this, like I enjoyed this."

And then I start reading this and they're like, "Okay, so we've got like the fey, and we've got some vampires, and we've got some werewolves, and also we have the shifters, and also we have angels and there are different kinds of angels, and also—" And I'm like, "Oh my gosh, what?"
[chuckles]

Taylor: [chuckles]

Sydnee: "Also there are demons, and then I— And then there's witches, and also a sorcerer, and then there's necromancers, and then—" Like... of *D&D* came out to play in this book.

Taylor: Yeah. I was gonna say, it sounds just like a very long *D&D* campaign.

Sydnee: It is, like and I keep having to be introduced to different kinds of like fantastical creatures, and then remember like which ones have what powers and which ones are more immortal. They're all sort of immortal, but some are more immortal.

Taylor: Okay, so you don't like fantasy so much as you like escapist smut.

Sydnee: Yeah, like I like that they have pointy ears, I guess, and some of them fly. [chuckles]

Taylor: Yeah, you don't want it to be just like if it was just regular humans... gettin' it on, that's weird. But "Oh, it's a fairy! It's— There's a narrative here, there's a story."

Sydnee: [laughs]

Taylor: I understand what's happening there.

Sydnee: I could handle a little bit of that, I just— I— But I'm trying, I'm working through it.

Taylor: [chuckles] You're gonna read it anyway.

Sydnee: I'm gonna keep reading. *Throne of Glass* is next.

Taylor: Maybe somebody'll make out at some point.

Sydnee: [chuckles] There's def—

Taylor: It's a slow burn, that's what they call 'em.

Sydnee: It is a slow burn. They're definitely building tension between two characters, like I can feel that there's tension there, so.

Taylor: Well I hope your fairies make out with each other.

Sydnee: [laughs] Well, he's an angel.

Taylor: Oh, I'm so sorry. [chuckles]

Sydnee: He's actually the shadow of death. I think he's— I don't know that he's supposed to be a Satan stand in, or if he's like he worked with Satan.

Taylor: Like coworkers?

Sydnee: [chuckles] No, like a general.

Taylor: Okay.

Sydnee: He's a fallen angel.

Taylor: Oh.

Sydnee: Like he's literally a fallen angel.

Taylor: Well.

Sydnee: I know. There's a lot of mythology in this book.

Taylor: Well, I—

Sydnee: Anyway.

Taylor: I'm sure our listeners, I'm just gonna guess that there are people out there that can probably give you some recommendations that get to the point a little bit quicker.

Sydnee: Yes.

Taylor: But still have pointy ears, so.

Sydnee: But still have pointy ears.

Taylor: Check it out there.

Sydnee: I still wanna applaud— I mean I still— I need the— I need a backstory.

Taylor: Like Syd, have you ever just gone on like AO3? [chuckles]

Sydnee: What is that?

Taylor: It's a whole— Oh wow. Huh.

Sydnee: Is that a website?

Taylor: It is. Archive of Our Own. It's a fan fiction website.

Sydnee: Ohhhh.

Taylor: It's a massive fan fiction website.

Sydnee: I didn't—

Taylor: So.

Sydnee: I'd never heard of that.

Taylor: And there is tags, so you can choose.

Sydnee: Oh, okay.

Taylor: What you want involved.

Sydnee: Ohhh.

Taylor: Lots of different properties, you know.

Sydnee: Okay.

Taylor: Mm-hmm.

Sydnee: Okay.

Taylor: Just saying, you know. I'm sure there's some *ACOTAR* fan fiction on there for you.

Sydnee: I guarantee there must be.

Taylor: Yeah.

Sydnee: I bet that's where a lot of— I kept getting TikToks last years for lots of *Good Omens* fan fiction.

Taylor: Yes.

Sydnee: And I bet that's where those were coming from.

Taylor: Yeah, I'm pretty sure there's a lot of *Good Omens* fan fiction [laughs] on AO3.

Sydnee: There is, there's quite a bit.

Taylor: Okay.

Sydnee: I mean based on what my TikToks showed me.

Taylor: Yes, yes.

Sydnee: You can't—

Taylor: Anything you can possibly think of that has been a— some sort of media property has a fan contingent on AO3.

Sydnee: Yes.

Taylor: I promise you.

Sydnee: Okay. Well that's good to know. That— There's— Hey, there's a resource for me. [chuckles]

Taylor: There you go. Find some *M*A*S*H** fan fiction, it probably exists.

Sydnee: I bet there's a lot of *Fringe* fan fiction on there that I've never been able to find.

Taylor: And you know, if there's not, you could write some, you know.

Sydnee: [chuckles] That's true.

Taylor: Bring back Lenore. [chuckles]

Sydnee: What's Peter Bishop into now? Let's find out.

Taylor: [laughs]

Sydnee: Well, Tey. We were gonna talk about something spooky again.

