

[*Mission to Zyxx* Season 5a crawl music plays underscoring speech]

ALDEN: Hey everybody, it's Alden, and...

SETH: Seth!

ALDEN: Happy MaxFunDrive, it's week two!

SETH: Yes, it is the second and final week of the MaxFunDrive and we are back for a couple reasons. First off, we want to sincerely thank the hundreds and hundreds of people who have signed up to support us since we announced *The Young Old Derf Chronicles*.

ALDEN: Yes, thank you.

SETH: Thank you. And for everyone else, we are here this week to entertain you and also to convince you to join them.

ALDEN: Yeah.

SETH: So the goal is that by the end of this episode, you will be a supporter of *Mission to Zyxx*, a supporter of *The Young Old Derf Chronicles*. Now, statistically speaking, we will fail in that goal.

ALDEN: [laughter]

SETH: The majority of the people listening to my voice right now will not do that, I guarantee it. I will bet you any amount of money, but! Don't be a statistic. I'm not talking about the other people listening to this who aren't doing it. I'm talking about you. You. Look in the mirror. You.

ALDEN: Jeff.

SETH: Jeff. Susan. And of course, your name. And in this episode, we are going to announce something that one very lucky supporter, maybe you, will get.

[opening crawl swells and ends, next section has no background music]

SETH: So before we get to the fun stuff, before we get to funny excerpts of bonus content, before we reveal the aforementioned prize, Alden, I just want to, can I take a second and talk through this paradox that I've been thinking about?

ALDEN: Yeah.

SETH: Okay. So here are some facts. One, we can't make this show without the help of listeners. That's a simple fact. It's essentially our only source of resources to make it. But equally true, you know that you don't need to support it and you'll still get to hear it.

It is going to be on this feed for free later this year, whether you support it or not. Not only do you know that, every single person knows that. But—

ALDEN: What a paradox!

SETH: We haven't gotten to the paradox yet.

ALDEN: Oh, okay, sorry.

SETH: The paradox is: if everyone acted on that knowledge in the same way and didn't support, the show will not exist. So where does that leave us, Alden?

ALDEN: Uh.... Boy, wow.

SETH: I'll tell you.

ALDEN: Oh, sorry. I didn't know if it was rhetorical.

SETH: It wasn't going to be rhetorical, but you didn't have anything to say. So it became rhetorical.

ALDEN: That's a paradox! What am I supposed to say?

SETH: It's true. It's true. So not to get too grandiose, but this leaves you, the listener, in the position of asking yourself, who am I? Am I someone who supports the thing I want to exist? If you're someone who's genuinely excited for this thing that's coming out, and we've gone out on a limb and started making it at cost with the faith that you and listeners like you will pitch in, what are you going to do in this moment when you have to decide: Am I supporting it, or am I going to sit back and listen to it, it having been made with the support of others?

[long pause]

SETH: Welp, see everyone later. Okay, I'll just mention one web address, maximumfun.org/join. And then fun times ahead, Alden, can you start to tell us about some of the bonus content?

ALDEN: Yeah, as you can hear, we're here standing on the bridge of the Bargarean Jade.

[Bargie ambience]

SETH: Ah, yes.

ALDEN: And this Bargie ambience is one of the many things, one of the dozens of things, you can get as BoCo for supporting our show. Because when you support *The Young Old Derf Chronicles*, which is coming up later this year, obviously you also get

our entire back catalog of BoCo, including, but not limited to, this very ambience of Bargie's Bridge.

SETH: Which is, I think, a full hour of Bargie ambience.

ALDEN: It's an hour long. And I just want, as a thought experiment, I want you to imagine being a supporter and being able to just sit on the bridge of Bargie whenever you want.

[Bargie ambience fades]

ALDEN: And now it's, now it's just us talking.

SETH: Oh, wow. That's, that's way worse.

ALDEN: Boring. Lame.

SETH: Yeah.

[Bargie ambience returns]

ALDEN: Oh, now it's back and it's so soothing!

SETH: I remember when we released this and there were a few listeners who were like, I never noticed it. But honestly, you think you didn't notice it!

ALDEN: Yeah.

SETH: But actually it permeates your mind when you're listening to the show. And it's one of the coolest things that Shane invented. And I think it has like 14 different layers of sound in it or something.

ALDEN: Yeah, exactly.

SETH: But you mentioned, you said dozens and dozens of pieces of content.

ALDEN: Yeah.

[Bargie ambience fades]

SETH: I, I logged into MaxFun. Why'd you take the ambience? It was giving me a good feeling.

