

Wonderful! 391: All Pothole Tour of Huntington

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[theme music, "Money Won't Pay (feat. Augustus)" by Bo En plays]

Rachel: Hi, this is Rachel McElroy.

Griffin: Hello! This is Griffin McElroy.

Rachel: And this is Wonderful!

Griffin: Storm's a-brewing, looks like. Look like a storm a-brewin'.

Rachel: Your knee acting up?

Griffin: My knee doing its thing again!

Rachel: I do actually have a bad knee, did you know that?

Griffin: I didn't—wait, what?

Rachel: I have a bad knee.

Griffin: What does that mean, babe?

Rachel: That means that my left knee hurts more when I do like stuff with it. Like a squat or—

Griffin: What did you do to—what's wrong with it?

Rachel: I was playing basketball in a pool.

Griffin: Yeah?

Rachel: And this kid—luckily, this kid was a very small kid, but this kid fell on me in the pool, landed entirely on my knee.

Griffin: Worst fear.

Rachel: Knee swelled up real big.

Griffin: Yeah...

Rachel: Nothing was really wrong with it, but the swelling was significant.

Griffin: Okay?

Rachel: And ever since then—

Griffin: And it's just been a trick ever since?

Rachel: Ever since then, it's just not a good knee.

Griffin: Well, tell me who it is, I'm gonna kick this guy's ass. I'm about to go ham on this guy's—I'm about to go ham sandwich on this guy's ass. So, point me in the direction of the kid who hurt your knee...

Rachel: Twenty-five years ago.

Griffin: Twenty-five years ago.

Rachel: [chuckles]

Griffin: I don't give a shit. You're saying your knee still hurts, so I'm gonna make—I'll make them hurt with my violence.

Rachel: The problems was, and this is a common theme for me. The problem was I didn't make a big deal about it at the time.

Griffin: Yeah, sure.

Rachel: And I was icing it after it happened, and so it wasn't swelling. And then I stopped icing it, it got real big.

Griffin: Yeah.

Rachel: Didn't come to school the next day. Had my friends tell the guy, "Hey, you know, her knee is terrible." He had no memory of doing this to me, because at the time—

Griffin: Terrible. Oh, god, babe, you're making me even more jacked to fuckin' punt this guy's butt.

Rachel: [chuckles]

Griffin: I'm about that punt this guy's butt to next Tuesday. Anyway, were you able to like kick a football really far after that? Like did you join the football team as the kicker, because it turned out that it got like fucked up in a way that made you very good at kicking? Did you even try?

Rachel: No, I did do some like PT afterwards, but like the person was not very attentive.

Griffin: Yeah...

Rachel: It was almost like they didn't think I needed to be there, because they would literally leave the room.

Griffin: Yeah.

Rachel: They were like do a couple of these things, and then they would walk out. [chuckles]

Griffin: I guess my next question is—and this is Wonderful, a show where we talk about things we like, that's good, that we're into. Why'd you hide this from me for so long?

Rachel: [chuckles]

Griffin: Why did you feel like you needed to hide this from me?

Rachel: I mean, it hasn't come up, I guess?

Griffin: I guess not.

Rachel: And also, I'm so brave. [titters]

Griffin: You are—dude, for sure. Like no doubt about that. You know how I feel about your courage.

Rachel: Mm-hm.

Griffin: Do you have any Small Wonders?

Rachel: I talked for a long time. You should talk now.

Griffin: *Okay...* I've got—god, I said that so much like Gus, it was crazy.

Rachel: What, "okay?"

Griffin: *Okay...*

Rachel: [laughs]

Griffin: "Gotta eat your cheese bread before you can have Life Savers."
"Okay..."

Rachel: [chuckles]

Griffin: There's a game on Apple Arcade, on your phone, called, I think, Japanese Rural Life Adventure. It sounds like I just made that up, but I'm pretty sure that is the game.

Rachel: [titters]

Griffin: And it's like on Apple Arcade, so if you have the membership, it's like there for you.

Rachel: Is it like a farming game?