Taylor: We are, yes.

Sydnee: Since it's the start of the spooky time. I will tell you that when you suggested we talk about *Silent Hill 2*.

Taylor: Mm-hmm.

Sydnee: The new one.

Taylor: Well it's— The new is a pretty— It's not entirely a one-to-one remake of the one that came out in— The original game came out in 2004, but.

Sydnee: Mm-hmm.

Taylor: This is...

Sydnee: Yeah.

Taylor: It's better graphics, you know.

Sydnee: Yeah. It looked similar to me— Like I felt like I was playing something I'd played before.

Taylor: That would make sense. [chuckles]

Sydnee: Yeah, but I couldn't— Well, I never knew— So I never had the games, it was like I would play them with you, or I— Actually, the most *Silent Hill* I played was over at an old friend's house. A friend of both Justin and I's. [chuckles]

Taylor: Oh yeah?

Sydnee: Yes, at her house. [chuckles]

Taylor: Oh.

Sydnee: That is who I played— I— So I didn't have *Silent Hill* games, but I played other people's, and so it occurred to me I wasn't sure— Did I— Was there a one and a two, and did I play both, and when? You know what I mean?

Taylor: Yes. *Silent Hill 2* came out in 2001, I was mistaken, I was saying I know I played it in high school, so it couldn't have been 2004. Well yeah, we— The first one that I played was 2.

Sydnee: See I played 1 prior to that, over at a friend's house.

Taylor: Okay.

Sydnee: And it's—

Taylor: Yeah, it took me a while to circle back to 1. I played 1 after 2.

Sydnee: So what had stood out to me about those games in the past, and then playing them again currently, is one, they scared the crap out of me.

Taylor: Yeah.

Sydnee: I found them so scary. And I had nightmares about them when I played them, I used to lay awake in bed after we played, like horrified by them. And then the other thing that stood out to me, and I found to still be true, is how much difficulty I have moving this character. [chuckles]

Taylor: [laughs] Yeah.

Sydnee: [laughs] It was a— It was quite an experience, like I was playing it on a little— on Justin's— He has a hand— I don't know what it is, it's a handheld thing. And I was playing it on this thing, and I kept getting stuck, and then like looking straight up, like my character was looking straight up at the sky.

And then several times he looked over my shoulder and he was like, "What's this uh, what's this little shuffle you're doin'? Why are you doin' this little shuffle?" [chuckles] And I was like, "I don't know how to turn to face that way, so I'm just walking sideways." [chuckles]

Taylor: Well.

Sydnee: [laughs]

Taylor: You know I found that like that— [chuckles]

Sydnee: He kept saying "Doin' the *Silent Hill* shuffle again, huh? Okay."

Taylor: It's the *Silent Hill* shuffle.

Sydnee: [laughs]

Taylor: It's funny 'cause I was watching somebody do a play-through and they were also doing the shuffle, so maybe— 'Cause I have not— I'm fully owning I have not played the new game, I have watched a full walkthrough.

Sydnee: Mm.

Taylor: I do not have a PS5, I'm not so blessed. But I did play the original one, and I was good at the original one, like I beat it, I like don't remember having any intense difficulty with it.

Sydnee: [chuckles]

Taylor: But I have more— in more recent years, when I've started playing video games again, I do feel like I lost whatever skills I had to deftly maneuver characters. I got *Silent Hill Downpour*, this was a few years ago, when it came out.

And that's like, "Yeah, it's a scary game. It's like the— instead of like fog constantly, it's rain constantly." That's— It's right there in the name. But there was just a lot of like balance mechanisms in it, where you have to like walk across a little piece of wood. And that was the— Like well that's where my game ends every time.

Sydnee: [chuckles]

Taylor: "I can't walk across this piece of wood, I don't have—" Like I would invite my one like good video game playing friend over, like, "Will you walk across this piece of wood for me?"

Sydnee: [laughs]

Taylor: "So I can go ahead in my game." [chuckles] "I wanna see more spooky things, but I keep falling to my death."

Sydnee: I— See I think that's— There is something about— I— And I— Okay. I just wanna preface with I have certainly played video games in my life and enjoyed them. I am not— Like it is not a pastime that I spend a ton of time on, I've never been a big video game person, you know?

Taylor: Mm.

Sydnee: Obviously I married one, but it's just not— So this is not me attempting to start any sort of like [chuckles] console war, because I have no strong feelings on this. I always found Nintendo things easier to control than PlayStation things.

For whatever reason, my brain just didn't work right with the PlayStation controller, and I remember playing multiple games on a PlayStation where I felt like I was just stuck somewhere, and I wasn't moving my character right, and I couldn't traverse something narrow, or I couldn't... I don't know. Like I've—

Taylor: How weird.

Sydnee: I don't know what it was about the PlayStation thing and my brain that just never connected right.