ALDEN: Oh, should I keep it? I'm just trying to give people an idea of what they're missing.

SETH: Yeah. Yeah. Good point. Yeah. You gotta pay for that ambience.

ALDEN: [laughter] Yeah. If you, if you want to steal this ambience, you got to do it between the breaths of these lines. Maybe you can cobble something together.

SETH: I logged onto maximumfun.org.

ALDEN: Slash join.

SETH: Slash join. I had already joined, so I didn't need to join. And I, uh, looked at the amount of bonus content that is sitting there. Not to mention all the stuff we'll be making new in the lead up to and during *The Young Old Derf Chronicles*. But just the sheer volume sitting there. Alden, what, list some of this stuff off!

ALDEN: Yeah. We've got six, count them, six live episodes never available to the public. We've got three mailbag episodes also hidden away in BoCo.

SETH: So that's nine episodes. Six were performed live with guests in front of audiences and sound designed and improvised live.

ALDEN: Yeah.

SETH: And to kind of, um, wet the whistles. Is that what you say when you're giving someone an excerpt?

ALDEN: I don't know if you'd wet multiple whistles, that seems...

SETH: It's gonna be too loud.

ALDEN: Egregious.

SETH: Too many whistles.

ALDEN: Too many whistles!

SETH: Well, to give you all a little sample, here's an excerpt from a live show that we did with fan favorite, cast favorite guest, Zach Cherry, who you probably have ringing in your ears if you're a Severance watcher. He plays Dylan on Severance. And this was a live show he did with us way back during season two. Zach, of course, plays bounty hunter Peter Three Fab. And in this episode, he plays a father and son—

ALDEN: [laughing] Who sound identical!

SETH: ...who are very at odds and very different from each other and sound identical.

ALDEN: This is the episode where Zach really got to show off his range.

[audio excerpt plays]

PETER THREE: Look, Peter One, we don't need to do this, okay? I'm happy here.

PETER ONE: [identical voice] What do you mean you're happy here?

[audience laughs]

PETER THREE: I mean, this is where I belong, okay? I'm nothing like you, Dad. You're a bounty hunter. And I think I'm a hostage taker.

PETER ONE: I don't think you're a hostage taker. I think you're a bounty hunter. When I was young, I didn't want to be a bounty hunter. And then Peter One, who at the time was my dad, to you, to you, he would be Peter Two, pulled me aside. And he was like, this is in our blood. This is our family tradition.

PETER THREE: I don't care if it's in our blood, Dad. Look, I want to live here with my mom and my dad who are married, okay?

SKILLION: We're not!

PETER THREE: Because you and Rebecca split up, and I need a mom and dad who are married and who are in a loving, married relationship.

SKILLION: We're not! I mean...

PETER THREE: That's what I need right now.

SKILLION: Are you not going to pay me...? The hostage? The ransom?

PETER ONE: I'm not gonna pay you to take care of your own son.

[audio excerpt ends]

SETH: And as we said, you'll get that entire live episode plus five more.

ALDEN: Yeah. Then we've got four ringtone packs, each of which have maybe a dozen ringtones. We're talking, you know, the classic:

RECORDED BEANO: Beano know.

ALDEN: We've got hailing text tones...

[communicator chimes]

ALDEN: We've got Bargie, saying stuff.

RECORDED BARGIE: I'm asleep.

ALDEN: Catchphrases...

RECORDED BARGIE: Toot, toot, toot!

ALDEN: We've got...

[sex gun pumping]

SETH: No, not the sex gun! [chokes] They're ringtone packs, *Volumes One, Two, Three*, and *Beano Know*.

ALDEN: That's true.

SETH: It is, I would say, too many ringtones.

ALDEN: Everybody's on vibrate these days. But you know what? It is really fun to listen through. I mean, here's one. It could be a ringtone. It could just be your favorite summer jam. This old chestnut, *We're in The Kroons*.

RECORDED SINGER: ♪ One, two, three, four. Looks like we're in the kroons! One, two, three, four. Looks like we're in the kroons! ♪

ALDEN: Okay. We can't give the whole thing away for free.

SETH: I'm looking at our numbers, we just lost supporters.

ALDEN: [laughter] Oh no!

SETH: Yeah.

ALDEN: Oh no. You don't have to download it. You don't have to download it, you don't have to listen to it. In addition, there are wallpaper packs, wallpapers for your phones, Bargie wallpapers, Beano wallpapers, and two music packs.