Griffin: It is sort of like a farming game. What is really interesting about it is that it is in that sort of life sim genre, like your Animals Crossing your Stardews Valley, and what have you. Only, it is way less about like optimization and like upgrading your thing so you can do this faster, or anything like that. It is way more like vibey, just like you move into a house in the Japanese countryside, and it's up to you to kind of like fix it up and help your neighbors with stuff. And you learn—what is very cool about it is not just the pace of it, but also like it is trying to teach you about sort of like, I don't know, Japanese culture. And teach you about sort of like, I don't know, you build a koi pond and you learn what that thing that is like—

Rachel: Oh! What is that reality show?

Griffin: Oh, the one where they had to—Love Village?

Rachel: Yes!

Griffin: Yeah, Love Village was the one—

Rachel: It's sounds like Love Village.

Griffin: Where singles have—yeah, and—

Rachel: Minus the love.

Griffin: Kind of, but like, I don't know, there's stuff like you have to make the thing that's like a bamboo stick that fills with water, and then it falls over and like makes that noise. Like, you make that, and it kind of teaches you a little bit about it. I don't remember the name of the thing.

Rachel: [titters]

Griffin: But like, I don't know, I find it to be very cool and contemplative and... I don't play like a ton of like Apple Arcade games, but it's definitely a highlight. I've been really enjoying it. What about you, babe?

Rachel: I will say, my Small Wonder is that Big Son went to his first sleepover.

Griffin: Crazy, man.

Rachel: And... I think I first started doing sleepovers maybe in second grade?

Griffin: Oh, really?

Rachel: Yeah. So, to me, this felt maybe a little late, but not super late, obviously, he's in third grade.

Griffin: That's interesting, because I feel like, for me, it was a little bit later.

Rachel: Oh, was it?

Griffin: I feel like it was fourth or fifth grade for me.

Rachel: Mm-hm...

Griffin: And I definitely like slept over at a friend's house, before I went to like a sleepover—a slumber party, which was what this was.

Rachel: Yeah, this was a party. This was like him and like maybe four or five other kids.

Griffin: And they—a lot of Roblox, from what I understand.

Rachel: Mm-hm.

Griffin: Makes sense. Makes sense to me.

Rachel: I appreciated that the mom in advance told us that there would be—like what would be on the menu.

Griffin: Yeah.

Rachel: And what the activities would be.

Griffin: Popeyes chicken? Hello, best party ever?

Rachel: Yeah. It was very easy to sell to Big Son.

Griffin: Yeah.

Rachel: And he stayed the whole night.

Griffin: Yeah.

Rachel: We were kind of wondering if maybe he would like want to call it at some point. Because he's like, he's a party kid, but he's like, you know, introverted.

Griffin: It's also like an unknown experience. He hasn't slept anywhere without, you know, one of us being there at some point.

Rachel: Well... is that true? Yeah, I guess that is true.

Griffin: Yeah.

Rachel: Yeah, I mean like, we have left him—

Griffin: In the care of his grandparents—

Rachel: In the care of somebody else—

Griffin: Yeah, for sure.

Rachel: But he has been in his own house when that has happened.

Griffin: Yeah, yeah.

Rachel: But yeah, I was just really excited that he did it, and he hung in there, and it went well. And you know, hopefully we will never have to do it ourselves.

Griffin: We will, at some point.

Rachel: I... don't want to.

Griffin: We will, almost certainly.

Rachel: [chuckles]

Griffin: I go first this week.

Rachel: Okay!

Griffin: I'm gonna talk about Simon Says. You've done Simon, not says, the electronic tiger.

Rachel: [chuckles] Yeah.

Griffin: Electronic game—actually, or is it Milton Bradley, I believe? Maybe it's traded hands a few times. I'm talking about the analog original IP of Simon Says.

Rachel: No, that's a really good one.

Griffin: I love a game that doesn't require like tools or balls or an arena of any kind, and also only has one rule. Like, it's kind of the perfect kid game.

Rachel: It also rewards like a certain kind of kid.

Griffin: Yes! An obedient type.

Rachel: [laughs] Exactly!

Griffin: [chuckles]

Rachel: Like there is a kind of kid that pays a lot of attention, and feels maybe unappreciated for that skill.

Griffin: Yes.

Rachel: And then there is a moment in the game where, all of a sudden, the fact that you have good listening skills pays off, and it is so rewarding.

Griffin: And Rachel's not like projecting or anything right now. Like sometimes people, I think, think that when we talk like that. But like, I wouldn't say that we were particularly like overly obedient, quiet sort of kids.