Taylor: I think one is that we grew up in a Nintendo household, and each controller, while the controllers changed generation to generation, they kind of had the same thought behind them.

Sydnee: Yeah.

Taylor: So I feel like if you, you know, when you're a child, when you're, you know, six, seven years old, playing with a— Well and we started with Nintendo.

Sydnee: Yes.

Taylor: Like it's a gradual understanding of the controller with each generation, whereas the PlayStation, neither of us played PlayStation until we were teenagers. It's a whole new understanding. I also think it might just be the demographic of games that we were playing, 'cause I almost exclusively played survival horror.

Sydnee: Mm-hmm.

Taylor: And those games are pretty well-known for having [wheezes] like— 'Cause they sell like especially I'm thinking of like the *Resident Evil* games, they'd want like— *Fatal Frame* was like this too though. They'd have like the spooky camera angle that would—

Sydnee: Yes.

Taylor: But then that means that all you're seeing of your character is like their feet [chuckles] as they run through a hallway.

Or like the camera angle would pop up and you're like looking down at the far end, but like you're at the other side, and you're trying to kill a monster but you can literally just see one flailing like zombie arm, like, "There's something there." [chuckles]

Sydnee: [chuckles]

Taylor: Like there was a lot of that!

Sydnee: That's exactly— That is— See that was my experience even as I was trying to play this *Silent Hill*, like which adds an extra layer of horror to it. I don't know like I was— I realized as I started trying to— like the first weapon you have is like a board with nails in it.

Taylor: Ahhh, Boardy.

Sydnee: And as I started trying to swing the board with nails in it, I realized I didn't know what button to push. And so I'm just like sort of mashing at all of them, trying to figure out what button will start beating this thing with a board.

Taylor: Yup.

Sydnee: And as I'm trying to figure that out, I accidentally move the camera angle. So now I'm staring at the ceiling, and like there's red all around my screen, indicating that I'm being injured, and I can hear awful noises, but I still don't— I can't see the thing that's got me now, 'cause I'm looking the wrong direction. And I'm trying to fix that, but I'm also still trying to find the button that swings the board. [chuckles]

Taylor: Yeah. That's—

Sydnee: [laughs]

Taylor: It takes a while to get a hang in those games, and you know, I like being scared, I like being challenged. I hate feeling incapable of something that's obvious. [chuckles]

Sydnee: It— Well, it— Once you get there, like beating something with a board is very satisfying, I guess.

Taylor: It is.

Sydnee: Yeah. It is a satisfying way to—

Taylor: Maybe too satisfying.

Sydnee: Yeah, I prefer that, honestly, to shooting. I understand—

Taylor: Mm.

Sydnee: — the utility of that in the game, but...

Taylor: I always love the board.

Sydnee: Yeah, I love the board.

Taylor: You eventually upgrade to the lead pipe, and then— You have the gun too, but.

Sydnee: Yeah.

Taylor: But I like the lead pipe as well.

Sydnee: Yeah, I like that visceral aspect, although it does require proximity, which is scary, 'cause then you have to look at the thing.

Taylor: Yeah but—

Sydnee: Whatever the thing is.

Taylor: — in the new game you get to look at the— I mean in the old game, the things were always disturbing.

Sydnee: Yes.

Taylor: And I was curious, it's like is part of the disturbing aspect of the original game that you can— you kinda know what you're looking at, but you can never fully understand.

Sydnee: Mm-hmm.

Taylor: They're always these sort of like bloody, pale masses of flesh that have some human characteristics, but some definitely not.

Sydnee: Yeah.

Taylor: But I will say, I think the new game pulled it off, like they still— Even though it's— they're high definition, they still are kind of disturbingly like, globby. [chuckles]

Sydnee: They are, well I think that's what— You're right, I... I don't know— I mean it's hard to go back and think like, "Are these more or less disturbing than I felt when I saw them the first time around?" 'Cause I do think some of what made it so scary was the lack of definition, right?

Taylor: Mm.

Sydnee: Because it was just this, like you said, sort of bloody flesh mass.

Taylor: Yeah.

Sydnee: That was moving quickly at you, and— Or slowly. I guess— I felt— I— For some reason, I thought they moved slowly, and then I started playing this game and I was like, "Oh no no no, these things move." [chuckles]

Taylor: Yeah. That depends, but a lot of them move quickly.

Sydnee: Yeah. But... They— I mean they were still very disturbing with the definition. It was still very hard to tell, like I kind of know what I'm looking at. And let me say, I didn't play to the end. So... I don't know all the secrets to *Silent Hill*.

Taylor: Do you remember them from the original game?

Sydnee: I never finished the original game.

Taylor: Oh, I thought you finished it with me.

Sydnee: Mm-mm.

Taylor: Mm, well I mean... So wait, do you know— Okay, so the plot of *Silent Hill*.