SETH: Right. There's Pee-Nee Gorno songs, the Beano and Bargie song. There's songs by the CLINTs. There's, I believe, a little album called *Bermiful Nelodies*. No big deal.

ALDEN: Sure. Sure. And you know, it's not just *Mission to Zyxx*. It's also the entire catalog of BoCo across the entire network of MaxFun going back years. So it's a great treasure trove of new stuff to hear if you've never been a supporter before.

SETH: Speaking of new stuff, we're making new stuff, which is, of course, the reason we're here, asking for your much needed support to make that new stuff happen, which is *The Young Old Derf Chronicles*. But we're also making new bonus episodes featuring Derf himself, one of which has already been released. The first episode of the Derfcast...

RECORDED DERF: So the Derfcast, you may be wondering what happens on the Derfcast: It is a podcast where I answer burning questions from your brains. And these were solicited, obviously, through the Space, but a lot of them were tied to a brick and thrown through a window here at the pet store. So thank you for those. Let's get to our first question. This is from AlexYourPalex. Very fun. Is that a given name? I—don't answer. "Hey, Derf, what's a 'stroid smell like?" Oh, yes. As you all know, I spent some amount of time on the 'stroid with my 'stroid bride and 'stroid kids and left them pretty quickly. But they're cool. We chilled it out. Everyone is cool about that. "What does a

'stroid smell like?" There's an odor, sort of a 'stroid scent. You know, you ever have a blanket that you like... have?

SETH: So that's just a taste of the first episode of the Derfcast. The genre of the Derfcast will change every time, perhaps in parallel with the episodes we are releasing in the main feed leading up to Young Derf.

ALDEN: Yeah, the list goes on. And maybe this back catalog of BoCo is not what's spurring your interest in supporting the show. And that's fine, because ultimately, it's about making *The Young Old Derf Chronicles* happen.

SETH: That's right.

ALDEN: You know, it's interesting about the paradox, because it occurs to me that there are people who are listening to this right now, who, you know, maybe came to the show a little bit late, or maybe started listening after the show ended. If you were ever on the outside of this show, if you were a person who didn't support, but did listen to the show, the almost 140 episodes of this show that are on the public feed for anyone to download right now for free, that body of work only exists because then, back then, someone like you, a bunch of someones like you decided, this is worth a little bit of my money to help continue to make happen. And it did. And it finished! And we landed the plane and the show's over. And it's a whole clean arc from beginning to end that we're all really proud of. We did it. And that's like a miracle, right? Like, it's amazing. That show only exists because people like you decided at the time to help us.

SETH: Right.

ALDEN: And so now, now is your chance to be able to say a year from now, when this thing is out there, and people are enjoying it, whether they supported it or not, I can look back at this show and say: This is the one that I chipped in on. And it exists. And it's good... it's as good as it is because I contributed to that.

SETH: That's totally right. And, and I think not only that, by the end of *Mission to Zyxx*, we had five years of building the base of support who were paying for it. And that grew over those entire five years. And then we just turned that off. And now we're back to square one and rebuilding that, trying to rebuild that quickly, in order to fund this project that's coming up. And this is the second and last week of the MaxFunDrive. And so we're kind of like... desperate's too strong of a word, but it's, it's the word that's accurate.

ALDEN: [laughter] I wouldn't say it's a *blind* panic.

SETH: A one eyepatch panic. We're running at it headlong and incurring the costs, while hoping that the support will be there. And early signs are good from the first week of the drive, but we have to keep it moving. And so we're here asking for two things.

One, if you happen to still be a MaxFun supporter, add *Mission to Zyxx* back into your selections. But also, if you have discovered the show since it ended, if you wanted to support and never got the chance, if you can now afford to support, but you couldn't before, or if you simply are dwelling on the paradox and you're thinking, "you know what? I think I'm not a dick."

ALDEN: [laughter]

SETH: Then all you need to do is go to maximumfun.org/join, choose the level you can afford and the stuff that you want, select *Mission to Zyxx*, and you're making the show with us.

ALDEN: Right.

SETH: We also have something exciting we want to say, which is, if we are successful in convincing you to support, you will be entered to possibly win what, Alden?

ALDEN: We have procured two, I would say mystical items that one lucky supporter will receive.

SETH: What are they?

ALDEN: A genuine Zima Knight robe, monogrammed to order! When you win, you can give us whatever initials or name you want embroidered on the robe.

SETH: With probably a character limit.