Rachel: People pleasers.

Griffin: Like people pleaser, permissive, sort of doormat kids.

Rachel: [laughs]

Griffin: I'll start here, since it's probably the first thing that comes to mind, is that no one really knows who Simon is.

Rachel: Yeah, good question.

Griffin: It's like, there's—or who was the first person to play this exact game, since it's kind of like general enough that you could assume that people have been playing some version of like "follow this command" game for ever.

Rachel: Can you think of a Simon in history?

Griffin: So, some theories, Simon Peter, St. Peter, Simon De Montfort, who was like a French noble in the 14th century. There's some suspicion that it is related to Cicero from like ancient Rome.

Rachel: Wow?

Griffin: There was a game that was, I guess, played back then, that was very similar. And Cicero could be, you know, anglicized, I suppose, into Simon.

Rachel: Mm-hm...

Griffin: But no one's really quite sure. Oxford English Dictionary places the first documented mention of the game in the 1850s. But like, it's a game about, "I tell you something to do, and you follow my command or you don't." Like, that seems like it would probably have been maybe the first game that ever existed.

Rachel: Yeah, it could have been called any number of things before.

Griffin: Right. I think it is a brilliant game, because there are not that many sort of folk games in this genre that are asymmetrical in the way that Simon Says is, where there's like one host and then everyone else is like playing it, right? There's like kind of two rules.

Rachel: Red Light, Green Light.

Griffin: Red Light, Green Light's the other one, right? And hide and seek, right? But those ones, like Red Light, Green Light, you're not really having really a whole lot of fun if you're the stoplight, in my experience.

Rachel: Yeah. Heads Up, Seven Up.

Griffin: Heads Up, Seven Up I guess is another one. Hide and seek is like, I like hide and seek, but it's like you're just—when you are the seeker, you're just kind of like trying to figure out the clever thing that everyone else has done. In Simon Says, like I think it's pretty fun to be like paying attention to see like how you're getting tricked. But it's also, I would say, more fun to be the person trying to come up with tricks.

Rachel: Mm-hm.

Griffin: I like that element of the game a lot, and there's not a ton of games like Simon Says that really do that. There's just an element of like having to know thy enemy a bit.

Rachel: Yeah... So, you like to be the like Simon?

Griffin: I like to be the Simon, I do.

Rachel: I don't.

Griffin: I like to get in the head of my—of my opponents.

Rachel: The deception of it?

Griffin: Love that.

Rachel: Also, the like—

Griffin: The trickery.

Rachel: The way you have to kind of like slide in.

Griffin: Yeah, and—

Rachel: You know? Like, "Stop tapping your foot."

Griffin: Right.

Rachel: [laughs]

Griffin: You got nervous even doing that like hypothetical, which is wild.

Rachel: Simon says tap your foot! Now stop tapping your foot. [chuckles]

Griffin: But I kind of like how it forces you to like get in the head of your opponent. There's this concept that is mostly used in the like fighting video game community called yomi which is like knowing what your opponent's about to do and then like countering it beforehand. I like getting on that wavelength, and I feel like you can do it with Simon Says when you're playing it with people you know. The height of this, I think, inarguably, is Sam Says on Game Changer, that series of episodes.

Rachel: Mm-hm.

Griffin: Where you get to see really this concept explored to its fullest, deepest conclusion. It's like, what if you played Simon Says with a way

bigger budget, and could provide some truly outrageous prompts. My favorite is probably the one where Sam brings out a cute little pig in a little hat and tells all the players that they're not allowed to look at it. [titters]

Lou Wilson's reaction to that really lives in my head, sort of rent free. Just the despair of not being able to look at this cute little pig. I think that's probably the most diabolical thing that man has ever done, which is saying something. But like, I don't know, it's an instant activity. It's an instant activity for kids. Gus requests it sometimes. Kids Gus' age I think just really like it in general.

Rachel: We have Elmo Says too.

Griffin: I was just about to talk about—so that we have this thing called the Nex Playground, which we've probably talked about on this show before. It's like a standalone Xbox Kinect, where it has motion games on it, and it's got a little camera on the front.

Rachel: Not a sponsor, but we would take it.

Griffin: Not a sponsor, but for fuckin' sure, Nex Playground, get at us.