Sydnee: I mean I know where we started from.

Taylor: Yeah.

Sydnee: Like—

Taylor: So there's James.

Sydnee: James.

Taylor: And he's looking for his wife, Mary.

Sydnee: Mary, mm-hmm.

Taylor: He thought that she's died.

Sydnee: Right.

Taylor: But she sent him a letter inviting him to Silent Hill.

Sydnee: Right.

Taylor: And... He gets there, he meets some other people that have also been drawn to Silent Hill for various reasons.

Sydnee: Yes.

Taylor: He also meets Maria, who is like a weird, spooky parallel. It's like his wife, has the same like voice and face, but is like sexy Mary.
[chuckles]

Sydnee: [chuckles]

Taylor: She's got like pink tips on her hair, and like a cool outfit.

Sydnee: She's Maria, yeah.

Taylor: Yeah. But he— The game is you searching through Silent Hill to try to find your long-dead wife, and...

Sydnee: And you have a radio that she can talk through, and then also make scary noises as you get—

Taylor: When monsters approach.

Sydnee: Yeah, yeah. That aspect, I mention that 'cause it's such an effective—

Taylor: Mm.

Sydnee: — and terrifying aspect, where you're like giving you some sort of like audible cue that you're approaching a monster is a useful game mechanic, but using a radio as— like the static and the— It's so disturbing.

Taylor: Yeah. Creates really scary sounds.

Sydnee: Well 'cause it's also unpleasant to— I mean at least to my ear, it's an unpleasant sound.

Taylor: Mm.

Sydnee: So it creates this sort of— I don't know, it feels like it's like irritating my brain? I don't know how to describe it, like it's an irritating sound to my brain, but also it's scary, and it's a very upsetting, I don't know.

Taylor: Well.

Sydnee: It's very effective.

Taylor: Well the... So the larger *Silent Hill* universe.

Sydnee: Mm.

Taylor: There's a— A lot of the games kind of stick together. Like *1* links up with *3*, there's like a bigger mythos on why Silent Hill is what it is, which is sort of, you know, the— one of the original inspirations for Silent

Hill, isn't it the town that still has fires burning underground from a coal mine collapse in West Virginia?

Sydnee: Oh, I didn't know that.

Taylor: There's some place in America where there are— that's the— That's a true story, but that was part of the inspiration for Silent Hill.

Sydnee: Really.

Taylor: But there's like a larger sort of— Like the first game and the third game give you this backstory that there was a cult there that was trying to summon a god, and they've sort of created—

Like Silent Hill's become this sort of purgatorial dimension. So the people that are drawn there encounter manifestations of their fears or their sins, specifically with James he's sort of encountering manifestations of his guilt surrounding Mary.

Sydnee: Mm-hmm.

Taylor: Because spoiler, spoiler alert if anybody—

Sydnee: Yeah.

Taylor: — is still playing the game. About to reveal the ending, to you and to Sydnee, 'cause you don't matter. [chuckles]

Sydnee: That's okay. You can.

Taylor: Are you cool with that?

Sydnee: Yeah, yeah.

Taylor: So your wife is— has been dead.

Sydnee: Right.

Taylor: You know this because you killed her.

Sydnee: Ah.

Taylor: Yeah, so she was very sick, and so you smothered her with a pillow. And it's kind of arguable, like if you were— And the endings give you different subtle interpretations, where you're putting her out of her misery, and she kind of wanted to die.

Sydnee: Mm-hmm.

Taylor: 'Cause she was in so much pain. But you're so wrecked by the guilt that you still wanna find your way back to her. And then there's some endings where, like the water ending, where it's clear that James kills himself, and that's how the game ends.

Sydnee: Hmm.

Taylor: So you two can be together. And then also like some of the manifestations, the reason that you get like the weird leg monsters, and like the nurses, and even like Maria plays into this, is like James was so frustrated not being able to like have a wife, have a— have like any sort of romantic or sexual relationship with his wife 'cause she was so sick, that that's kind of his lust—

Sydnee: Mmm.

Taylor: — misappropriated in a monstrous way. And if you interact too much with Maria and if you save Maria, it's kinda like, "Well he killed her just to get rid of her, he killed his wife just to get her out of the picture because he was frustrated. He was so frustrated by not having her cer— do her role that he got rid of her." And then you can leave Silent Hill with Maria, and—

Sydnee: Wow.

Taylor: Yeah, but then at the end of it, she starts to cough, and the implication is she's gonna get sick too, and James is now stuck in this cycle of basically repeating his sins over and over again.

Sydnee: Ohhh, until he learns from 'em.

Taylor: Mm-hmm.

Sydnee: Interesting.

Taylor: Yeah.

Sydnee: It's in Pennsylvania. Centralia, Pennsylvania.

Taylor: Okay. Alright.