ALDEN: Well, let's... keep it tight, but we will embroider it with a name or initials of your choosing and Seth will go out and harvest... I would say he will allow the Space to choose for him, a woodsaber of the absolute highest quality.

SETH: I'd be lying if I said that I hadn't already seen some woodsabers out there.

ALDEN: A real wood saber and a, an actual, this is true, an actual vintage monk's robe. I don't know how much to say about it.

SETH: Everyone who supports *Mission to Zyxx* during this MaxFunDrive, which ends on Friday the 28th, will have a chance to be the one to receive this robe, this woodsaber... there is no second prize.

ALDEN: [laughter] Yeah, no second chances.

SETH: This drawing is governed by... the laws of the Space. One thing I've been thinking about is that it's so exciting and heartening that one way you can make something is you can have the core group of people who really care about it fund it for everyone. You don't have to have an audience of millions or even hundreds of thousands or to get some giant entertainment company to care about you. If you can

get a thousand, two thousand people who care enough about it to support it, it can be a real thing and it can be made with the level of ambition and devotion as something that is made by, you know, this show couldn't be better than it is if it were, if it were made by Universal Studios.

Like it's, it's, it's like the only thing that has limited this show has been our actual capacities and we've been able to put everything we can into it and make it exactly how we wanted because it's just funded by, by people who care about it. And that's just... I love that. I love that we're not at the mercy of the size of the audience. We're not at the mercy of anything. We just have to make something that is interesting enough that a core group of people are passionate about it.

ALDEN: Yeah. The vast majority of everything you read and see and watch and hear is made by an enormous group of people making a bunch of different calculations about what makes it worth making and what makes it worth listening to and what makes it worth the network it's on or the IP it's being adapted from. The fact that we get to make something to the best of our abilities, regardless of what big studios are interested in or know about it, that's incredibly rare.

And the fact that you are listening to a show that you love that is made possible purely by people like you, and you if you support it, and that because of that, we're able to make it at the top of our ambition is miraculous. We'll never be able to do anything like that ever again. We're so lucky to be involved in a project where the only limiting factor is our own creativity and your capacity to help us do it.

SETH: That's true. And I also want to say it's genuinely both exciting and kind of surprising that we get to still do this prequel spinoff with Maximum Fun. We kind of assumed that we wouldn't be able to because it's a limited series and Maximum Fun has this year-round support system. And then we got on calls with them and figured out how to do it in a way where it can still make sense. We're making this year of content, both public feed episodes leading up to it and bonus episodes leading up to it. And then the show itself... that we can be folded back into the MaxFunDrive, it's so nice to feel that there's this community of other artists and support around us. And that in asking for your support, we are not just promoting *Mission to Zyxx*, that some of your contribution goes to Maximum Fun itself. Maximum Fun is a worker owned co-op. The employees there are all owners of that company. And I don't know anywhere else like that.

ALDEN: Yeah.

SETH: Like, media companies are either going out of business or they're being purchased by a big company that's trying to leverage them for profit. No one else has said, you know what we're going to do? We're going to be worker owned. And just for you to know that when you support the show, you're also supporting that. If you share

some of those values or feel excited about that business model as entertainment crumbles around us, know that your support is helping to keep that going.

ALDEN: Yeah. They're the network that makes all of this possible. It's something that prioritizes artists getting to make the thing that they love to make. And that is so incredibly rare. Thank you. Maximum Fun for that.

SETH: Speaking of Maximum Fun, the place to go is maximumfun.org/join.

ALDEN: That's right.

SETH: Choose *Mission to Zyxx*, select the amount that you can afford to give per month or?

ALDEN: You can give an entire year's worth of support upfront so you can not think about it again for the rest of the year.

SETH: Yeah. We truly do need your support. And I'm confident that we succeeded in convincing you.

ALDEN: Really? We got everybody?

SETH: No, no, no. I'm not talking about the other people. I'm talking about the person.

ALDEN: Yeah.

SETH: We got Jeff.

ALDEN: We got Jeff and Susan.

SETH: Jeff and Susan.

ALDEN: Thanks so much for listening to this. Thanks so much for listening to the show. Thanks for believing in us. And we will see you very soon in the coming weeks with more ridiculous content.

[*The Young Old Derf Chronicles* theme fades in]

SETH: Yes. Thank you.

ALDEN: Thank you.

[long pause]

SETH: Oh, but most importantly: get that robe!

ALDEN: Happy MaxFunDrive!

[*The Young Old Derf Chronicles* theme plays and fades]