Rachel: [chuckles]

Griffin: Can't wait for that fucking mid fall update. New Mirrorama filters, are you kidding me, guys?! Anyway, Elmo Says on there is like a motion game version of it that is like, very cute and very clever, but also like doesn't punish the kid a ton if they fuck up. Like there's like a slide whistle, and Elmo's like, [spoofing Elmo] "I'm ready to say Elmo Says!" And you're like, "Ha-ha, good one."

Rachel: That was a really good Elmo.

Griffin: They don't like—thanks, I've been practicing it a lot. I auditioned. Did you know that?

Rachel: You auditioned for Elmo?

Griffin: To be new Elmo. They're replacing him, and they're calling the new guy New Elmo. And the—I got asked to audition, but I never—

Rachel: Oh, yeah? Well, you are ask-only now.

Griffin: I am, true, yeah. I mean, when your dance card's as full as mine is... [titters] I tried looking up to see if there was like a world championship of Simon Says, because it really seems like there should be one—

Rachel: Interesting.

Griffin: But I couldn't find anything.

Rachel: Yeah...

Griffin: There is a guy named Steve Max, whose whole job is doing extremely difficult, high-speed Simon Says matches at like NBA and NCAA halftime shows.

Rachel: Ooh?

Griffin: Which seems like a rad job. I don't know how one gets that job. I don't know how one becomes a professional Simon Says doer.

Rachel: Yeah, you know what I didn't really think about until we just started talking about it, is like the psychology of like asking somebody to do something challenging—

Griffin: Uh-huh.

Rachel: And then not necessarily having to say "Simon Says" to get them to stop, because they're so desperate to stop.

Griffin: Yeah.

Rachel: You know? This idea of like pat—

Griffin: That's a classic technique.

Rachel: Like pat your head, and then like when you tell them to stop, they aren't even paying attention to the fact that you—

Griffin: Yeah, because they hate patting their heads so—I hate patting my head. Do not ask me to pat my head. It hurts a lot. My fontanelle never closed over.

Rachel: [chuckles]

Griffin: He's good, though. He's pretty—he's got—he's on some like cattle auction shit.

Rachel: On YouTube? Is that how you know?

Griffin: Yeah, he's on YouTube, he's—I mean, there's—the man has a presence. He's the world's only professional Simon Says player, of course he has an Instagram account and shit. So, unsurprisingly, the game exists in different countries and cultures around the world, but obviously with different sort of command words from language to language.

Rachel: Okay?

Griffin: In Spanish, it's just "mando," which means "I say" or "command." In Lebanon, it's Teacher Says. My favorite is in Ireland and parts of the UK, it's O'Grady Says. Don't know who O'Grady is either, but O'Grady Says. I found an interesting article about O'Grady Says.

In 1917, the New York National Guard's 27th division was preparing to deploy for World War I. They were at a training camp in South Carolina, and this group of French and British and Irish like instructors came over to the states to teach the American troops about like trench warfare and then-modern combat stuff, like grenade technique.

And also, were there to like teach them physical fitness techniques. And they would do this by playing pretty intense sort of drill games of O'Grady says, which I found sort of cute. Sort of cute. Considering they're about to go to

World War I, which wasn't one of the great—I mean, it was one of the great world wars, but—

Rachel: [titters] Yeah, technically.

Griffin: I wouldn't say it's lowercase G great. In Sweden, there's a game called Following John, where kids line up, and the front kid, who is John—they don't have to be named John. You probably—I didn't need to tell you that. You don't have to be named Simon to play Simon Says.

Rachel: [chuckles] "I mean, I'd love to play that game, but we don't have a John here."

Griffin: "We just don't have a Simon." So the front kid does something, and then the kid behind them like repeats the action, and so on.

Rachel: Oh? Yeah.

Griffin: Sort of like a physical game of telephone.

Rachel: Yeah, exactly.

Griffin: But there's no like speaking, so it kind of lacks the strategic fake out element of Simon Says, but still seems fun. And then, of course, there's Simon, the electronic game, which is based on Simon Says, and is probably—like, that's the game I—that stresses me out. That's the game that like—

Rachel: Oh, yeah.