Sydnee: Yeah, but sa— that's the right idea. A coal mine collapsed, fire, it's been burning since the '60s.

Taylor: Mm. But yeah, so it's— Silent Hill attracts people to be punished. You also meet Angela.

Sydnee: Mm-hmm.

Taylor: Who was assaulted by her father, and then you know like— I think— Did she kill her father?

Sydnee: I don't know.

Taylor: But... Or Eddie, who like... shot his— Who was bullied all his life, but then he shot his bully in the knee, and like killed his bully's dog, and now he's there. And you end up having to fight Eddie, and you know.

Sydnee: Yeah.

Taylor: So. So it's a— *Silent Hill 2* is a standalone inside this town that has been created through these nefarious cult activities. But it was always my favorite, because the lore wasn't— You didn't really have to understand a bunch of lore. You're just sort of bystanders that have been brought into this town and have to suffer under it.

Sydnee: I also like games whereas you make choices through it, you're changing what the ending is gonna be. I always think those are fun, interesting games to play.

Taylor: Absolutely. When it— I knew that— I remember knowing that when I played it the first time when I was a kid, and it was so like—

Like if you look at Mary's picture a lot, then that's showing that you love her, and so you might get the leave— or not the leave ending, the water ending, where you kill yourself to be with her. You look at Angela gives you a knife. If you look at the knife a lot, that will also lead to that, you know.

Sydnee: Interesting.

Taylor: If you visit Maria a lot, then you're more likely to get the Maria ending, so.

Sydnee: That's so wild. Did you have a perfect guide for it that you could reference, so you did it? [chuckles]

Taylor: I did, I did have a guide.

Sydnee: Man, those were the days. [chuckles] I would be so confused, I'm sure there's just as many walkthroughs and whatev— What we would think of as a perfect guide online. I would be lost as to which one to trust. [chuckles]

Taylor: I remember going through with a perfect guide with you for was it *Ocarina of Time*?

Sydnee: Mm-hmm.

Taylor: To get all the spiders.

Sydnee: To get all the, yup.

Taylor: Yeah.

Sydnee: All the golden spiders. Yup, we did that. I... I heard— Somebody was talking about the generation that I am in, which is like the oldest Millennials, I guess.

Taylor: Mm.

Sydnee: End of Gen X, into— Whatever that is. And they were talking about our relationship with technology, where like we're better than the— than a— the—

Like there's quite a bit of Gen X that is on the boomer end, where they're like, "Aw, man this stuff sucks, I hate this stuff," and then there's closer to this end, where like I get it. Fun— I get it, I understand what you're doing here.

I don't know all the ways to use it, and I certainly don't know all the ways to be most efficient, but I will just sort of grind through it until I figure something out. [chuckles] And it is never the best way.

Taylor: Mm.

Sydnee: I feel like that's my [chuckles] relationship to technology. I would find a good guide to get through one of these games eventually. But it would not be the quickest or most efficient path, and you would probably know what that is.

Taylor: I don't know.

Sydnee: And then Rileigh would make fun of both of us for not knowing immediately what it is. [chuckles]

Taylor: See, I don't know, 'cause I feel like in the case of a game, I still want a physical book as the best guide. Because like if you're— YouTube videos walk— like play-throughs will show yah everything, but then you've gotta find— you gotta search through the video and find where.

Sydnee: Yeah.

Taylor: Like usually if you have a problem, if lots of people have encountered it, I feel like Reddit will pop up right away with an answer. But you know, then you still have to search for it. Like if you got a book there, you just flip to the page, like, "Oh, that's what I do."

Sydnee: That— I— See, I love a book, I love a physical medium, love that.

Taylor: I don't think they even still make book guides to games, I don't know.

Sydnee: I— No, probably not. I can't imagine they do. Which is sad, 'cause like I only read physical books, and I don't mean this in like a crotchety way—

Taylor: [chuckles]

Sydnee: — like, "This is the way books are meant—" I don't care how you read, read however you wanna read. [chuckles] If you like to read books on a, you know, an iPad or a Kindle, or like Justin only really listens to books these days, you know.

Taylor: Well, yeah.

Sydnee: And that's fine, that— Cool. However you like to ingest them. But... But I love a good physical book that you can dog ear, flip over.

Taylor: I don't know, Syd. I don't think you're gonna find a game guide that has smut in it, so.

Sydnee: [laughs]

Taylor: It might not live up to your qualifications.

Sydnee: Honestly, there is nothing sexy about *Silent Hill*, if you want my truth.

Taylor: No, no.

Sydnee: There, so that's fine. No, I just— It was interesting because the gameplay— There was something about it that even though it is, obviously it is sharper, the images are sharper and stuff, I can recognize that.

Ev— As someone who doesn't— who's just very casual gamer, I can recognize that it's better than it was when I played *Silent Hill* way back then. But there was a lot of it that felt throwback to me still. It just—

Taylor: In what way?

Sydnee: I don't know, it just feels like an older experience, this like slow build, this like— I mean in the beginning you are walking, and I didn't

know how to run, so maybe that was part of the problem. So I'm walking very slowly through this forest for quite a while... You know what I'm talking about?

Taylor: Yeah.

Sydnee: At the beginning of the game. Yeah, that feels to me like probably something that you don't see as often in modern games. I don't know, I'm just like wandering through this forest, and maybe it's just 'cause I— maybe everybody else is running through it, and...

Taylor: [chuckles]

Sydnee: Eventually Justin showed me how to run, and then the game made more sense to me, but I was like, "Man, I must be missing a lot," and so I kept wandering to the sides of the path and like looking at the ground, and then looking up at the trees.

And looking thinking like, "There's gotta be like... tokens or keys or... papers or something that I should be collecting." I kept trying to pick up cans off of picnic tables, but you can't even touch those. There's no jump button, why isn't there a jump button, Tey?

Taylor: No, but when you approach things, you can jump over 'em.

Sydnee: [chuckles] Well but you can't just push a button and jump.

Taylor: Well if there's something you need to jump over, it'll let you jump it.

Sydnee: [chuckles] I don't— The first thing I do when I start a game, I figure out how to move the character, so is it a joystick or a pad.

Taylor: Sure.

Sydnee: And the second thing I do is find the jump button.

Taylor: Well, this is not—

Sydnee: And when there's— [chuckles] When there's not a jump button, I don't know what to do with myself.

Taylor: I think it's— I mean it's a very— And this is probably why—

Sydnee: [chuckles]

Taylor: 'Cause a lot of the— People that are criticizing the remake I think are sort of purists that are like, "No, it never should have— It was a masterpiece already." And I do think the original game made an impact on people because it's so immersive and cinematic.

Sydnee: Yes.

Taylor: Because you do have those periods of the game where you're just sort of exploring a like... really creepy, well-designed setting.

Sydnee: Mm-hmm.

Taylor: Like there's a lot of that, where you're kind of supposed to be lost, you're just sort of wandering in the fog.

Sydnee: Yeah.

Taylor: And it's not dull, they design it well enough that there will be a creepy sound, or something will scatter past, or you know.

Sydnee: Yes.

Taylor: Even like the things you can interact with that are important to the game are very strange, but you kind of do have to interact with everything to figure out. Like there's the infamous toilet scene.

Sydnee: Yeah.

Taylor: Where, you know, James— or— reaches his hand in the toilet and pulls out, what is it, it's a coat hanger or something?

Sydnee: I think, yeah.

Taylor: It's something to pull down a ladder.

Sydnee: Mm-hmm.

Taylor: But you know, like why— If you can't pick up the tin can, but you can shove your hand in a dirty toilet, so you know.

Sydnee: Well and I do— I think they do an excellent job of that, because I was very scared to check my map because they create— It's so atmospheric. And I know like logically, I know you're not gonna be standing there looking at your map and a bloody monster's gonna come running up on you.

Taylor: Right.

Sydnee: But I kept getting worried when I was just standing in the middle of the street like, 'cause I kept getting lost, checking the map. [chuckles] Like. What if one of those things—

And I mean they did, like it made me jump, just like it did when I played it back in high school. I remember those things running out of fences and then I would get scared and scream, and like it still has the effect on me.

Taylor: No, there's so many—

Sydnee: Even in a handheld, like not up on a screen. 'Cause I thought like, "This'll be less scary 'cause it's so little." No, still scary.

Taylor: That's interesting, I would've thought that too. I've played a few horror games on my Switch, and I— For me it's a little bit less of an experience, because then I can always— If it's scary, I can always put it down go "Meh." [chuckles] Like, "Never mind."

Sydnee: Well there's something about the proximity of it to your face, I think.

Taylor: Mm, that's fair.

Sydnee: Like it's right there.

Taylor: Yeah.

Sydnee: Because when I'm watching like a really scary movie or something, I'll kind of put my hands over my eyes and then just look through a little crack.

Taylor: Oh, okay.

Sydnee: So it's like— [chuckles] I've got like a barrier between me and the scary.

Taylor: That'll protect you.

Sydnee: And you can't do that when you're holding the game— gaming device right there. [chuckles]

Taylor: Well you can't really— Even if you're just playing with a controller, you can't really play with—

Sydnee: [laughs]

Taylor: — one hand over your eyes. [chuckles]

Sydnee: Plus you've gotta use both thumbs.

Taylor: Yeah.

Sydnee: 'Cause otherwise that camera just goes wherever, and then you're lookin' at the ceiling while someone's puking on you. [chuckles]

Taylor: Yeah, keeping you engaged.