Griffin: Oh, yeah, especially once you start getting—there's a part of—in Stardew Valley where there's like a Simon mini game, that goes up to like seven or eight—a sequence of seven or eight, that like stresses me out too much.

Rachel: Yeah.

Griffin: I just can't do it. That's Simon Says! We play it, I would say, fairly regularly with Small Son. And I just always appreciate a game that is always at your fingertips, always ready.

Rachel: Mm-hm.

Griffin: Always ready to deploy and—

Rachel: Although that pool noodle game is—

Griffin: Pool noodle game is great. I mean, pool noodle game is, I swipe a pool noodle at our children and they dodge. It's a sort of, I would say, family friendly 2025 version of Taste My Steel.

Rachel: [laughs]

Griffin: Which I would play with my brothers using an aluminum softball bat. And I don't, guys, I don't hit 'em or anything. Like I sweep it at their feet and say jump, and they jump over it/

Rachel: You guys, and I told this to Griffin, a pool noodle is always a good thing to have in your house as a toy.

Griffin: We have four.

Rachel: If it was acceptable to buy them as presents, I would get them for every single child on their birthday because—

Griffin: Do anything with 'em.

Rachel: Because it's just, it's a versatile tool for all situations.

Griffin: We do Limbo. We do Limbo with it. We do jump—

Rachel: Oh for sure Limbo.

Griffin: Jump over, jump through, jump the gap. You can do anything with a pool noodle.

Rachel: I mean, jousting.

Griffin: Jousting!

Rachel: If your kids are determined to hit each other, like that's the way to do it.

Griffin: Fuckin' didgeridoo. Fuckin' Styrofoam didgeridoo. Hell yeah, brother. Can I steal you away?

Rachel: Uh-huh.

[theme music plays]

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[break]

Griffin: What you got, babe?

Rachel: I wanted to talk about something I may have mentioned as a Small Wonder recently.

Griffin: Okay?

Rachel: But I wanted to expound on it.

Griffin: All right.

Rachel: Expound? Expound.

Griffin: Yeah, that works.

Rachel: Expound... The strope waffle.

Griffin: Stroopwafel, fuck yeah, dude! Yes, dude! What a banger episode this is.

Rachel: [laughs] It's a real like accessible one, there's—you don't have to have a big budget to access this episode.

Griffin: No, you don't. They give you stroopwafel on planes now sometimes.

Rachel: Mm-hm.

Griffin: Hell yeah, dude.

Rachel: So, it is spelled Stroopwafel, but I have done the research, and it is supposed to be pronounced strope.

Griffin: Strope? Strope?

Rachel: Strope waffle.

Griffin: Is there like an R roll? Strope? Strop?

Rachel: I've just, the phonetic like spelling was O-A-P, like oap.

Griffin: Stroap. Stroap.

Rachel: Strope waffle.

Griffin: That sounds like soap waffle, which I... I'll say it the right way now, from now on.

Rachel: I mean, you're probably supposed to put a little... a little flavor on—

Griffin: A little umlaut.

Rachel: Waffle too.

Griffin: Diphthong.

Rachel: Like, you're probably not supposed to say strope waffle, you're probably supposed to say like...

Griffin: Strope...

Rachel: Woof-woof—

Griffin: Anyway.

Rachel: [chuckles]

Griffin: Fun with language.

[both chuckle]

Rachel: Yes, this is something that I—I don't—I feel like we had—we had come across them not long ago. And then recently, we were on a United Airlines Flight.

Griffin: Yeah.

Rachel: And they were giving them out, and I was very excited about it. And so then when we got home, I was like, surely, I can get some of these at my house.

Griffin: Yeah.

Rachel: And I wasn't able, at the time, to locate the exact right brand, but I—

Griffin: We tried a few. We had a—we had a couple bad strope waffles.

Rachel: Yeah, I think I have located the ones that they use on United Airlines.

Griffin: Fucck yeah, babe.

Rachel: So I can—I can maybe—

Griffin: I love that.

Rachel: Recreate the experience. [chuckles]

Griffin: Let's get some pretzels, let's get some Biscoff cookies—

Rachel: [chuckles]

Griffin: And let's just like recreate the in-flight experience. Let's get little plastic cups of ginger ale. I love that. I think we were first exposed to it at the Mueller Farmers' Market in Austin. They sold strope waffle.

Rachel: Oh!