Sydnee: I was like, "Did that thing just vomit on me? I can't tell."

Taylor: Yeah, vomit acid or something.

Sydnee: Yeah. I mean—

Taylor: Goo, dangerous goo.

Sydnee: It defin— It turned the edges of my screen red, so I know it was bad.

Taylor: Yeah.

Sydnee: [chuckles]

Taylor: Yeah, which is such a— I mean the creativity, but it's scary— it's scary in a unique way.

Sydnee: Yes.

Taylor: Like zombie games get kinda boring to me, but this is not... it's not zombies.

Sydnee: Mm-mm.

Taylor: It's just the weirdest, creepiest monsters, just— I— Like oh gosh, the boss battle where you're— The— What is it called? The Abstract Daddy. You pro— You didn't get that far.

Sydnee: Mm-mm.

Taylor: But it's— You're fighting the monster that is from Angela's manifestation.

Sydnee: Mm.

Taylor: And it looks like one person on top of another person, sort of wrapped in some weird flesh, shiny flesh-like material, and like attached to like a bedframe. So you get what it's implying.

Sydnee: Yeah.

Taylor: But it's this thing that's like walking sort of like on all fours, and like— and it's just terrifying. In the original game, I think you fight it in the piston room, which is this room where the walls sort of look like flesh, but it's— there are these pistons going in and out of it. I don't think it's in the remake, but...

Sydnee: Ugh.

Taylor: Just like the whole experience is just like, "I don't know what— Like who came up with this?" [chuckles]

Sydnee: Well, and you know what's really interesting too is, as you say what it's kinda supposed to all be, I think as I was playing it this time around, and as I was killing like the first thing you have to hit with the board, and—

There is something about that, and this is probably not true for every creature you encounter, but I remember thinking this in that first battle. There's something about it that's kind of pitiful, and then you start—

I had this thought like, "Was this this thing's fault? Like did I just kill something that is the victim of something, and that—" Like I don't know why it triggered that emotion in me, that like... maybe this wasn't its fault.

Taylor: Mm.

Sydnee: And I'm punishing it for something that it can't control, or something that it didn't actually do. I don't know why that's there.

Taylor: I feel like that's played up by the fact that, and this is true in both games, the noises that James makes when he's beating the thing, like he's very violent.

Sydnee: Yes.

Taylor: And there is that— there's always that underlying repetition in the narrative, like this is not— you're not playing a good guy.

Sydnee: Right.

Taylor: You're not playing— You're— However, whether it was out of, you know, misplaced empathy or pure rage, he did murder his wife.

Sydnee: Right.

Taylor: That is your character, and that side of the brutality that he shows the creatures is a little bit— it takes it aback. It's— That's always been a thing though that I—

Like there's a... I think it's in *Silent Hill 3*, 'cause I think it's Heather that it— that the character's addressing, where somebody says to the player character like, "Oh, you see them as monsters. That's how you see them." As if to imply like, "You see them differently than the rest of us do, the things that you're murdering."

Sydnee: Yes. That— See, I think that— I— Somehow, that is communicated in the way these things look and move, and in the way that you fight them. That comes across to me, not knowing any of the mythology, any of the backstory, not knowing anything. Playing it, I had that emotion.

Taylor: Mm-hmm.

Sydnee: Which is really impressive, you know.

Taylor: Well even with like the nurses, like the nurses look like something horrible has happened to them.

Sydnee: Yes.

Taylor: And then—

Sydnee: The—

Taylor: — iconic Silent Hill nurses. [chuckles]

Sydnee: Yeah, they look like victims.

Taylor: Yeah.

Sydnee: Of something, and so then you're like, I don't know. I'm starting to worry like this is a traumatized person. And they're not in control of their actions.

Taylor: Mm-hmm.

Sydnee: I don't know, I don't know why I'm thinking that, because some of these things are like barely humanoid.

Taylor: Right.

Sydnee: But yeah, but I mean I think it's there. I don't know, it's impressive. It scared the crap out of me now, just like it did when I was a kid. I mean.

Taylor: [chuckles] I think it also like there's a— there is a bit more logic to the puzzles in *Silent Hill* than I remember playing... maybe it was *Code Veronica* at the same time, it was a *Resident Evil* game, and sometimes the way that a puzzle works in that game would just be like, "So I need to find this chess piece, and I need to stick it in this, I don't know, this like mechanical thing— "

Sydnee: [chuckles]

Taylor: "— to plug up a dam." Like it was like, "I don't— Why is this what—?" But in *Silent Hill* it's just like, "You need a key."

Sydnee: [chuckles]

Taylor: "You need to go, you need to find a key to get another key."

Sydnee: Yeah.

Taylor: Like it's all very like you can sort of—

Sydnee: You can— yeah.

Taylor: You can follow logic. Even like the thing you get out of the toilet, it's like, "Okay, I need something to like extend my reach," and you know. You can almost believe this is what a real person would do in this weird scenario.

Sydnee: I always appreciate that.

Taylor: Yeah.

Sydnee: Well Tey, I enjoyed playing it, it was very scary.

Taylor: It made me want— I got some *Silent Hill 2* TikToks for people who are opening their closets and seeing like the green jacket, the iconic [chuckles]

Sydnee: Yeah.

Taylor: Like, "Oh no, I have to go search for my dead wife." [chuckles]

Sydnee: [chuckles]

Taylor: It did make me want a jacket like that.

Sydnee: I... I definitely had to watch a little bit of *Great British Bake Off* afterwards—

Taylor: [laughs]

Sydnee: — just to get it out of my— So I could sleep that night.

Taylor: Do you think you're gonna keep playing, or are you gonna leave that to Justin for now?

Sydnee: I will play it with him, I told him we could play together, but I can't play alone, it's too scary.

Taylor: That's fine, that's fair.

Sydnee: [chuckles]

Taylor: Also a really good soundtrack. They— Some of the original music is in the remake, but I will say that is the only thing is that I miss the original music, 'cause it is so good.

Sydnee: Yeah. I agree with that. It was good, thank you for having us play it.

Taylor: Yeah, I'm jealous that you get to play it. Like one of these days I'll upgrade my system, but.

Sydnee: Alright.

Taylor: It's alright, there are lots of walkthroughs to watch while I was painting this week, so it was good.

Sydnee: Well Christmas is coming.

Taylor: Well it's— don't worry about that, but.

Sydnee: [chuckles] I was thinking for next week, I'm— Hopefully there will be something to talk about that isn't politics.

Taylor: [chuckles] Yeah.

Sydnee: 'Cause I don't wanna talk about that on the show. But what... Have you watched the movie that I told you about yet? The new psychological thriller... *It's What's Inside*.

Taylor: No, I have not.

Sydnee: Like on the inside. Is it— What's it called? Hold on.

Taylor: [chuckles] Have you watched the movie that you—? [chuckles]

Sydnee: Yes. I did, but I keep calling it the wrong thing.

Taylor: Some— *It's What's Inside*, *What's Inside*, *Look Inside*. I know I can figure it out.

Sydnee: *It's What's Inside*.

Taylor: It's on Netflix?

Sydnee: Netflix.

Taylor: Okay.

Sydnee: Netflix. I would suggest— It's a good— Especially if you're not really into— I mean I know what you're into Tey, but I— for our listeners.

If you're not really into like really scary scary, like give you nightmares kinda movies, but like those sort of like thriller creepy psychological drama kind of, you know, challenge you kinda things. Like it's like that. It's well done, it's clever, I think it was really enjoyable.

Taylor: Alright.

Sydnee: So.

Taylor: Well that's for next week.

Sydnee: So I thought maybe we could talk about that.

Taylor: The end of spooky season.

Sydnee: Yeah.

Taylor: It never ends for me, but I guess for the rest of you it does.

Sydnee: Sure. [chuckles] Alright well, listeners, thank you for joining us. Tey, thank you for suggesting *Silent Hill*.

Taylor: Yeah.

Sydnee: And please check out maximumfun.org for a lot of great shows that you would enjoy, and thank you to the Nouvellas for our theme song, Baby You Change Your Mind.

[theme song fades in]

Taylor: This has been *Still Buffering*, a cross-generational guide to the culture that made us.

Sydnee: I'm Sydnee McElroy.

Taylor: And I'm Taylor Smirl.

Sydnee: I am still buffering.

Taylor: And I am too.

[outro music plays]

Sydnee: It was— I mean it really scared the crap out of me.

Taylor: Yeah, that's what it— Like, I think it did that on purpose. It's supposed to.

Sydnee: No, it was hard. I was tryin' to hold my thumbs away from me as I played it, like don't— I don't wanna be part of my thumbs that are—

Taylor: [chuckles] Don't wanna be associated with them.

Sydnee: Yeah. [chuckles]

Taylor: It's good. Mission accomplished.

[big band music plays]

Mark: What's up people of the world? It's Mark.

Hal: And Hal from *We Got This with Mark and Hal*.

Mark: The show that settles those pointless arguments that you and your friends have. Should you put ketchup on a hotdog? Or liquid foam or bar soap?

Hal: And our 500th episode of *We Got This with Mark and Hal* is available now, it is supersized and a ton of fun.

Mark: Yeah, we've got guests coming back from the entire 500 episode run of our show, some of your favorite MaxFun stars, some of your favorite regulars out in other places in the world stars too, some really fun surprises, and every single one of them had a topic for us to cover.

Hal: You can listen to it right now on maximumfun.org, or wherever you get your podcasts.

[music fades out]

[ukulele chord]

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