Griffin: And you can get 'em like hot, and it was—

Rachel: That's what it is!

Griffin: We only did it a couple times, but it was so dope.

Rachel: Yes. Okay, so this is a... this is a Dutch treat. It was... originated in the bakery in Gouda, which is a city in the Netherlands, in the 19th century, it is estimated. Literally translates to syrup waffle.

Griffin: Great.

Rachel: The concept behind it, they were originally known as armenkoeken, which was—translates to like poor man's biscuit.

Griffin: Okay?

Rachel: Because it was made from leftover dough and crumbs pasted together with syrup.

Griffin: Okay.

Rachel: So the idea was that you'd like take all the leavin's, smush 'em together in like a waffle press, and there you go.

Griffin: Isn't there a flamen... flamenkoechin as well? I feel like that's another—that's another dish I didn't—maybe it's the same.

Rachel: Maybe. I mean, and again, my pronunciation may be leading you down a path that is not accurate.

Griffin: We're not going to be good—guys, this is episode like five-hundred, or whatever.

Rachel: [chuckles]

Griffin: You know what our core competencies are, and this isn't one of 'em.

Rachel: But the-but the idea is it's, you know, similar ingredients to a waffle; flour, butter, sugar, eggs, spices, like cinnamon. And then you make it like super flat and crispy.

Griffin: Yeah.

Rachel: And then there's like a caramel filling—

Griffin: Yeah, dude.

Rachel: In between.

Griffin: Love that.

Rachel: The thing that I find particularly delightful, which is to eat it the, quote, "Dutch way."

Griffin: Yes, I didn't know about this, and we—I still feel like I haven't gotten the tech—

Rachel: It's written on the back!

Griffin: I haven't gotten the technique exactly right yet.

Rachel: I know, well, and you need the right-sized cup.

Griffin: Yes.

Rachel: But the idea is that you—it's circular, and it's supposed to be wide enough that it can fit on top of most mugs. And so the idea is that you put it on top of a hot cup of coffee or tea, and let it warm for a few minutes, which will soften the caramel inside.

Griffin: Yeah. I mean, it sounds fucking great.

Rachel: Make it like extra gooey.

Griffin: I don't know that I can sit there with a strope waffle in front of me for two minutes and not gobble it up.

Rachel: Well, the idea is that the drink is too hot.

Griffin: That's true.

Rachel: So like, if you can't have the drink, you might as well wait.

Griffin: I'm also worried about the structural integrity of the strope waffle.

Rachel: Yes.

Griffin: Because if it falls in the tea, I'm—

Rachel: Yes.

Griffin: Both things are pretty ruined—

Rachel: This is the risky nature off it.

Griffin: At that point.

Rachel: Yeah. I'm guessing—we didn't test it out, I'm guessing that like a cup you would get on an airplane would be small enough.

Griffin: Yeah, that makes sense. Oh, god, I bet this would be good with that nutty almond cream tea.

Rachel: Mm-hm!

Griffin: Nutty almond cream brew with a fucking strope waffle.

Rachel: Yeah.

Griffin: *Ooh!* I don't think we have any—can we make a policy that if we're gonna do food segments, we make sure we have the food?

Rachel: [chuckles] We have them in the house. So, United Airlines added this in 2016.

Griffin: Damn?

Rachel: And then in 2018, they removed it.

Griffin: Okay.

Rachel: And then brought it back a year later. [chuckles]

Griffin: Okay, good.

Rachel: So in 2018, they must have been like, "We're—this is—we're not going to do—" And people—there must have been such an outroar.

Griffin: Yeah.

Rachel: And then in 2025, they once again offered it as a complimentary snack, quote, "In the economy cabin, on all flights over three hundred miles long."

Griffin: That's so crazy. They have like a fuckin'... [chuckles]

Rachel: I don't know if they're sticking with that. I don't know if the flight—I mean, I guess maybe the flight—is the flight from DC to Austin three-hundred miles?

Griffin: I don't know.

Rachel: I don't know.

Griffin: Probably—yes, definitely.

Rachel: You think so?

Griffin: I just love the idea of the—of the fuckin' like strope waffle quartermaster on every flight like, "No! Not long enough!"

Rachel: [chuckles] It's like a locked drawer that unlocks as soon as you like pass over.

Griffin: The pilot has like a special key card.

Rachel: The like odometer clicks over and then the drawer pops out.

Griffin: So wild.

Rachel: [chuckles]

Griffin: Why can't there—why isn't there like one chill airline left? Why isn't there just one chill airline?

Rachel: I mean, there's a lot of airlines we haven't been on lately.

Griffin: I guess so.

Rachel: That may be super chill.

Griffin: Maybe.

Rachel: I did not—I mean, this did a lot for me with United Airlines, because I did not think of them as a particularly like frilly, like luxurious airline.

Griffin: No.

Rachel: And then I got that strope waffle and I was like, wait a minute, is United Airlines fancy?

Griffin: I used to—I feel like I used to not like United because, you know, I would get waylaid or whatever from time to time. But I feel like that's happened to me on every major—every major airline has really Rogered me but good at least once.

Rachel: It's almost like every other airline fell below.

Griffin: Yes.

Rachel: And now they have risen up. [chuckles]

Griffin: Yeah, sure.

Rachel: So yeah, so in like the nineteenth century, there were over a hundred strope waffle bakers in Gouda alone.

Griffin: Wow, geez.

Rachel: Right now, because there are factories created specifically to create these, there are seventeen factories dedicated to producing strope waffles.

Griffin: Hell yeah.

Rachel: In Gouda. Or at least there were—okay, so in 1960, there were seventeen factories.

Griffin: Oh, okay.

Rachel: Now there are four.

Griffin: Aw, man!

Rachel: And there are five bakeries that make homemade strope waffles in that region.

Griffin: Wow. I mean, there's probably more around the world.

Rachel: Oh, yeah, I'm—yeah, I'm just saying. One other thing I found that I didn't know about, McDonald's did a limited-edition menu in 2019. It was an international menu where you could get a McFlurry with the cut remnants of strope waffles as the topping.

Griffin: Okay?

Rachel: Which I guess are sometimes called snippers.

Griffin: That's good!

Rachel: [chuckles]

Griffin: Did McDonald's—why did McDonald's have strope waffles?

Rachel: It was—it was their limited-edition international menu in 2019.

Griffin: Okay?

Rachel: So this may have been something that they just did like—

Griffin: I mean, that sounds good as hell.

Rachel: In Europe.

Griffin: I love when ice cream has like chunks of cone in the ice cream.

Rachel: I mean, just chunks of most stuff in an ice cream is nice.

Griffin: A good chunk, yeah.

Rachel: I just love a good—

Griffin: I love a good chunk.

Rachel: A good variation in texture when it comes to ice cream.

Griffin: Yeah, me too. A little crunch.

Rachel: Mm-hm. Yeah, that's the strope waffle.

Griffin: Awesome. I really would—I would destroy one of these right now.

Rachel: I know.

Griffin: I wish they made them two feet wide, like a manhole cover. I would... smash—

Rachel: You can? I mean, there are—some of the research I did, like there are bakeries that—

Griffin: I want a Captain America shield, but edible, with that sweet layer of caramel.

Rachel: Because they're so, like they're so... crunchy and slight, like—

Griffin: They're so thin! It's like not a problem.

Rachel: It's not like eating a pizza, you know?

Griffin: Yeah. Fold it up, choco taco me a strope waffle, please. A strope waffle, all bent up? Cinnamon swirl ice cream. Nutty crumble on top? Now we're talking, baby!

Rachel: I'm gonna pass out... [chuckles]

Griffin: I'm gonna absolutely flip my gourd. Hey, do you wanna know what our friends at home are talking about?

Rachel: Yes.

Griffin: Hannah says, "A big strope waffle choco taco." Crazy!

Rachel: [chuckles] Oh my god.

Griffin: Hannah says, "My Small Wonder is that the city finally repaved the huge bump I hit while turning onto the highway on ramp I take from work every day. No more worrying about what tire alignment is, it's smooth sailing for me.

Rachel: Oh, what a delight. And now, when Hannah is in the car with anyone, they can really flex their like—their city knowledge, and be like, "You know, there used to be a big pothole here."

Griffin: Yeah.

Rachel: You know, like for the newbies that show up in town, that don't know.

Griffin: There were potholes in Huntington, specifically on those like old brick roads that are still like inexplicably in parts of the city, that were there, I'm pretty sure, the whole time I lived in Huntington.

Rachel: Uh-huh.

Griffin: And it became part of like lore. Like you know—you do know that when you're driving down, you know, Eleventh, close to the park, that there

is that one—there is that one street that you do kind of gotta give a little bit of—

Rachel: That's not there anymore?

Griffin: I don't know. I don't live there and drive those roads—

Rachel: I know, but we've been back?

Griffin: I would be—they've probably fixed—I guess because it is a brick road, it's like hard to patch that, right? What are you gonna do, put in new bricks?

Rachel: And we haven't done like an all-pothole tour of Huntington.
[chuckles]

Griffin: That's true, some of my favorites. Dimitri says, "My Small Wonder is when you have a wall where you hang your tools, and all of the tools have painted outlines indicating where they live." Dimitri, you're living a life that is so fundamentally different from my own, and I'm so happy for you and jealous of you, honestly. But like the idea of not having your tools spread across at least two to three different locations in your house—

Rachel: Oh, man, yeah.

Griffin: Jammed into a box that is—doesn't close all the way. There's loose nails and screws just kind of poplin' around in there.

Rachel: I think somebody wrote in once about hooks? About like having hooks for things.

Griffin: I'm sure that they did. I'm sure they did.

Rachel: Yeah, no, I—this is a situation where I think you and I are bad influences on each other.

Griffin: Sure.

Rachel: Because I think, for me, like the tools should be your thing, that I've just decided arbitrarily. And so, since you haven't invested in an organization system, I think like, well, we—I guess we're just not going to organize them. [chuckles]

Griffin: I do use tools, I will say, more than you. Not in a sort of like traditional, you know—

Rachel: You like assembling things.

Griffin: I do like assembling things.

Rachel: Yeah.

Griffin: It's a—it's a—

Rachel: You've purchased most of the stuff that we have, like—

Griffin: It is a nerd fascination more than it is a like, "I'm a man, so I gotta get the tools," kind of way. But I will fuckin' just absolutely lose 'em.

Rachel: And you do exclusively use that voice when you—

Griffin: I do use that voice a lot.

Rachel: Yeah, we have an actual toolbox, but it's not large enough to contain all of our tools. So, we then have other locations where we—

Griffin: The number of Allen wrench sets that we have purchased, torn apart and scattered to the four winds, it's genuinely more than I can—I will be like—I will be cleaning out like a box of toys down in the basement or something, and find like three to four small Allen wrenches down there. Don't even know how they got there. There's a big bee on my plant outside. Anyway, thanks for listening so much to Wonderful! Thank you so much for listening so much to Wonderful.

Rachel: [chuckles]

Griffin: Thank you to Bo En and Augustus for the use of our theme song, Money Won't Pay. You can find a link to that in the episode description. Thank you so much to Max Fun for having us on the network! That's Maximum Fun. Go to maximumfun.org, check out all the great stuff that they've got popping over there. And we've got some merch up in the McElroy Merch Store, over at mcelroymerch.com. There's a TAZ Hunger beanie that looks really sick.

And our last few live shows for MBMBaM and TAZ are coming up in Salt Lake City, in San Diego, next weekend, as you're hearing this, middle of October. So, you can get tickets for that over at bit.ly/mcelroytours. Our email address is wonderfulpodcast@gmail.com, if you want to send in your Small Wonders, that we will consider and maybe talk about at the end of our show. That's it. I might need to go get stroopwafels. I might need to... leave.

Rachel: Yeah, now that I know the brand, I'm a little fixated on specific—

Griffin: I guess I can—I guess I can make one? Just get our waffle press out, but you like really fuckin' gotta press it.

Rachel: You've gotta really—like, we don't have anything—you almost need like a tortilla press to get it that flat.

Griffin: You get a waffle maker, make the waffle, put it in the tortilla maker, squish it down. Panini squisher. Caramel it up. [chuckles] That's what I'm talking about, baby.

Rachel: Like a crepe.

Griffin: Like a crepe machine.

Rachel: Oh, a crepe machine.

Griffin: We don't need to break more kitchen appliances.

Rachel: [chuckles]

Griffin: Bye!

[theme music, "Money Won't Pay (feat. Augustus)" by Bo En plays]

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